

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.

Read Forbidden Tomes

Advanced Move



Banish one of your other cards from hand or play to name a move or domain card. You get +1 expertise with the named card this match.

Rare

08/29/22 - GLORYBOUND



Roundhouse Kick

Advanced Move



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

Attack



Rare

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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* .)

Acrobat's Leap

Advanced Move – Sequence



Block an attack.





All points you would score this turn are doubled.

Infuse with Sunlight



Advanced Move – Sequence




Gain   and put that spirit on me. It can be spent normally but vanishes when I leave play.

No effect.

The Woods Offer Refuge

Advanced Move



Reflex: When you gain , you may play me.

Block an attack.



If you played me as a reflex,
sacrifice me.



Fists of Life-Force



Advanced Move



Attack



Attack



(One block can only stop one attack.)

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Feral Companion

Advanced Move – Permanent



When you attack, recall me to:

Attack



Rare

08/29/22 – GLORYBOUND




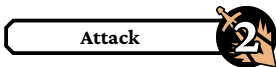
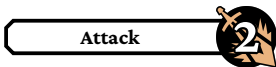
Howl of the Pack



Advanced Move



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



(One block can only stop one attack.)

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.)

Rare

08/29/22 - GLORYBOUND

Stalk the Shadows

Advanced Move



Block an attack.



Conjure and play an Assassin's Focus.



Backstab

Advanced Move



If your opponent is not attacking or blocking:

Attack



Otherwise, conjure and play two Assassin's Focus.

Rare

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Ravenwand Bolt



Advanced Move



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

Attack



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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:

Attack



⬆ **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.

Attack



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Out of Time

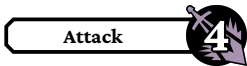


Advanced Move – Sequence



No effect

No effect



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Avoid Fate



Advanced Move



Block an attack.



Conjure and play a Chronotech Augment.

Whenever you play a sequence while I'm banished, recall me.

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Poised to React

Advanced Move



Play another card.

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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



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Humiliate

Advanced Move



Attack

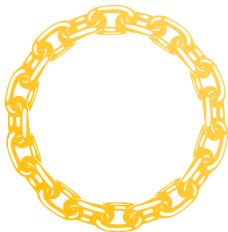


If your opponent is blocking, they must block me if able. When they do, score two points.

Radiant Chains



Advanced Move – Permanent



On play: Choose a card name. Your opponent can't play cards with the chosen name until I leave play.

At the end of each turn, if your opponent scored points this turn, recall me.

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, recall me.

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.

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.)

Rare

08/29/22 - GLORYBOUND

Shambling Ranks

Advanced Move – Permanent



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

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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.