

Path of the
Lich Knight



Starter

Culling Scythe



4

Skeletal Minion (3 copies)

Starter

Soulless Steel



0

Shambling Ranks



5



3

Call from the Grave



5

Throne of Fallen Souls



Culling Scythe

Starter



Attack



If I hit, recall and play
a Skeletal Minion .



4

{two Skeletal Minions}

Skeletal Minion

Linked – Sequence



Linked (This card begins the match forgotten and is recalled by Culling Scythe or Shambling Ranks.)



No effect.



Oneshot: Banish after use.



Soulless Steel

Starter



Your opponent can't score more than one point this turn. *(If they would score, they score only one point. If they have already scored points this turn, they cannot score again.)*



Shambling Ranks

Advanced – Permanent



0



At the end of each turn, if a player scored points this turn, recall and play a Skeletal Minion.



5

Your Skeletal Minions get +1 attack power.

Call from the Grave

Advanced



3



Choose one of your banished Oneshot cards and play it alongside me as an additional action. *(You still pay costs.)*



Oneshot: Banish after use.

Throne of Fallen Souls

Advanced



5



I am not used during matches.

When you learn me, restore a lost heart.

Whenever another player loses all their hearts and is eliminated, learn one of their starter or advanced cards, spending skill points if required. *(It is yours for the tournament and can be upgraded later. This does not count as your purchase for the round.)*

Path of the
Tinker



Starter

Clockwork Ballista



5

Starter

Mechanized Snare



3



0

Concentrate



3



4

Built to Last



5

Innovator's Triumph



Clockwork Ballista

Starter – Sequence



I

Attack

1

II

Attack

1



5

+1 attack power.

Tinker

01/08/22 – Glorybound



Mechanized Snare

Starter – Sequence



I

Block an attack.



II

Block an attack.



When I block an attack, recall me .



3

{recall me unless you pay

Concentrate



Advanced



0





Gain .

At end of turn, if you weren't hit by an attack this turn, gain an additional  .



3

If I would make you gain , instead gain that much .



Built to Last

Advanced – Innate Permanent



4



Innate (Play before the match starts.)

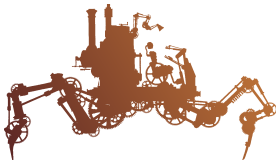
Your sequence cards stay in play for an additional turn, with the same effect as the final printed turn.


Innovator's Triumph

Advanced – Permanent



5



All your other cards have their upgraded effects. (*Upgrades are marked by the*  *symbol.*)

Path of the
Storyteller



Starter

Hold in Suspense



4

Starter

Inspire



4



0

Sleep Song



3



4

Myths That Guide



4



3

Library of Legends



3



Hold in Suspense

Starter



Block an attack.



Attack



When I hit, gain



4

Gain instead of .

Inspire

Starter – Sequence



No effect.



You may play an additional action this turn.



4

The first time you hit with an attack this match, you may play me immediately as a special action.



Sleep Song

Advanced



0



Choose a card your opponent played this turn. It has no effect, they recall it and its cost is refunded.



Oneshot: Banish after use.



3

{they banish it}



Myths That Guide

Advanced – Sequence



4



No effect.



You see your opponent's hand and choose what they play.



Oneshot: Banish after use.



4

The second time you hit with an attack this match, you may play me immediately as a special action.

Library of Legends

Advanced – Innate



3



Innate (Play before the match starts.)

When you learn me, link me to six random heirlooms. Keep these with you for the tournament.

Recall and play **one** of the linked heirlooms.



Oneshot: Banish after use.



3

{two}

Path of the
Archer



Starter

Swift Arrow



4

Starter

Careful Aim



4



0

Keep At Range



3



3

Shield-Piercing Bolt



4



4

Survey From Cover



Swift Arrow

Starter



Attack



I can't be blocked unless your opponent pays



4

...unless they pay

Archer

01/08/22 - Glorybound



Careful Aim

Starter - Permanent



The next time you attack, recall me to give an attack +3 attack power.



4

I cost no resources to play.

Archer

01/08/22 - Glorybound




Keep At Range

Advanced - Permanent



0



Your opponent's attack cards cost  more to play. This includes the turn you play me. If they can't pay, the attack is recalled and refunded.

When you are hit by an attack, recall me.



3

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



Shield-Piercing Bolt

Advanced



3



Attack



If your opponent is using a block, they must block me if able. When they do, banish that block card.



4

+1 attack power

Archer

01/08/22 - Glorybound

Survey From Cover

Advanced



4



If your opponent isn't attacking, play another card as a special action.

Block an attack.



Oneshot: Banish after use.