

Path of the
Guardian



Starter

Raising Dragons

Inferno Dragon - Frost Dragon - Shadow Dragon



4

Starter

Defend the Young



3



0

Unyielding Protection



4



3

Nurture Cooperation



4

Furious Charge

Raising Dragons

Starter – Innate Permanent



Innate: Play before match starts.

On play: Choose **two Dragons** and reveal and recall them. They are **Eggs** for the first three turns of the match, **Hatchlings** on the fourth turn and **Adolescents** on the fifth and beyond.

At the end of each turn, if your opponent scored points this turn, banish a Dragon from your hand.



4

[three Dragons]



Inferno Dragon

Linked



*Dragon – **Linked** (This card begins the match banished and is recalled by Raising Dragons.)*

If I am a **Hatchling** or **Adolescent**:

Attack



If I'm an **Adolescent**:

I get +3 attack power.



Frost Dragon

Linked



Dragon – Linked (This card begins the match banished and is recalled by Raising Dragons.)

If I am a **Hatchling** or **Adolescent**:

Attack



If I'm an **Adolescent**:

I get +1 attack power and your opponent's attacks get -3 attack power.



Shadow Dragon

Linked



Dragon – Linked (This card begins the match banished and is recalled by Raising Dragons.)

If I am a **Hatchling** or **Adolescent**:

Attack



If I'm an **Adolescent**:

I get +1 attack power and I can't be blocked.



Defend the Young

Starter - Sequence






I

Block an attack.



II

Your opponent's attack cards
cost    more.



3

[cost    more]



Unyielding Protection

Advanced



0



Your opponent can't score points this turn.



Oneshot: Banish after use.



4

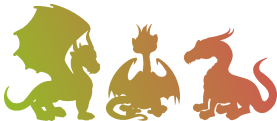
I cost no resources.

Nurture Cooperation

Advanced – Permanent



3



Your Dragons get +1 attack power.

When you reveal and play a Dragon, you may play any number of other Dragons from your hand without paying their costs.





Furious Charge

Advanced



4



I cost one resource less for each Dragon that has been banished during the match. ( is removed before .)

Attack



Block an attack.

