

Path of the

Hammer Priest



Starter

Smiting Hammer



5

Starter

Shield of Faith



3



0

Divine Intervention



2

Desperate Prayer



4

Righteous Conviction



Smiting Hammer



Starter



Attack



Banish one of your opponent's non-innate cards from play.



Shield of Faith

Starter – Sequence



Block an attack.



All points you score are doubled.



3

When I block, I block all attacks instead of just one.

Divine Intervention



Advanced



0



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

Gain   and score one point.

Block an attack.



Oneshot: Banish after use.

Desperate Prayer

Advanced



2



Reveal me when the match starts. I don't count for maximum hand size.

Score one point.



Oneshot: Banish after use.

Righteous Conviction



4

Advanced – Innate Permanent



Innate: Play before match starts.

On play: Gain

As long as your opponent has more points than you, they can't block an attack unless they pay