

Path of the

Berserker

Starter

Bloodthirsty Axe

Starter

Battle Rage

LVL

4

LVL

2

Rite of Scars

LVL

3

LVL

3

Pillage

LVL

4

Retribution



Bloodthirsty Axe

Starter



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

Attack



Battle Rage

Starter - Permanent



At the start of each turn, if your opponent has scored two or more points this match, you get an additional action this turn.

LVL 4



Innate: Play before match starts.

Rite of Scars

Advanced

LVL

2




Gain  .

Attack yourself with an attack power of 1.

*(You are both attacking and being attacked.
If you don't block, your opponent scores the
points.)*

LVL 3

I get +1 attack power and
you gain an additional .



Pillage

LVL

3

Advanced



Banish a card your opponent played this turn.

Banish one of your opponent's non-innate cards of their choice from hand or play.



Retribution

LVL

4

Advanced



I get +1 attack power for each two points your opponent has scored this match.

Attack



Path of the

Bog Witch

Starter

Unburial Rite

LVL

3

The Risen One

Starter

Lantern's Touch

LVL

2

Polliwog Curse

Audacious Croak – Leap Away

LVL

3

Putrid Cauldron

LVL

4

LVL

4

Disperse into Rotflies

Unburial Rite

Starter



Block an attack.



Recall The Risen One.

LVL **3**

The Risen One gets +2 attack power.



The Risen One

Linked



Linked (This card begins the match banished and is recalled by Unburial Rite.)

Attack



If Unburial Rite is upgraded, I get +2 attack power.

Lantern's Touch

Starter



Attack



Gain .

When I hit, your attacks can't be blocked next turn.



Polliwog Curse

Advanced – Sequence

LVL

2



Your opponent recalls Audacious Croak and Leap Away.



Your opponent can only play frog cards.

When I leave play, banish both Frog cards.

Audacious Croak

Linked



Frog – Linked (This card begins the match banished and is recalled by Polliwog Curse.)

Gain .



Leap Away

Linked



Frog – Linked (This card begins the match banished and is recalled by Polliwog Curse.)

Block an attack.



Putrid Cauldron

LVL

3

Advanced – Permanent



Your cards cost  less to play, but also cost .

LVL 4



Innate: Play before match starts.

Bog Witch

04/10/22 – GLORYBOUND



Disperse into Rotflies

Advanced – Sequence

LVL

4



I

Attack

1

Block an attack.

II

Attack

1

Path of the
Dancer

Starter

Elegant Reversal

Starter

Mesmerize

LVL

4

LVL

2

Dizzying Spin

LVL

3

LVL

2

Just Out of Reach

LVL

5

LVL

3

Entice to Dance

LVL

5

Try to Keep Up



Elegant Reversal

Starter



Block an attack.



When I block:

Attack



X is the attack power of the attack I'm blocking.

Mesmerize




Starter – Sequence



No effect



Your opponent can't spend

. ( must be paid with .)

LVL 4

[Gain .

Dizzying Spin

Advanced

LVL

2



Attack



When I hit, name a card. Your opponent can't play that card next turn.

LVL 3

[Whether or not I hit]

Just Out of Reach

Advanced

LVL

2



Your opponent's attacks get -2
attack power this turn.

LVL 5

You may play me at any time.
If you do, sacrifice me.
(No action required. Yes, any time.)

Dancer

04/10/22 - GLORYBOUND



Entice to Dance

LVL

3

Advanced – Innate Permanent





Innate: Play before match starts.

On play: Your opponent recalls Try to Keep Up.

When the match ends, score three points.

LVL 5

Try to Keep Up costs  .

Dancer

04/10/22 – GLORYBOUND



Try to Keep Up

Linked



Linked (This card begins the match banished and is recalled by Entice to Dance.)

Banish Entice to Dance.

If Entice to Dance is upgraded, I cost



Path of the
Druid

Starter

Bind in Thorns

LVL

3

Starter

Lifebloom

LVL

4

LVL

2

Wildshape

LVL

4

Tooth and Claw

LVL

3

Fierce Seedling

LVL

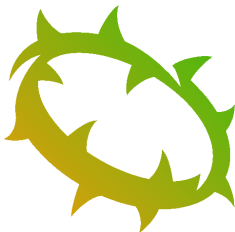
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Sheltering Ancient



Bind in Thorns

Starter



Attack



Block an attack.



LVL 3

I get +1 attack power.

Lifebloom



Starter - Sequence



Gain .

Gain .

LVL **4**

Gain   each turn instead.

Wildshape

Advanced – Sequence

LVL

2



I

Recall Tooth and Claw.

Your opponent's attacks get -1 attack power.

II

Your opponent's attacks get -1 attack power.

When I leave play, banish Tooth and Claw.

LVL 4

I stay in play for an additional turn; same effect as the final turn.

Druid

04/10/22 – GLORYBOUND



Tooth and Claw

Linked



Linked (This card begins the match banished and is recalled by Wildshape.)

Attack



Attack



(One block can only stop one attack.)



Fierce Seedling

LVL

3

Advanced – Permanent



On play: No effect this turn.

Each turn after that:

Attack



Sheltering Ancient

LVL

4

Advanced – Innate Permanent



Innate: Play before match starts.

When you are attacked, banish me to:

Block an attack.



At the end of the second turn of the match, banish me.

Path of the

Guardian

Starter

Raising Dragons

LVL

4

Inferno Dragon - Frost Dragon - Shadow Dragon

Starter

Defend the Young

LVL

4

LVL

2

Unyielding Protection

LVL

3

LVL

3

Furious Charge

LVL

4

Nurture Cooperation

Raising Dragons

Starter – Innate Permanent



Innate: Play before match starts.

On play: Choose **two Dragons** and reveal and recall them. They are **Eggs** for the first three turns of the match, **Hatchlings** on the fourth turn and **Adolescents** on the fifth and beyond.

At the end of each turn, if your opponent scored points this turn, banish a Dragon from your hand.

LVL 4

[three Dragons]

Inferno Dragon

Linked



*Dragon – **Linked** (This card begins the match banished and is recalled by Raising Dragons.)*

If I am a **Hatchling** or **Adolescent**:

Attack



If I'm an **Adolescent**:

I get +3 attack power.

Frost Dragon

Linked



Dragon – Linked (This card begins the match banished and is recalled by Raising Dragons.)

If I am a **Hatchling** or **Adolescent**:

Attack



If I'm an **Adolescent**:

I get +1 attack power and your opponent's attacks get -3 attack power.

Shadow Dragon

Linked



Dragon – Linked (This card begins the match banished and is recalled by Raising Dragons.)

If I am a **Hatchling** or **Adolescent**:

Attack



If I'm an **Adolescent**:

I get +1 attack power and I can't be blocked.



Defend the Young

Starter - Sequence




I

Block an attack.



II

Your opponent can't attack unless they pay .

LVL **4**

[ 

Guardian

04/10/22 - GLORYBOUND



Unyielding Protection

LVL


2

Advanced



Your opponent can't score points this turn.

LVL 3

I only cost .

Guardian

04/10/22 - GLORYBOUND




Furious Charge

LVL

3

Advanced



I cost  less for each Dragon that has been banished during the match.

Attack



Block an attack.

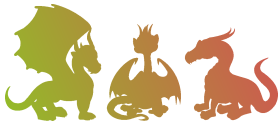


Nurture Cooperation

LVL

4

Advanced – Permanent



Your Dragons get +1 attack power.

When you reveal and play a Dragon, you may play any number of other Dragons from your hand without paying their costs.

Path of the

Hammer Priest

Starter

Smiting Hammer

LVL

5

Starter

Shield of Faith

LVL

3

LVL

2

Divine Intervention

LVL

3

Desperate Prayer

LVL

4

Righteous Conviction



Smiting Hammer

Starter



Attack



LVL 5

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.

LVL 3

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



Divine Intervention



LVL

2

Advanced



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

Gain   and score one point.

Block an attack.





Desperate Prayer

LVL

3

Advanced



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

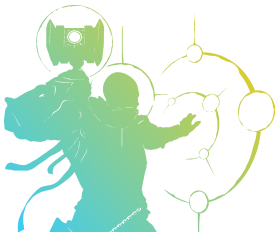
Score one point.

Righteous Conviction

LVL

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 .

Path of the

Legionnaire

Starter

Balanced Blade

LVL

3

Parry

Starter

Arrow Volley

LVL

4

LVL

2

Decisive Strike

LVL

3

LVL

3

Battle Tactics

LVL

5

LVL

4

Shield Wall



Balanced Blade

Starter



Attack



Recall Parry.

LVL 3

I cost  less to play.



Parry

Linked



Linked (This card begins the match banished and is recalled by Balanced Blade.)

Block an attack.





Arrow Volley

Starter



Repeat the following **twice**:

Attack



(One block can only stop one attack.)

LVL 4

[three times]



Decisive Strike

LVL


2

Advanced



Attack



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

LVL 3

If you have eight or more points,
I get +2 attack power.



Battle Tactics

LVL

3

Advanced – Innate Permanent



Innate: Play before match starts.



On play, choose a strategy:

Skirmish – You may play an additional action on the **second** turn.

Ambush – When you attack, banish me to give an attack **+2** attack power.

Besiege – Your opponent pays .

LVL **5**

[second and fourth]; [+4]; [ 

Shield Wall

LVL

4

Advanced – Permanent



On play:

Block an attack.



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

Path of the

Lich Knight

Starter

Culling Scythe

LVL

3

Skeletal Minion (3 copies)

Starter

Soulless Steel

LVL

2

Shambling Ranks

LVL

4

LVL

3

Call from the Grave

LVL

4

Throne of Fallen Souls



Culling Scythe

Starter



Attack



When I hit, recall and play
a Skeletal Minion if able.

LVL 3

[two Skeletal Minions]



Skeletal Minion

Linked – Sequence



Linked (This card begins the match banished.)



No effect.



Attack



If Shambling Ranks is upgraded, I get +1 attack power.

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

LVL

2



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

LVL **4**

Your Skeletal Minions get +1 attack power.

Lich Knight

04/10/22 – GLORYBOUND



Call from the Grave

LVL

3

Advanced



Choose a banished card you played this match or a Skeletal Minion. Recall and play that card if able, sacrifice it if you haven't yet.

Throne of Fallen Souls

LVL

Advanced - Support

4



Support (Not used during match.)

You can claim cards from the paths of eliminated players.

Claim up to two cards throughout the tournament with total level 5 or less.

When you claim a card, you learn it

Path of the

Storyteller

Starter

Hold in Suspense

Starter

Inspire

LVL

4

LVL

2

Sleep Song

LVL

3

LVL

3

Myths That Guide

LVL

5

LVL

3

Library of Legends

LVL

5

Hold in Suspense

Starter




Block an attack.



Attack



When I hit, gain .

Inspire

Starter – Sequence



I

No effect.

II

You may play an additional action this turn.

LVL 4

The first time you hit with an attack this match, play me if able.



Sleep Song

LVL

2

Advanced



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

LVL 3

[banish it]



Myths That Guide

Advanced – Sequence

LVL

3



I

No effect.

II

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

LVL 5

The second time you hit with an attack this match, play me if able.



Library of Legends

Advanced – Innate

LVL

3



Innate: Play before match starts.

Recall **one** of the heirlooms linked to me.
Play any innate cards you recall.

If this is the first time I've been played this tournament, link me to six random unused heirlooms first.

LVL **5**

[two]

Path of the
Tinker

Starter

Clockwork Ballista

LVL

4

Starter

Mechanized Snare

LVL

3

LVL

2

Concentrate

LVL

3

Built to Last

LVL

4

Innovator's Triumph



Clockwork Ballista

Starter - Sequence



I

Attack

1

II

Attack

1

LVL 4

I get +1 attack power.

Tinker

04/10/22 - GLORYBOUND

Mechanized Snare

Starter - Sequence



I

Block an attack.



II

Block an attack.



When I block an attack, recall me.

LVL 3

[recall me unless you pay]

Concentrate



LVL

2

Advanced



Gain .

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



Built to Last

LVL

3

Advanced – Innate Permanent



Innate: Play before match starts.

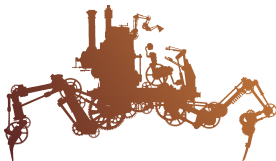
Your sequence cards stay in play for an additional turn, with the same effect as the final printed turn.

Innovator's Triumph

LVL

4

Advanced



Learn and upgrade all your cards,
and recall all your banished cards.
This does not affect linked or
support cards

Path of the

Traveler

Starter

Aeon-Worn Staff

Starter

Shelter at the Crossroads

LVL

2

Out of Time

LVL

3

LVL

3

Alter Fate

LVL

3

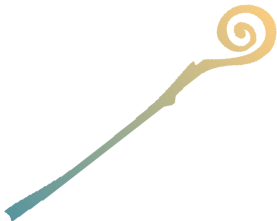
Navigate the Sands

LVL

5

Aeon-Worn Staff


Starter



Attack



If both players scored points last turn, I get +1 attack power.

If neither player scored points last turn, gain .

Shelter at the Crossroads

Starter - Sequence



I

Block an attack.



II

Choose and reveal an additional card as part of your action. See what your opponent reveals, then recall and don't play one of your revealed cards.



Out of Time

LVL

2

Advanced – Sequence



I

No effect.

II


No effect.

III

Attack



LVL 3

I can't be blocked unless your opponent pays .

Traveler

04/10/22 - GLORYBOUND



Alter Fate

LVL

3

Advanced



Name a card your opponent is playing.

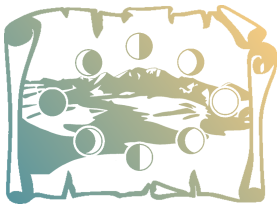
Restart the turn, except your opponent can't play the named card this turn, and I am banished.

Navigate the Sands

LVL

3

Advanced – Innate Permanent



Innate: Play before match starts.

After the second turn of the match, choose one:

- The match lasts **one turn** longer.
- The match ends **one turn** sooner.

LVL **5**

[two turns]; [two turns]

Path of the

Windwalker

Starter

Tempest Blade

LVL

3

Starter

Leap Skyward

LVL

2

Storm Surge

LVL

3

Wind's Favor

LVL

4

Bring the Lightning

Echoing Thunder




Tempest Blade

Starter




Attack



When I am blocked, you may pay  to score points equal to my attack power.

LVL 3

I cost  less to play.

Leap Skyward

Starter – Sequence



Block an attack.



If you are attacking, give an attack +2 attack power.



Storm Surge

LVL

2

Advanced



At the end of this turn, gain  until you have more  than your opponent.



Wind's Favor

LVL

3

Advanced – Innate Permanent



Innate: Play before match starts.

Your attacks get +1 attack power.

Bring the Lightning

LVL

4

Advanced – Innate Permanent



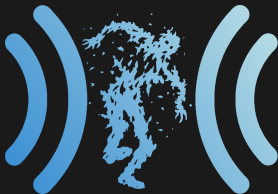
Innate: Play before match starts.

When you attack, banish me to give one of your attacks +1 attack power. Note its final attack power and recall Echoing Thunder.



Echoing Thunder

Linked



Linked (This card begins the match banished and is recalled by Bring the Lightning.)

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

Attack

