

Path of the
Windwalker



Starter

Tempest Blade



3

Starter

Leap Skyward



0

Storm Surge



3

Wind's Favor



4

Bring the Lightning



4

Echoing Thunder





Tempest Blade

Starter




Attack



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



3

I cost  instead of  .



Leap Skyward

Starter – Sequence



Block an attack.



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


Storm Surge

Advanced



0



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



Wind's Favor



3

Advanced – Innate Permanent



Innate: Play before match starts.

As long as both players are attacking, your attacks get +1 attack power.

Bring the Lightning

Advanced – Innate Permanent



4



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.

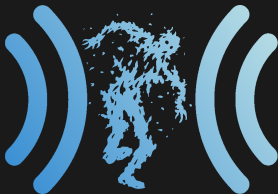


4

Double the noted number.

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



Oneshot: Banish after use.