Bloodthirsty Axe

Attack ②

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

Battle Rage

Permanent

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

⬆ 7

Gains: *Innate – Play before the match starts.*

Berserker | 09/30/21 – Glorybound

Rite of Scars

🔓
0

Attack

2

I attack you, not your opponent. *(You are both attacking and being attacked, and your opponent scores the points.)*

Gain ⚪⚪.

⬆ **6** +1 attack power; +1 ⚪ gained.

Berserker   09/30/21 – Glorybound

Pillage

🔓
2

Banish a card your opponent played this turn.

⬆ **3**

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

Berserker   09/30/21 – Glorybound

Retribution

4

Attack 2

I get +1 attack power for each two points your opponent has scored this match.
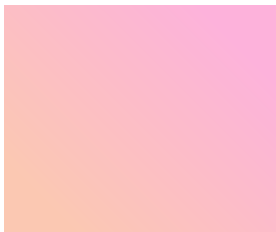
I can't be blocked unless your opponent pays ▽▽.

4 | Your opponent must pay ▽▽▽ instead.

Berserker   09/30/21 – Glorybound
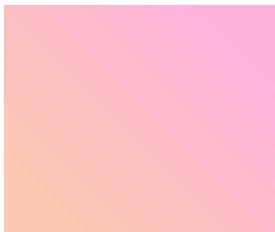
Insatiable Flame

Attack

I **burn** your opponent when I hit.
(This can help you set them ablaze)

Set Ablaze

I cost no resources once your opponent has been **burned** twice.

Attack 4

I can't be blocked.
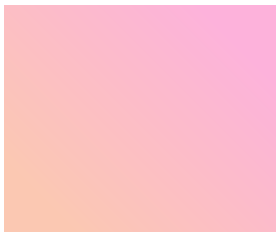
Oneshot: Banish after use.

7

Costs instead of .

Inferno Circle

Sequence

🔓
0

I If your opponent attacked this turn, I **burn** them.

II If your opponent attacked this turn, I **burn** them.

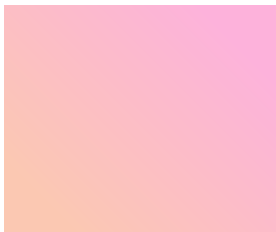⬆ **4** Repeats the same effect for a third turn.

Kindled Flame

🔓
3

Innate Permanent

Innate — Play before the match starts.

When your opponent is **burned** for the third time play Set Ablaze immediately as a special action. If it is forgotten, recall it first.
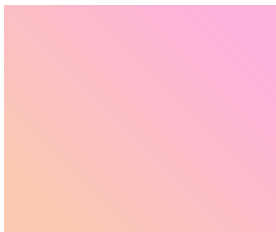
⬆ **3** | Your opponent only needs to be burned twice instead of three times.

Fireheart | 09/30/21 – Glorybound

Pyre Offering

Sequence

🔓
5

I Banish a non-Fireheart card from your hand to recall Consumed by Flame.
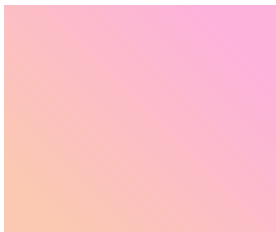
II You may play an additional action.

📉 **Oneshot:** Banish after use.

Consumed by Flame

Forgotten

This card begins the match forgotten and is recalled by Pyre Offering

Consumed by Flame is a copy of the card that was banished by Pyre Offering, except that it **burns** your opponent when it hits and when it blocks their attacks.

Balanced Blade

Attack

Recall Parry.

4

Costs less to cast.

Parry

Forgotten

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

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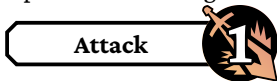
Block an attack.

▓ **Oneshot:** Banish after use.

Arrow Volley

Repeat the following twice:

Attack

(One block can only stop one attack.)

⬆ 6 | Attacks three times instead of two.

Decisive Strike

🔓
0

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

Attack ⚔3

⬆ **4**   +1 attack power.

Battle Tactics

Innate Permanent

🔓 **3**

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}; {🔻🔻🔻}
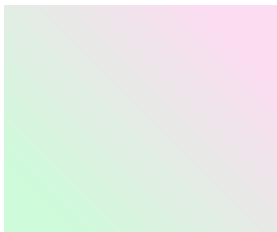
Shield Wall

Permanent

🔒 5

First turn:

Block an attack.

Whenever you play an attack, block an attack with less attack power.
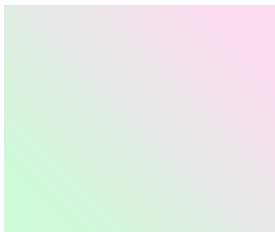
Elegant Reversal

Block an attack.

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

Mesmerize

Sequence

I No effect

II Your opponent's actions cost twice as many resources.
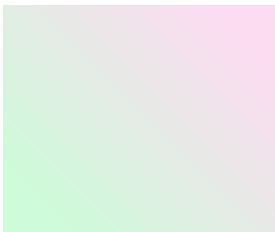*(For example, an action that would cost 🗲 ▽ ▽ costs 🗲 🗲 ▽ ▽ ▽ ▽.)*

⬆ **4**

{Gain ⬤.}

Dizzying Spin

Sequence

0

I **Attack**

If I hit, name a card.

II Your opponent can't play the named card(s).

3 {Whether or not I hit}
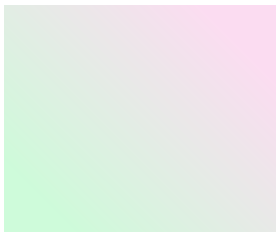
Just Out of Reach

🔓 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.
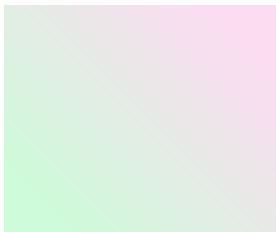
Entice to Dance

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.
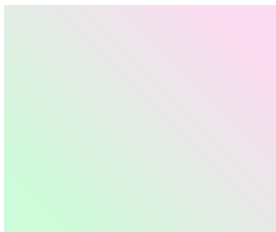
⬆ **3**

Try to Keep Up costs 🔻.

Try to Keep Up

Forgotten

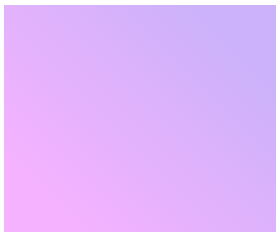*This card begins the match forgotten and is given to your opponent by Entice to Dance.*

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

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

Arcane Research

Choose two random advanced cards you have not yet learned and recall them. If you recall an innate card, play it immediately.
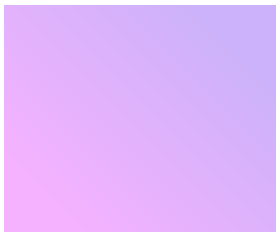
7

{one random forbidden magic and one random advanced card}

Forcefield

Block an attack.

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

Meteor Invocation

Sequence

2

I   No effect.

II | **Attack** | 4 |
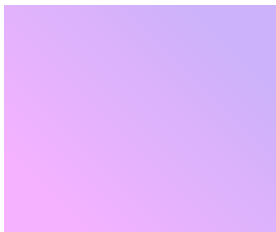
5   +2 attack power.

Shrinking Ray

5
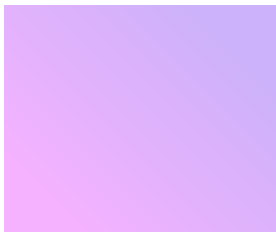
Your opponent pays 🔻🔻 if able, or 🔻 if that's all they have. They must undo an action they played this turn if doing so would make them more able to pay. *(Undone actions are recalled and refunded and have no effect.)*

Oneshot: Banish after use.

Spellweaving

Innate Permanent

🔓 8
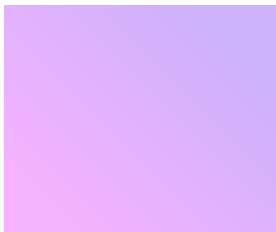
Innate – Play before the match starts.

Reveal an Arcanist card and a non-Arcanist card from your hand. When you play one of those cards, play the other as a special action if able.

All-Consuming Void

Forgotten
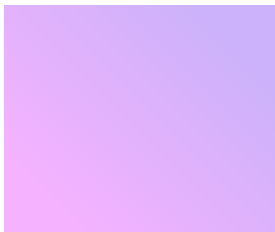
Forbidden Magic - This card begins the match forgotten and can be recalled by an upgraded Arcane Research.

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

True Reincarnation

Forgotten

Forbidden Magic - This card begins the match forgotten and can be 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.

Awaken the Old Gods

Forgotten Sequence
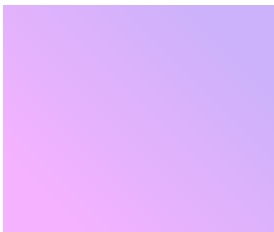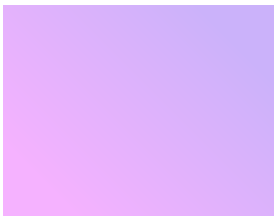

Forbidden Magic - This card begins the match forgotten and can be recalled by an upgraded Arcane Research.

| I | Attack | 4 |
| II | Attack | 4 |

Backstab

If your opponent isn't attacking:

Attack 3

↑ 4 | +2 attack power.

Shadowstep

Block an attack.

Banish me unless you pay 🗲.

Trap Setting

0

Secretly choose a Trap and put it into play face down. You can turn that card face up to play it as a special action any time after this turn ends.

Poisoned Dagger

Forgotten

Trap – This card begins the match forgotten and is put into play by Trap Setting.

If you hit with an attack this turn, I become permanent and at the start of each turn, you score one point. Otherwise, banish me.

Smoke Shroud

Forgotten

Trap — This card begins the match forgotten and is put into play by Trap Setting.

If your opponent didn't attack last turn, they can't score points this turn.

 Oneshot: Banish after use.

Feign Defeat

Forgotten

Trap – This card begins the match forgotten and is put into play by Trap Setting.

If your opponent has more points than you, they can't block this turn.
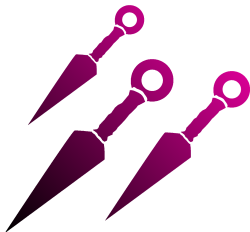
📊 **Oneshot:** Banish after use.

Always More Knives

Sequence

0

I	Attack	3
II	Attack	1

4 Costs 🟩🟪🟥 instead of 🟩🟪🟥🟪.

Assassin 09/30/21 – Glorybound

Hidden in Plain Sight

🔓 **5**

Innate Permanent

Innate – Play before the match starts.

After the first turn of the match, but before the second, there is a secret turn. Your opponent and their cards do not participate in this turn, and no points can be scored.

Tempest Blade

Attack

If Storm-Infused Blade is blocked, you may pay ⬡ ▽ to score two points.

4

Costs ▽ instead of ▽▽▽.

Leap Skyward

Sequence

I | **Block** an attack.

II | Your attacks get +1 attack power.

⬆ 2 | {+2}

Storm Surge

🔓

0

Gain ⬭ until you have more resources than your opponent.

Wind's Favor

🔓 4

Innate Permanent

Innate – Play before the match starts.

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

Bring the Lightning

🔓
5

Innate Permanent

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

Forgotten

I begin the match forgotten and am recalled by Bring the Lightning.

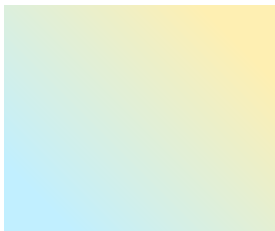My base attack power X is the number you noted for Bring the Lightning.

Attack

Oneshot: Banish after use.

Smite
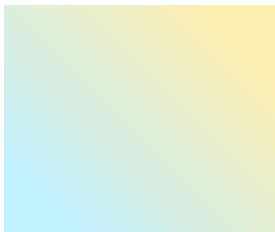
Attack ⚔3

6 | Banish any non-innate card from play.

Shield of Faith

Sequence

I **Block** an attack.
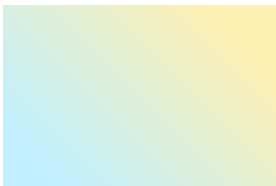
II All points you score are doubled.

↥ **3**

When Shield of Fate blocks, it block all attacks instead of just one.

Divine Intervention

🔓 0

You can't play me until you've scored at least four points.

Block an attack.

Score one point.

Gain 🥊 🔵.

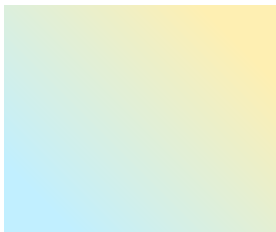📺 **Oneshot:** Banish after use.

⬆ 5 | For the rest of the match, your attacks get +2 attack power.

Desperate Prayer

🔓
3

When you forget me, return me to your hand. *(You will begin the match with six cards in hand.)*
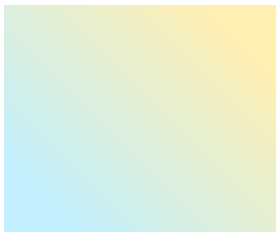
Score one point.

📉 **Oneshot:** Banish after use.

Righteous Conviction

🔒
6

Innate Permanent

Innate — Play before the match starts.

Gain ⬭.

While your opponent has more points than you, they can't block an attack unless they pay 🔻.

Bind in Thorns

Attack

Block an attack.

FAKE TEST CARD

Forgotten

Forbidden Magic - This card begins the match forgotten and can be recalled by an upgraded Arcane Research.

Attack 4

Attack 4

Oneshot: Banish after use.

FAKE TEST CARD

Forgotten

Forbidden Magic - This card begins the match forgotten and can be recalled by an upgraded Arcane Research.

I — **Block** an attack.

II — **Attack** 4

Oneshot: Banish after use.