

Path of the
Berserker



Starter

Bloodthirsty Axe

Starter

Battle Rage



6



0

Rite of Scars



6



2

Pillage



3



4

Retribution



4



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   }

Path of the
Legionnaire



Starter

Balanced Blade

Parry



4

Starter

Arrow Volley



6



0

Decisive Strike



4



3

Battle Tactics



4



5

Shield Wall



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



Attack



I cost one resource less for each two points you've scored this match.
( is removed before .)



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.

Path of the
Dancer



Starter

Elegant Reversal

Starter

Mesmerize



4



0

Dizzying Spin



3



0

Just Out of Reach



6



3

Entice to Dance



3

Try to Keep Up



Elegant Reversal



Starter



Block an attack.



When I block an attack, I attack back with equal attack power.







Mesmerize

Starter – Sequence



No effect

Your opponent's actions cost twice as many resources.

(For example, an action that would cost   costs    .)



4

{Gain .}



Dizzying Spin

Advanced - Sequence



0



Attack



If I hit , name a card.

Your opponent can't play the named card.



3

{Whether or not I hit}



Just Out of Reach

Advanced



0



Your opponent's attacks get -2 attack power this turn.



6

Once per match you may play me any time as a special action. If you do, banish me after use.

Dancer

11/21/21 - Glorybound



Entice to Dance

Advanced – Innate Permanent



3




Innate (Play before the match starts.)

Your opponent recalls Try to Keep Up.

When the match ends, score three points unless your opponent has played Try to Keep Up.



3

Try to Keep Up costs .


Try to Keep Up

Linked



Linked (This card begins the match forgotten and is recalled by Entice to Dance.)

Banish Try to Keep Up on top of Entice to Dance.

(If Entice to Dance is upgraded, this card costs )

Path of the

Windwalker



Starter

Tempest Blade



4

Starter

Leap Skyward



2



0

Storm Surge



4

Wind's Favor



5

Bring the Lightning

Echoing Thunder





Tempest Blade

Starter






Attack



If Tempest Blade is blocked, you may pay   to score two points.



4

Costs  instead of  .



Leap Skyward

Starter – Sequence



Block an attack.



Your attacks get **+1** attack power.



2

{+2}


Storm Surge

Advanced



0



Gain  until you have more resources than your opponent.



Wind's Favor

Advanced - Innate Permanent



4



Innate (Play before the match starts.)

As long as both players are attacking, your attacks get +1 attack power.

Bring the Lightning

Advanced - Innate Permanent



5

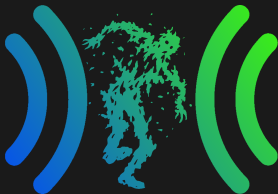


Innate (Play before the match starts.)

Your first attack of the match gets +1 attack power. Then note its attack power and recall Echoing Thunder.

Echoing Thunder

Linked



Linked (This card begins the match forgotten and is recalled by Bring the Lightning.)

My base attack power X is the number you noted for Bring the Lightning.

Attack



Oneshot: Banish after use.

Path of the
Mariner



Starter

Whaler's Hook



4

Starter

Chart a Course

Smuggler's Cove – Sunken Temple



0

Trawling Net



3



4

Boarding Party



4



4

Abyssal Offering



4



Whaler's Hook

Starter



Attack



If Whaler's Hook hits, banish a non-innate card from play.



4

+1 attack power.

Mariner

11/21/21 - Glorybound



Chart a Course

Starter



Choose one:

Greed – Recall all of your opponent's banished cards. They are yours for the rest of the match. If you have not played a harbor, recall and play Smuggler's Cove.


Madness – Your opponent chooses and banishes one of their cards. If you have not played a harbor, recall and play Sunken Temple.

Smuggler's Cove

Linked – Permanent



Harbor – Linked (This card begins the match forgotten and is recalled by Chart a Course or Boarding Party.)

Put  on Smuggler's Cove. This can only be spent to play your opponent's cards.

Pirate Captain: If you have upgraded Boarding Party, on the final turn of the match you get +1 action.

Sunken Temple

Linked – Permanent



*Harbor – **Linked** (This card begins the match forgotten and is recalled by Chart a Course or Abyssal Offering.)*

When the match ends, if at least four of your opponent's cards are banished, score two points.

Drowned Prophet: If you have upgraded Abyssal Offering, score an additional two points for each banished card beyond four.

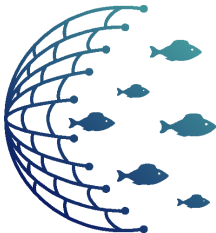


Trawling Net

Advanced



0



Block an attack.



When Trawling Net blocks a card,
banish that card.



3

When Trawling Net blocks, it block
all attacks instead of just one.



Boarding Party



4

Advanced



Attack



Name a non-innate card. Your opponent must banish a card with that name. Then recall all of your opponent's banished cards. They are yours for the rest of the match.

If you have not played a harbor, recall and play Smuggler's Cove.



4

You are the **Pirate Captain**, improving Smuggler's Cove.



Abyssal Offering

Advanced



4



Your opponent chooses and banishes one of their cards. Then they do it again for each two points you've scored this match.

If you have not played a Harbor, recall and play Sunken Temple.



Oneshot: Banish after use.



4

You are the **Drowned Prophet**, improving Sunken Temple.

Path of the
Guardian



Starter

Raising Dragons

Inferno Dragon – Frost Dragon – Shadow Dragon



5

Starter

Defend the Peaks



4



0

Unyielding Protection



6



5

Nurture Cooperation

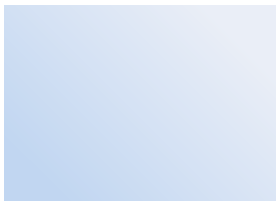


5

Guardian's Fury

Raising Dragons

Starter – Innate Permanent



Innate (Play before the match starts.)

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.

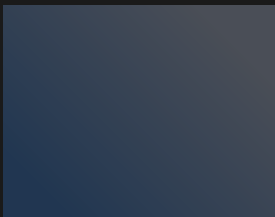


{three dragons}



Inferno Dragon

Linked



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

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

Attack



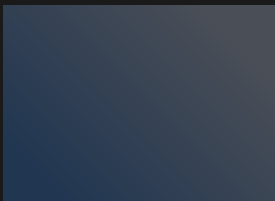
If I'm an **Adolescent**:

I get +3 attack power.



Frost Dragon

Linked



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

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

Attack



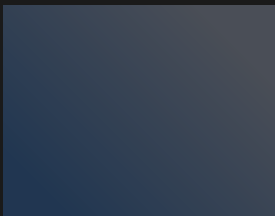
If I'm an **Adolescent**:

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



Shadow Dragon

Linked



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

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

Attack



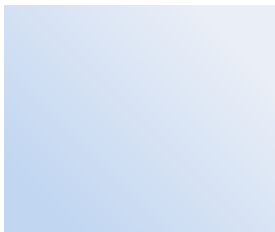
If I'm an **Adolescent**:

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






Defend the Peaks

Starter – Sequence



Block an attack.



Your opponent's attack cards
cost    more .



4

{cost    more}

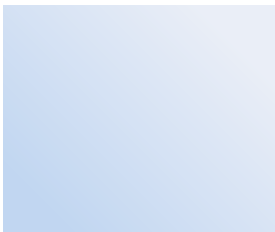


Unyielding Protection



0

Advanced



Your opponent can't score points this turn.



Oneshot: Banish after use.



6

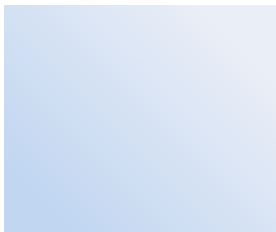
I cost no resources.

Nurture Cooperation

Advanced - Permanent



5



Your dragons get +1 attack power.

When you reveal and play a dragon, you may play any number of other dragons from your hand as special actions and without paying their costs.



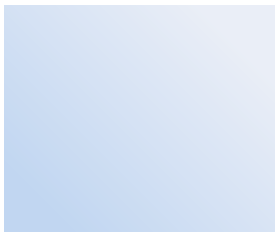
Guardian's Fury





5



Advanced



I cost one resource less for each dragon that has been banished. ( is removed before .)

Attack



Block an attack.

