



Bloodthirsty Axe

Starter



Attack



I get +2 attack power if you are being attacked.

Battle Rage

Starter – Permanent



At the start of each turn, if your opponent has scored at least three points you may play an additional action this turn.



Gains: *Innate*
(Play before the match starts.)

Rite of Scars

Advanced



0




Gain  .

Attack yourself  with an attack power of 2.

(You are both attacking and being attacked. If you don't block, your opponent scores the points.)



6

+1 attack power; +1  gained.

Pillage

Advanced



2



Banish a card your opponent played this turn.



Oneshot: Banish after use.



3

... and another one of your opponent's cards of their choice.



Retribution



4

Advanced



Attack



I get +1 attack power for each two points your opponent has scored this match.

I can't be blocked unless your opponent pays .



4

{opponent pays }



Balanced Blade

Starter






Attack



Recall Parry.



4

Costs  instead of  .



Parry

Linked



Linked (This card begins the match forgotten and is recalled by Balanced Blade.)

I cost one resource less if you played Balanced Blade last turn.

Block an attack.



Oneshot: Banish after use.



Arrow Volley

Starter



Repeat the following twice:

Attack



(One block can only stop one attack.)



6

Attacks three times instead of two.



Decisive Strike



0

Advanced



I cost one resource less for each two points you've scored this match.

Attack



4

+1 attack power.



Battle Tactics



3

Advanced – Innate Permanent



Innate (Play before the match starts.)

Choose a strategy:

Skirmish – You may play an additional action on the **second** turn.

Ambush – The first time you attack, give an attack **+2** attack power.

Besiege – Your opponent pays



4

{second and fourth}; {+4};





Shield Wall

Advanced - Permanent



5



First turn:

Block an attack.



Each turn, if you are attacking, block an attack with less attack power than yours.



Arcane Research

Starter



Choose two random advanced cards you have not yet learned and recall them. If you recall an innate card, play it immediately.



5

{one random forbidden magic
and one random advanced card}



Forcefield

Starter



Block an attack.



For the rest of the match, Forcefield costs no resources.



Meteor Invocation

Advanced – Sequence



2



No effect.



Attack



5

+2 attack power.

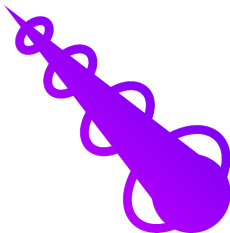




Shrinking Ray

Advanced



5



Your opponent pays  if able, or  if that's all they have. They must undo an action they played this turn if doing so would make them more able to pay. (*Undone actions are recalled and refunded and have no effect.*)



Oneshot: Banish after use.

Spellweaving

Advanced – Innate Permanent



8



Innate (Play before the match starts.)

Reveal an Arcanist card and a non-Arcanist card from your hand.

For the rest of the match, when you play one of those cards, play the other as a special action if able.



All-Consuming Void

Linked



*Forbidden Magic – **Linked** (This card begins the match forgotten and is recalled by an upgraded Arcane Research.)*

At end of turn, end the match. (The player with more points wins)

True Reincarnation

Linked



*Forbidden Magic – **Linked** (This card begins the match forgotten and is recalled by an upgraded Arcane Research.)*

If your opponent would score points this turn, instead they score no points and your resources are restored to your starting resources.



Oneshot: Banish after use.



Awaken the Old Gods



Linked – Sequence



Forbidden Magic – Linked (This card begins the match forgotten and is recalled by an upgraded Arcane Research.)



Attack



Attack

