

Vengeance

## **Common**

Raid the Mausoleum

Mark for Death

The Art of Disguise

Hypnotic Melody

Runic Barrier

Void Skip

Laboratory Macabre

Hold in Suspense

Mirror of Hubris



# Offer to the Pyre

*Advanced Move*



Banish one of your other cards from hand or play to:

**Attack**



**1+**

I cost less to play.

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# Wisdom of Ancestors

*Advanced Move*



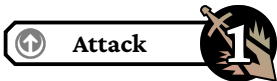
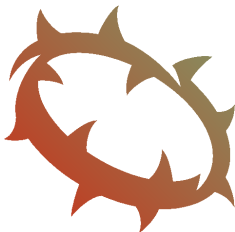
**Reflex:** When I'm the only card in your hand, you may play me.

Choose up to  **one** of your banished cards and up to  **one** of the cards in your cache. Put those cards into your hand.



# Thorns of the Coven

*Advanced Move*




When I'm banished from your hand or from play, gain  one .



# Psychic Torment

*Advanced Move*



Banish  **one** move card from play.

# Adrenaline Surge

*Advanced Move – Sequence*




**Reflex:** When you score your fifth point this match, you may play me.



No effect.



You get  **one** additional action this turn.






# Warrior's Pride

*Advanced Move*



**Reflex:** When you attack for the third time this match, you may play me.

Gain  **one** . Your attacks get  **+1** power this turn.



# Stay Out of Reach

*Advanced Move*



**Reflex:** When you are being attacked and you have scored no points this match, you may play me.

Your opponent's attacks get ⬆️ -2 power.





# Iron-Oak Protector

*Advanced Move*




**Block an attack.**



**Attack**



 **1+**

I cost  less to play.

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# Accelerated Growth

*Advanced Move – Sequence*





Gain  one .


Gain  one .

# Cloaked in Mist

*Advanced Move – Permanent*



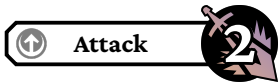
**On play:** Gain  one .


When you are attacking, return me to your hand to give all your attacks this turn Swift. (*Swift attacks cost  to block.*)




# Vengeance

*Advanced Move*



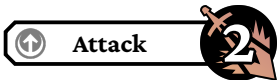
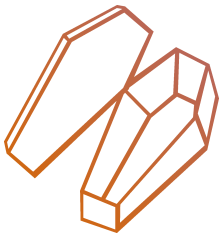
**Swift** (*Blocking me costs* )

If your opponent has scored three or more points this match, I get

 +2 power.

# Raid the Mausoleum

*Advanced Move*



Your opponent conjures and plays a Skeletal Minion.

# Mark for Death

*Advanced Move – Sequence*




I

Attack



II

Your attacks get  +1 attack power this turn. If my first stage attack hit, they also can't be blocked.

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# The Art of Disguise

*Advanced Move*



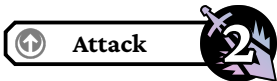
**On reveal:** Name a card your opponent played last turn. If you do, I am a copy of that card until I leave play. (*Its cost, types, and text replace my own.*)


⤴ **Expertise** with me improves the copy.



# Hypnotic Melody

*Advanced Move*



When I hit, banish  **one** of your opponent's move cards from play.





# Runic Barrier



*Advanced Move – Permanent*




When you are being attacked, return me to your hand to:

**Block an attack.**



When I block a card, banish that card.

 **1+**

I cost  less to play.

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# Void Skip

*Advanced Move*



**On reveal:** Choose a card your opponent is revealing. Banish that card and they don't play it.



I cost  less to play.

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# Laboratory Macabre

*Advanced Move*



Conjure and play a Skeletal Minion.

Conjure and play a Chronotech Augment.



When you hit with a sequence attack while I'm banished, recall me.

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# Hold in Suspense

*Advanced Move – Sequence*




**I**

**Block an attack.**



**II**

Instead of a normal action this turn, choose  **two** cards from your hand. Decide which one to reveal after seeing what your opponent reveals.

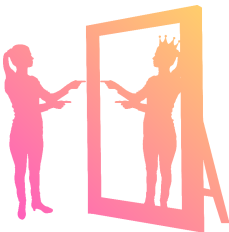
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# Mirror of Hubris

*Advanced Move*



**Block an attack.**



When I block an attack:

**Attack**



**1+**

I block any number of attacks this turn.

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Avoid Fate

**Rare**

Poised to React

Knife-Juggling Mishap

Humiliate

Radiant Chains

Shieldmate's Bond

Unyielding Protection

Scars of the Deathless

Shambling Ranks


Tattered Banner



## Candlehead and Ashtooth

*Advanced Move*



Conjure  **two** Brimstone Imps  
and play one of them without  
paying costs.

# Demon's Bargain

*Advanced Move – Permanent*



**On play:** Your opponent can't hit with attacks or score points this turn.

At the start of each turn, your opponent scores one point.



I don't count for max hand size.

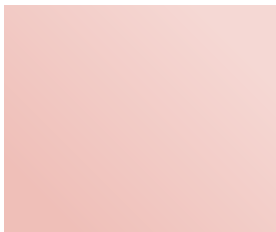
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## Seek Forbidden Knowledge

*Advanced Move*



**On play:** Banish one of your move cards from hand or play. When you reveal another starter or advanced move, you get  +1 expertise with that card until it leaves play.

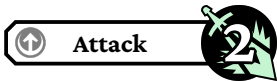


# Roundhouse Kick

*Advanced Move*



**Reflex:** When you play your second move this turn, you may play me.



# Daze



*Advanced Move – Sequence*






**Reflex:** When you hit with an attack, you may play me.



No effect.



Your opponent can't pay . (  
*must be paid with* )



**1+**

I don't count for max hand size.

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# Acrobat's Leap

*Advanced Move – Sequence*




I

**Block** an attack.






II

If you would score points this turn, score  **two** times as many points.

# Infuse with Sunlight

*Advanced Move*



For each  you had at the start of this turn, gain  **one** .

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## The Woods Offer Refuge



*Advanced Move*




**Reflex:** When you gain , you may play me.

**Block an attack.**



 **1+**

I cost  less to play.

Rare

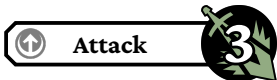
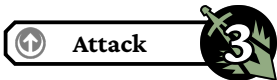
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# Fists of Life-Force



*Advanced Move*



*(One block can only stop one attack.)*

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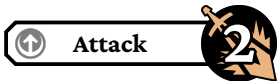
# Feral Companion

*Advanced Move – Permanent*



**On play:** No effect.

When you attack, return me to your hand to:



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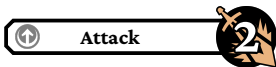
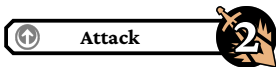
# Howl of the Pack



*Advanced Move*



I cost  less to play if you scored points last turn.



*(One block can only stop one attack.)*

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# Strength of Granite



*Advanced Move – Sequence*



**Reflex:** When both players are attacking, you may play me.



Your opponent's attacks get ⬆️ -1 power.

Your opponent's attacks get ⬆️ -1 power.

If you played me as a reflex, sacrifice me.


# Pierce the Heart

*Advanced Move*



**Attack**



If another card would increase my power, it increases my power by  **two** times as much. *(For example, if I would get +2 power, I get +4 power instead.)*

When I score nine or more points in one attack, end the match when this turn ends. *(The player with more points wins.)*

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# Stalk the Shadows

*Advanced Move*



**Block an attack.**



Conjure and play  **one** Assassin's Focus.

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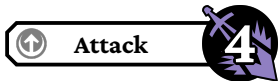



# Backstab

*Advanced Move*



If your opponent is not attacking or blocking:



Otherwise, conjure and play  two Assassin's Focus.




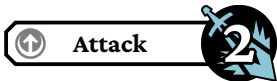
# Ravenwand Bolt



*Advanced Move*



If one of your opponent's cards was banished last turn, I get  +2 power.



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# Scrying Orb



*Advanced Move – Permanent*



**On play:** Your opponent reveals two cards from their hand. Choose one of those cards and banish it.

At the end of each turn, if your opponent has three or more banished cards, score ⬆️ **one** point.

# Mask of Memories

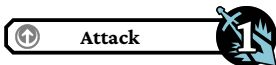


*Advanced Move*



**On reveal:** you may name one of your opponent's banished cards. If you do, I am a copy of that card until I leave play. (*Its cost, types, and text replace my own.*)

If you don't name a card:



⬆ **Expertise** with me improves the copy.

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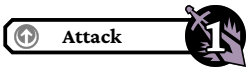
# Lodestone Staff



*Advanced Move – Sequence*



Choose one: The match lasts one turn longer; or it ends one turn sooner.



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# Out of Time

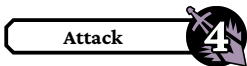


*Advanced Move – Sequence*



No effect

No effect



I cost less to play.

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# Avoid Fate



*Advanced Move*



**Block an attack.**



Conjure and play a Chronotech Augment.

When you play a sequence while I'm banished, return me to your hand.



**1+**

I don't count for max hand size.

Rare

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# Poised to React




*Advanced Move*



Play another card.



I cost  less to play.

Rare

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# Knife-Juggling Mishap



*Advanced Move*



**On reveal:** Choose a move your opponent is revealing. Claim that card until it leaves play, and it costs no  to play this turn. Your opponent claims me until I leave play.

Attack



I get -1 power.

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# Humiliate

*Advanced Move*



**Attack**

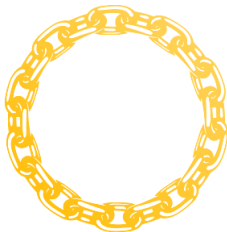



If your opponent is blocking, they must block me if able. When they do, score ⬆️ **two** points.

# Radiant Chains



*Advanced Move – Permanent*



**On play:** Choose  **one** card name. Your opponent can't play cards named this way until I leave play.

At the end of each turn, if your opponent scored points this turn, return me to your hand.

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# Shieldmate's Bond



*Advanced Move – Permanent*



**Reflex:** When you block an attack, you may play me.

At the end of each turn, if your opponent scored points this turn, return me to your hand.

At the end of the match, if I'm in play, score ⬆️ **two** points.





# Unyielding Protection




*Advanced Move*



Your opponent can't score points this turn.



I cost  less to play.

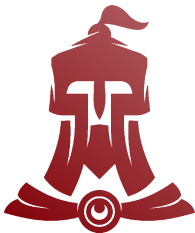
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# Scars of the Deathless



*Advanced Move*



Your opponent can't score more than one point this turn.

*(If they would score points, they score one point. If they have already scored this turn, they can't score again.)*



I don't count for max hand size.

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# Shambling Ranks

*Advanced Move – Permanent*



At the end of each turn, if a player scored points this turn, conjure and play a Skeletal Minion.



**Reflex:** At the start of the first turn, you may play me.

Rare

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# Tattered Banner



*Advanced Move – Permanent*



**Reflex:** At the end of each turn, if you hit with an attack this turn, you may play me.

Your attacks get ⬆️ +1 power.