

Vengeance

Common

Raid the Mausoleum

Mark for Death

The Art of Disguise

Hypnotic Melody

Runic Barrier

Void Skip

Laboratory Macabre

Hold in Suspense

Mirror of Hubris



Offer to the Pyre

Advanced Move



Banish one of your other cards from hand or play to:

Attack



1+

I cost less to play.

Common

09/07/22 - GLORYBOUND





Wisdom of Ancestors

Advanced Move



Reflex: When I'm the only card in your hand, you may play me.

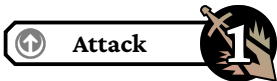
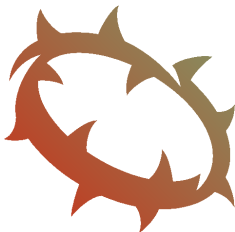
Choose up to  **one** of your banished cards and up to  **one** of the cards in your cache. Put those cards into your hand.

If you played me as a reflex, score one point.



Thorns of the Coven

Advanced Move



When I'm banished from your hand or from play, gain  one .



Psychic Torment

Advanced Move



Banish up to  **one** move card from play.

Adrenaline Surge

Advanced Move – Sequence




Reflex: When you score your fifth point this match, you may play me.



No effect.



You get  **one** additional action this turn.






Warrior's Pride

Advanced Move



Reflex: When you attack for the third time this match, you may play me.

Gain  **one** . Your attacks get  **+1** power this turn.



Stay Out of Reach

Advanced Move



Reflex: When you are being attacked and you have scored no points this match, you may play me.

Your opponent's attacks get ⬆️ -2 power.



Iron-Oak Protector

Advanced Move




Block an attack.



Attack



 **1+**

I cost  less to play.

Common

09/07/22 - GLORYBOUND

Accelerated Growth

Advanced Move – Sequence



Gain  one .






Gain  one .

Cloaked in Mist

Advanced Move – Permanent



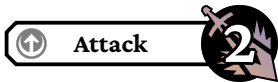
On play: Gain  one .


When you are attacking, return me to your hand to give all your attacks this turn Swift. (*Swift attacks cost  to block.*)




Vengeance

Advanced Move



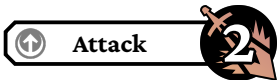
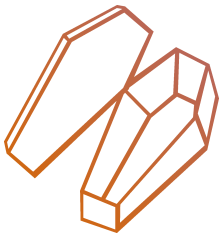
Swift (*Blocking me costs* )

If your opponent has scored three or more points this match, I get

 +2 power.

Raid the Mausoleum

Advanced Move



Your opponent conjures and plays a Skeletal Minion.

Mark for Death

Advanced Move – Sequence




I

Attack



II

Your attacks get  +1 power this turn. If my first stage attack hit, they also can't be blocked.

Common

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The Art of Disguise

Advanced Move



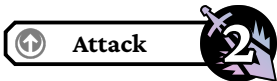
On reveal: Name a card your opponent played last turn. If you do, I am a copy of that card until I leave play. (*Its cost, types, and text replace my own.*)


⤴ **Expertise** with me improves the copy.



Hypnotic Melody

Advanced Move



When I hit, banish  **one** of your opponent's move cards from play.



Runic Barrier



Advanced Move – Permanent




When you are being attacked, return me to your hand to:

Block an attack.



When I block a card, banish that card.

 **1+**

I cost  less to play.

Common

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Void Skip

Advanced Move



On reveal: Choose a card your opponent is revealing. Banish that card and they don't play it.



I cost  less to play.

Common

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Laboratory Macabre

Advanced Move




Conjure and play a Skeletal Minion.

Conjure and play a Chronotech Augment.



1+

I cost  less to play.

Common

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Hold in Suspense

Advanced Move – Sequence




I

Block an attack.



II

Instead of a normal action this turn, choose  **two** cards from your hand. Decide which one to reveal after seeing what your opponent reveals.

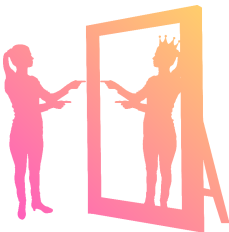
Common

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Mirror of Hubris

Advanced Move



Block an attack.



When I block an attack:

Attack



I block any number of attacks this turn.

Common

09/07/22 - GLORYBOUND

Conjured

Domain

Brimstone Imp

Assassin's Focus

Chronotech Augment

Skeletal Minion



Brimstone Imp

Conjured Move



Conjured (I only join your hand when I'm conjured.)

Reveal a card from your hand at random and play it without paying costs.

Attack



Conjured

09/07/22 - GLORYBOUND



Assassin's Focus

Conjured Move – Permanent



Conjured (I only join your hand when I'm conjured.)

When you are attacking, banish me to give an attack +1 power.



Chronotech Augment

Conjured Move – Permanent



Conjured (I only join your hand when I'm conjured.)

On play: Choose a sequence to augment. Put me behind that card.

If the augmented sequence would leave play because all stages are complete, instead banish me to repeat the final stage next turn.



Skeletal Minion

Conjured Move – Sequence



Conjured (I only join your hand when I'm conjured.)



No effect.

Attack



Conjured

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Comedy

Domain

Tragedy

The Carnival of Masks

The Last Dragons

Shadowscale Hatchling

Frostfire Hatchling

The Solstone Architect

The Sea of Lost Dreams

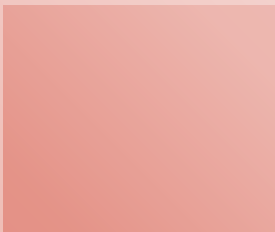
Gone Fishing

Puppeteer of the Hollow

The Sulphur Gate



Domain



An Abundance of Imps

If you would return a card from play to your hand, instead you may banish that card to conjure a Brimstone Imp.

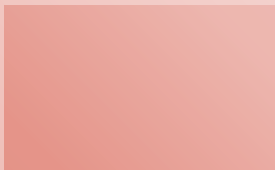


Your Brimstone Imps get +1 power.

Cult of the Demon Prince




Domain



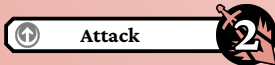
Rite of Summoning

At the start of each turn, banish one of your move cards from hand or play.

When you have  **one** or fewer cards in hand, summon Balgamemnon, Prince of Pain and conjure Flaying Touch.

Balgamemnon, Prince of Pain

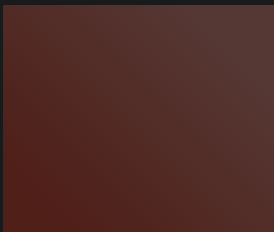
Each turn, if I have been summoned:







Flaying Touch

Conjured Move



Conjured (I only join your hand when Apostle of the Demon Prince conjures me.)

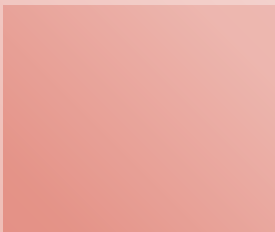
On reveal: Choose a card your opponent is revealing. Banish that card and score one point for each symbol in its cost.

( and  are symbols. Your opponent will not get to play that card.)

The Inkblood Syndicate



Domain



Book of Indebted Souls

The first time each turn that one of your move cards is banished, secretly choose a move card from your cache or reserve and put it into your hand.

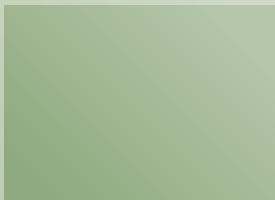


Your reserve can hold two additional cards.

Circle of the Sun





Domain





When the match starts, conjure Sowing Equinox and Reaping Equinox.

Fallow Solstice

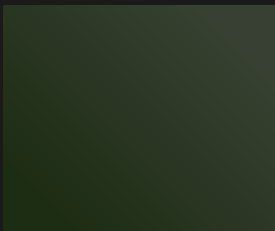
At the start of each turn, if you have no , both players' attacks get  -1 power this turn.

Flourishing Solstice


At the start of each turn, if you have four or more , both players' attacks get  +1 power this turn.

Sowing Equinox

Conjured Move



Conjured (I only join your hand when Circle of the Sun conjures me.)

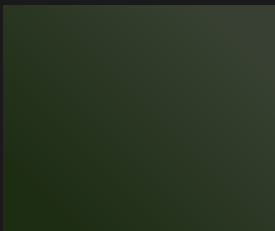
Reflex: When you gain , you may play me.

Gain .




Reaping Equinox

Conjured Move



Conjured (I only join your hand when Circle of the Sun conjures me.)

Reflex: When you spend , you may play me.

Attack




The Apothecarium





Domain





Fertile Soil

When you gain , you may place it on either side of me instead of keeping it to spend.

Garden of Medicines

For each  on my left, your moves cost  less to play.

Garden of Toxins

For each  on my right, your attacks get  +1 power.



The Druid's Vineyard



Domain



Shared Abundance

At the start of each turn, both players gain  one .

Herald of Ashes



Domain



Kindled Flame

When your opponent scores their third point of the match, you ignite. This grants you an additional action each turn for the rest of the match.



Ignite when your opponent scores their first point of the match.

Songs of Earth and Sky



Domain



Honor the Elements

At the start of each turn, if you have scored four or more points this match, choose a gift you haven't chosen yet:

Gift of Mountains – Your opponent's attacks get ⬆️ -1 power this turn.

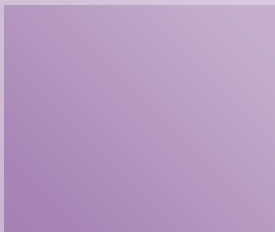
Gift of Thunder – You get ⬆️ one additional action this turn.

Gift of Floods – Gain ⬆️ one 🌈.

Forge of Endings



Domain



When the match starts, conjure Supernova. Expertise with me counts as expertise with Supernova.

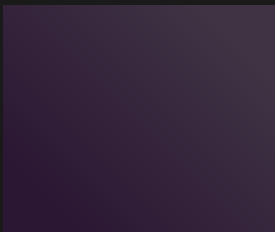
Overclock

When you play a sequence, activate all of its stages immediately. At the end of the turn, banish it.




Supernova

Conjured Move



Conjured (I only join your hand when Forge of Endings conjures me.)

I get  +2 power for each of your banished sequence cards.




The Aeon Engine




Domain



A Chronotech Masterpiece

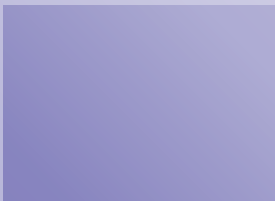
When the match starts, pay  to activate me. Whenever you play a sequence, if I was activated this match, conjure and play a Chronotech Augment attached to that sequence.

 **1+**

I cost  less to activate.

The Mercenary Guild


Domain



Reputation

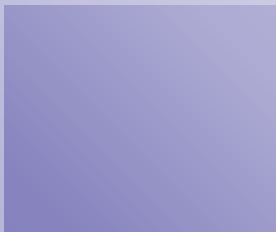
Your reputation is equal to the greatest power attack you've resolved this match.
(Attacks resolve when they hit or are blocked.)

Signature Move


When the match starts, name  **one** of your move cards. When you reveal or play a named card that you haven't yet played this match, you get +X expertise with it until it leaves play, where X is your reputation.

The Midnight Knife

Domain



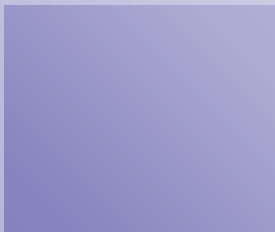
Finesse Weapons

Your attacks get -1 power. The first  **two** times you hit with an attack this match, score twice as many points.


Order of the Spider




Domain



Web of Schemes

At the end of each turn, if you didn't attack this turn, conjure and play  **one** Assassin's Focus.

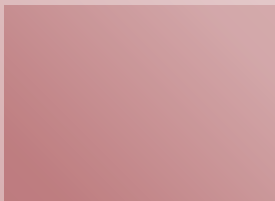
Lethal Precision

When you banish an Assassin's Focus to power up an attack, also give that attack Swift if it isn't swift yet. (*Swift attacks cost  to block.*)

Halls of Eternal War



Domain



Fight Beyond Death

Whenever you hit with an attack that is not a Skeletal Minion, conjure and play a Skeletal Minion.

Pinnacle of Carnage

When you conjure a Skeletal Minion for the fourth time this match, conjure The Fallen Valkyries.

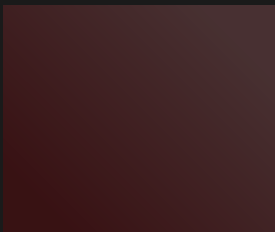


Your Skeletal Minions get +1 power.



The Fallen Valkyries

Conjured Move



Conjured (I only join your hand when Halls of Eternal War conjures me.)

Your opponent can't score points this turn.

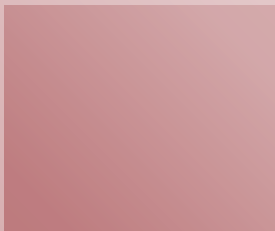
Attack



The Bone Fortress



Domain



Skeletal Guard

When you play a Skeletal Minion, you may play it in Guard Stance (sideways).

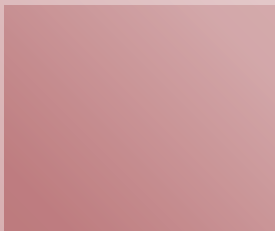
Minions in Guard Stance have their stage two attack replaced with: “block an attack.”

The first time you block an attack this match, conjure and play ⬆️ **one** Skeletal Minion.

The Simple Grave



Domain



Equal In Death

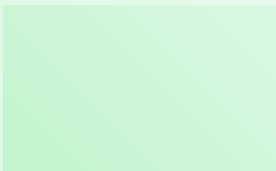
All attacks score exactly two points when they hit, regardless of power.

(All attacks includes yours and your opponent's.)

Sky-Dragon Stance





Domain



Momentum

Track your momentum. You begin the match with no momentum. Whenever you play a move that is not a conjured card, you gain one momentum.

Soaring Spirit

You may spend two momentum instead of up to  **one** .

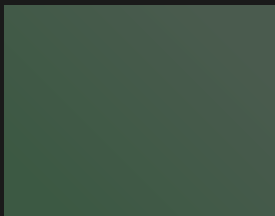
Ready to Strike

The first time you have five or more momentum, conjure Fists of the Dragon.



Fists of the Dragon

Conjured Move



Conjured (I only join your hand when Sky-Dragon Stance conjures me.)

Attack



Attack

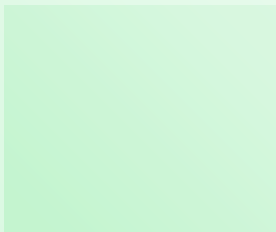


(One block can only stop one attack.)



The Rhythm Dance



Domain



Find Your Rhythm

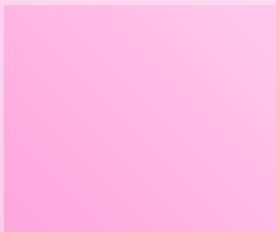
When the match starts, pay  to choose “even” or  to choose “odd”.

You get an additional action on turns with the chosen value. (*Turns 2 and 4 are even; 1, 3 and 5 are odd.*)

The Patchwork Troupe



Domain



Immersive Theater

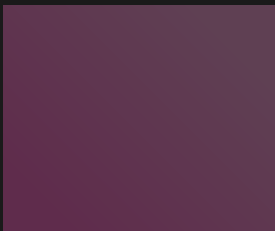
When the match starts, secretly choose Comedy or Tragedy and hide it under me.

On the fourth turn of the match, reveal the hidden card. Conjure and play that card.



Comedy

Conjured Move



Conjured (I only join your hand when The Patchwork Troupe conjures me.)

As you play me, if your opponent has fewer points than you, they claim me and play me instead.

Attack





Tragedy

Conjured Move



Conjured (I only join your hand when The Patchwork Troupe conjures me.)

As you play me, if your opponent has more points than you, they claim me and play me instead.

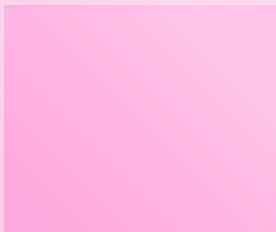
Attack




The Carnival of Masks





Domain



Glittering Secrets

Your maximum hand size is reduced by  **two** .

Your reserve size is increased by  **two** .

When the match starts, secretly choose  **two** cards from your reserve and add them to your hand.

The Last Dragons



Domain



Raising Dragons

When the match starts, conjure Frostfire Hatchling and Shadowscale Hatchling. Your Dragons begin the match as eggs and can't be played.

At the end of the second turn they hatch.

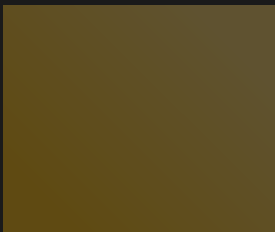
At the end of each turn after that they grow, getting ⬆️ +1 expertise this match.

Protect the Young

At the end of each turn after that, you get ⬆️ +1 expertise with dragons this match.

Shadowscale Hatchling

Conjured Move



*Conjured (I only join your hand when
The Last Dragons conjures me.)*

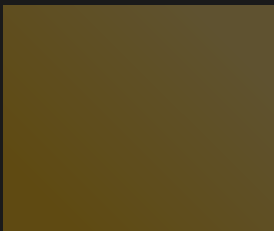
Dragon



I can't be blocked.

Frostfire Hatchling


Conjured Move



Conjured (I only join your hand when The Last Dragons conjures me.)

Dragon



Your opponent's attacks get  -1 power.

The Solstone Architect



Domain



Dawn of Monuments

At the start of the first turn of the match, you may play a permanent card.

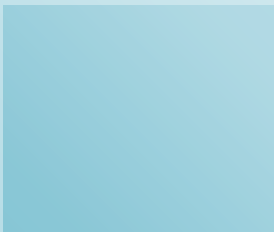
Temples of the Sun

When you control three or more permanents, you become blessed. For the rest of the match, your opponent's attacks get -1 power.

The Sea of Lost Dreams




Domain



When the match starts, conjure Gone Fishing.

Memories Washed Ashore

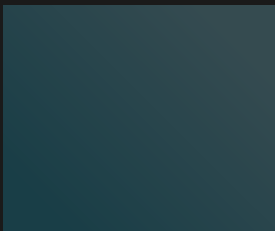
When you banish one of your opponent's cards, claim it until the end of the match and put it into your hand. You get  +1 expertise with cards claimed this way.



Gone Fishing



Conjured Move



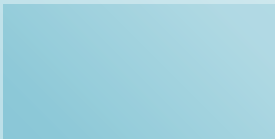
Conjured (I only join your hand when *The Sea of Lost Dreams* conjures me.)

Name a card. Your opponent banishes a card with that name from their hand. If they can't, they reveal their hand and you score one point.

Puppeteer of the Hollow



Domain




Empty the Ego

At the end of each turn, for each two points you scored this turn, your opponent chooses one of their cards from hand or play. Banish that card.

Strings of Dominion

When your opponent has no cards in hand, note that they are a vessel.

Obedient Husks

When a vessel is eliminated from the tournament, claim and learn  **one** move card or domain card that they had learned.

Earth-Shaking Entrance

Rare

The Assassin's Trap

Poisoned Blade

Clever Decoy

Feign Defeat

Mesmeric Decay

Chrono-Automaton

Follow the Script

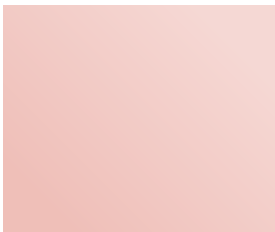
Shield Wall

Trio of Trapped Souls




Inescapable Contract

Advanced Move



Choose one of your banished cards and play it. *(You still pay costs.)*



Gain one .

Rare

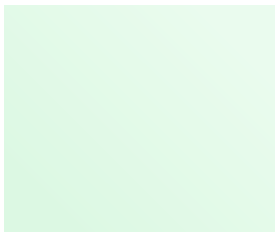
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Invite to Dance



Advanced Move – Permanent



On play: Your opponent conjures
Accept the Dance.

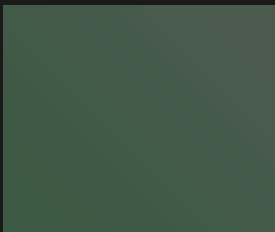
Track your elegance. Whenever you
play another move while I'm in play,
you gain one elegance this match.

When the match ends, if I'm in play,
score points equal to your elegance.



Accept the Dance

Conjured Move



Conjured (I only join your hand when
Invite to Dance conjures me.)

Banish *Invite to Dance*.



A Feast For All



Advanced Move



Play any number of advanced cards that share no affinities. *(No affinity symbol can appear more than once among the cards played this way.)*



I don't count for max hand size.

Rare

09/07/22 - GLORYBOUND




Earth-Shaking Entrance

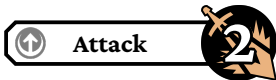


Advanced Move



Reflex: At the start of the first turn of the match, you may play me.

Swift (*Blocking me costs* )



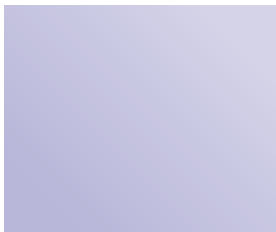
Rare

09/07/22 - GLORYBOUND



The Assassin's Trap

Advanced Move



Secretly choose  **one** and conjure it:

- Poisoned Blade
- Clever Decoy
- Feign Defeat

(Conceal the others to avoid revealing your choice.)

Rare

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Poisoned Blade

Conjured Move – Permanent



Conjured (I only join your hand when I'm conjured.)

You can only play me as a reflex.

Reflex: When you hit with an attack, you may play me.

At the start of each turn, score one point.



Clever Decoy

Conjured Move



Conjured (I only join your hand when I'm conjured.)

You can only play me as a reflex.

Reflex: When your opponent is attacking but didn't attack last turn, you may play me.

Your opponent can't score points this turn.

Rare

09/07/22 - GLORYBOUND



Feign Defeat

Conjured Move



Conjured (I only join your hand when I'm conjured.)

You can only play me as a reflex.

Reflex: When your opponent is blocking and has more points than you, you may play me.

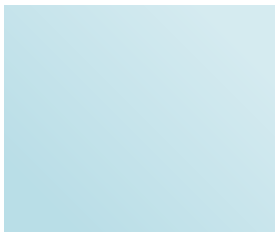
Your attacks can't be blocked this turn.



Mesmeric Decay




Advanced Move – Sequence



I

Your opponent chooses one of their cards from hand or play. Banish it.

II

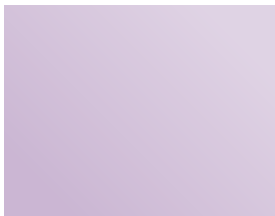
Your opponent chooses  **one** of their cards from hand or play. Banish it.



Chrono-Automaton



Advanced Move – Sequence



No effect

Attack



Conjure and play a Chronotech Augment.



I cost less to play.

Rare

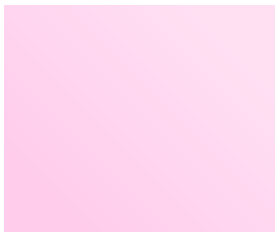
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Follow the Script



Advanced Move – Sequence



No effect.



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



I cost less to play.

Rare

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Shield Wall



Advanced Move – Permanent




On play:

Block an attack.



When you attack, block an attack with power equal to or less than your attack.



I cost  less to play.

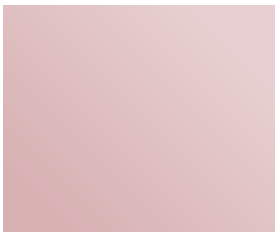
Rare


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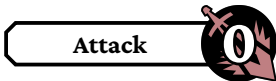


Trio of Trapped Souls

Advanced Move



Repeat the following  **three** times:



(One block can only stop one attack)

Starter

Domain

Spirited Strike

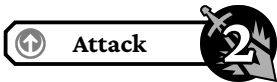
Defensive Stance

Two-Breath Meditation



Spirited Strike

Starter Move



Defensive Stance

Starter Move



Block an attack.



 **1+**

I block any number of attacks this turn.






Starter

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Two-Breath Meditation

Starter Move



Gain  **one** . Then you may pay    to score one point.

Stretch the Seconds

Uncommon

Poised to React

Knife-Juggling Mishap

Humiliate

Radiant Chains

Shieldmate's Bond

Unyielding Protection

Scars of the Deathless

Shambling Ranks


Tattered Banner



Candlehead and Ashtooth

Advanced Move



Conjure  **two** Brimstone Imps
and play one of them without
paying costs.

Demon's Bargain

Advanced Move – Permanent



On play: Your opponent can't hit with attacks or score points this turn.

At the start of each turn, your opponent scores one point.



I don't count for max hand size.

Uncommon


09/07/22 – GLORYBOUND

Forbidden Knowledge

Advanced Move – Permanent



On play: Banish one of your move cards from hand or play.

When you reveal another starter or advanced move, you get  +1 expertise with that card until it leaves play.

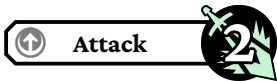


Roundhouse Kick

Advanced Move



Reflex: When you play your second move this turn, you may play me.



Daze



Advanced Move – Sequence



Reflex: When you hit with an attack that has two or more power, you may play me.



No effect.



Your opponent can't pay



1+

I don't count for max hand size.

Uncommon

09/07/22 – GLORYBOUND


Acrobat's Leap

Advanced Move – Sequence



Block an attack.






If you would score points this turn, score  **two** times as many points.

Infuse with Sunlight

Advanced Move



For each  you had at the start of this turn, gain  **one** .




The Woods Offer Refuge



Advanced Move




Reflex: When you gain , you may play me.

Block an attack.



 **1+**

I cost  less to play.

Uncommon

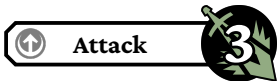
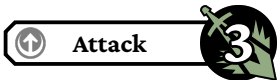
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Fists of Life-Force



Advanced Move



(One block can only stop one attack.)

Uncommon

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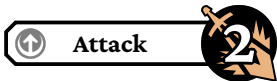
Feral Companion

Advanced Move – Permanent



On play: No effect.

When you attack, return me to your hand to:






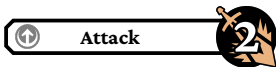
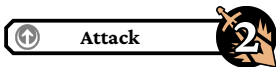
Howl of the Pack



Advanced Move



I cost  less to play if you scored points last turn.



(One block can only stop one attack.)

Uncommon

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Strength of Granite



Advanced Move – Sequence



Reflex: When both players are attacking, you may play me.



Your opponent's attacks get ⬆️ -1 power.

Your opponent's attacks get ⬆️ -1 power.

If you played me as a reflex, sacrifice me.


Pierce the Heart

Advanced Move



Attack



If another card would increase my power, it increases my power by  **two** times as much. *(For example, if I would get +2 power, I get +4 power instead.)*

When I score nine or more points in one attack, end the match when this turn ends. *(The player with more points wins.)*

Stalk the Shadows

Advanced Move



Block an attack.



Conjure and play  **one** Assassin's Focus.

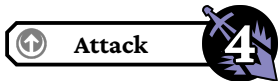



Backstab

Advanced Move



If your opponent is not attacking or blocking:



Otherwise, conjure and play  two Assassin's Focus.





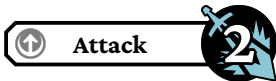
Ravenwand Bolt




Advanced Move



If you have no , you may play me for  instead.



If one of your opponent's cards was banished last turn, I get  +2 power.

Uncommon

09/07/22 - GLORYBOUND

Scrying Orb



Advanced Move – Permanent



On play: Your opponent reveals two cards from their hand. Choose one of those cards and banish it.

At the end of each turn, if your opponent has three or more banished cards, score ⬆️ **one** point.

Mask of Memories

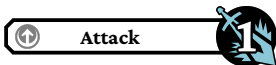



Advanced Move



On reveal: You may name one of your opponent's banished cards. If you do, I am a copy of that card until I leave play. (*Its cost, types, and text replace my own.*)

If you don't name a card:



 **Expertise** with me improves the copy.

Uncommon

09/07/22 - GLORYBOUND



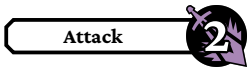
Lodestone Staff



Advanced Move – Sequence



Choose one: The match lasts
⬆ **one** turn longer; or it ends
⬆ **one** turn sooner.





Out of Time

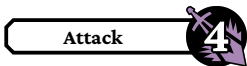


Advanced Move – Sequence



No effect

No effect



I cost less to play.

Uncommon

09/07/22 – GLORYBOUND



Stretch the Seconds

Advanced Move



Block an attack.



Conjure and play a Chronotech Augment.

When you play a sequence while I'm banished, return me to your hand.



I don't count for max hand size.

Uncommon

09/07/22 - GLORYBOUND



Poised to React



Advanced Move



Play another card.



I cost  less to play.

Uncommon

09/07/22 - GLORYBOUND




Knife-Juggling Mishap



Advanced Move



On reveal: Choose a move your opponent is revealing. Claim that card until it leaves play, and it costs no  to play this turn. Your opponent claims me until I leave play.

Attack



I get -1 power.

Uncommon

09/07/22 - GLORYBOUND

Humiliate

Advanced Move



Attack



If your opponent is blocking, they must block me if able. When they do, score ⬆️ **two** points.

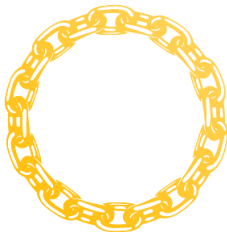
Uncommon


09/07/22 - GLORYBOUND

Radiant Chains



Advanced Move – Permanent



On play: Choose  **one** card name. Your opponent can't play cards named this way until I leave play.

At the end of each turn, if your opponent scored points this turn, return me to your hand.

Shieldmate's Bond

Advanced Move – Permanent



Reflex: When you block an attack, you may play me.

At the end of each turn, if your opponent scored points this turn, return me to your hand.

At the end of the match, if I'm in play, score ⬆️ **two** points.



Unyielding Protection




Advanced Move



Your opponent can't score points this turn.



I cost  less to play.

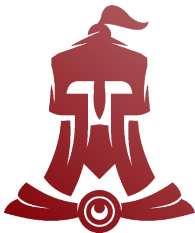
Uncommon

09/07/22 - GLORYBOUND

Scars of the Deathless



Advanced Move



Your opponent can't score more than one point this turn.

(If they would score points, they score one point. If they have already scored this turn, they can't score again.)



I don't count for max hand size.

Uncommon

09/07/22 - GLORYBOUND

Shambling Ranks

Advanced Move – Permanent



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



Reflex: At the start of the first turn, you may play me.

Uncommon

09/07/22 – GLORYBOUND



Tattered Banner



Advanced Move – Permanent



Reflex: At the end of each turn, if you hit with an attack this turn, you may play me.

Your attacks get ⬆️ +1 power.