Path of the **Arcanist** Arcane Research Forcefield Meteor Invocation





Starter



Arcane Research

Starter



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

(You can't research cards you've already researched this match.)



Also turn your banished Forbidden Magic cards face down and recall one at random.



Forcefield

Starter





For the rest of the match, I cost no resources.



Meteor Invocation

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Advanced – Sequence





No effect.







I get +2 attack power.



Shrinking Ray

€ 4

Advanced



Your opponent must pay \(\varphi\) (or \(\varphi\) if that's all they have) before they pay for cards they are playing this turn. If this leaves them unable to pay for a card, they recall it and don't play it.







Innate: Play before match starts.

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

When you play one of those cards, play the other if able.



All-Consuming Void

Linked



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

Score one point for each time you played Arcane Research this match.

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

True Reincarnation

Linked



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

Your opponent can't score points this turn.

Restore your resources to your starting resources.







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

