

Path of the
Mariner



Starter

Whaler's Hook



4

Starter

Salt-Captain's Compass

Sunken Temple – Pirate's Cove



0

Trawling Net



3



4

Boarding Party



4

Abyssal Offering



Whaler's Hook

Starter



Attack



If Whaler's Hook hits, banish a non-innate card from play.



4

+1 attack power.

Mariner

01/23/22 - Glorybound

Salt-Captain's Compass

Starter – Innate Permanent



Innate: Play before match starts.

Recall Sunken Temple and Pirate's Cove. You can only play one harbor each match.

When you banish an opponent's card, **drown** it.



Sunken Temple

Linked – Permanent



*Harbor – **Linked** (This card begins the match forgotten and is recalled by Salt-Captain's Compass.)*

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

When the match ends, score one point for each **drowned** card beyond the first.





Pirate's Cove

Linked – Permanent



*Harbor – **Linked** (This card begins the match forgotten and is recalled by Salt-Captain's Compass.)*

Put   on me. Spend these only to play **drowned** cards.

Drowned cards are kept in your in your hand and can be played as your own.



Trawling Net

Advanced



0



Block an attack.



When Trawling Net blocks a card, banish that card.



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When Trawling Net blocks, it blocks all attacks instead of just one.



Boarding Party



4

Advanced



Attack



Name a non-innate card. Banish all cards with that name from your opponent's hand and from play.

Play Smuggler's Cove if able.

Abyssal Offering

Advanced



4



For each two points you've scored this match, your opponent chooses one of their cards from hand or play. Banish those cards.

Play Sunken Temple if able.



Oneshot: Banish after use.

Path of the
Heirloom



Tome of Madness

Heirloom – Innate Permanent



Innate: Play before match starts.

If your hand is empty:

Attack



Your non-permanent cards become oneshot cards. (*Banish them after use.*)

At the end of each turn, if your hand is empty, recall me.

Cursed Inheritance

Heirloom



I am not used during the match.

When you choose me as your heirloom, gain seven skill points and learn or upgrade up to two cards.

When the tournament begins, announce your curse. As long as you are cursed, you cannot take a player's final heart.



Break the curse and lose this heirloom.

Gambler's Dice

Heirloom - Innate Permanent



Innate: Play before match starts.

Your cards don't cost any resources to play.

If you would choose a card to play during the match, choose it at random from among all the cards you could play.

Dr. Doppel's Formula

Heirloom - Innate Permanent



Innate: Play before match starts.

If you've been **cloned**, you get an additional action during odd-numbered turns.



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Clone yourself.

Hand of Greed

Heirloom



I am not used during the match.

When you choose me as your heirloom, also keep your other two heirloom options.

When the tournament begins, announce your greed and lose one heart. Then lose this heirloom.


Ruby Scabbard

Heirloom – Innate Permanent



Innate: Play before match starts.

Name one of your attack cards.



The named card costs  more to play and its attacks get +2 attack power.

Brawling Gauntlet

Heirloom - Innate Permanent



Innate: Play before match starts.

When you attack for the third time this match, banish me to gain  .

Crooked Sundial

Heirloom – Innate Permanent



Innate: Play before match starts.

The match lasts one turn longer.
*(This typically makes the sixth turn
the final turn.)*



Illusory Greatsword




Heirloom – Innate Permanent



Innate: Play before match starts.

Your attacks get +1 attack power.

When you are hit by an attack,
banish Illusory Greatsword unless
you pay .



Kobold King's Candle



Heirloom – Innate Permanent



Innate: Play before match starts.

All points you score are doubled.

Soul-Split Mirror

Heirloom - Innate Permanent



Innate: Play before match starts.

The first time your opponent would score points, instead you must banish me and two of your other cards, and they score no points this turn.

Oxless Plow

Heirloom - Innate Permanent



Innate: Play before match starts.

The first time you would complete a sequence, banish me to keep that sequence in play for an additional turn. The final turn effect repeats.



Librarian's Ladder

Heirloom - Innate Permanent



Innate: Play before match starts.

When you choose me as your heirloom, choose and keep one starter card from your third path option.

Gain .


You have no maximum hand size.

Elvish Cookbook

Heirloom – Innate Permanent



Innate: Play before match starts.

When you gain one or more resources during the match, pay  to score one point.

Gregor's Unlucky Shirt

Heirloom - Innate Permanent



Innate: Play before match starts.

When your opponent scores their fourth point of the match, banish me to score one point.



Sequined Mask

Heirloom – Innate Permanent



Innate: Play before match starts.

Declare a turn number.

On the chosen turn, your opponent chooses their action first and you may look at it before choosing your own. Then banish me.



Longstep Boots

Heirloom – Innate Permanent



Innate: Play before match starts.

On the third turn of the match, you get an additional action. Then banish me.

Sentinel's Crossbow

Heirloom - Innate Permanent



Innate: Play before match starts.

When you play a card with the same name as a card you played last turn, banish me to:

Attack




Mask of the Mimic

Heirloom



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

When you reveal me as your action, name a card your opponent played last turn. I am a copy of that card until I leave play, except that all cost symbols are replaced with .

Prayer Rod

Heirloom - Innate Permanent



Innate: Play before match starts.

When you score your fourth point of the match, name a non-innate card. At the end of the turn, banish me to banish all cards with that name from your opponent's hand and from play.

Circlet of Obsession

Heirloom - Innate Permanent



Innate: Play before match starts.

If you choose me as your heirloom,
only choose one path instead of two.

Gain  and one skill point.

The first time a card from your path
would be banished, banish me instead.




Morpheus Clay

Heirloom – Innate

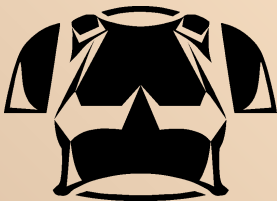


Innate: Play before match starts.

When you play me, choose another innate card you are playing. I become a copy of that card, except that I cost  in addition to that card's cost.

Inflatable Armor

Heirloom - Innate Permanent



Innate: Play before match starts.

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

Combat Tortoise

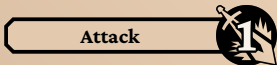
Heirloom - Innate Permanent



Innate: Play before match starts.

At the end of each turn, if you didn't play a card this turn, my final attack gets +1 attack power.

On the final turn of the match:



Bag of Infinite Rats

Heirloom – Innate Permanent



Innate: Play before match starts.

Your cards can't block.

When you play a card, if it costs exactly the same number of resources as a card your opponent is playing, banish the card your opponent is playing at end of turn. (*Resource cost as printed on the card.*)



Explorer's Pack



Heirloom - Innate Permanent



Innate: Play before match starts.

When you choose me as your heirloom, choose and keep a third path option. You can't use more than two paths in a match unless you play me. *(Because otherwise you would be starting with nine resources. And you can only use cards from paths you are using.)*

Broken Violin

Heirloom – Innate Permanent



Innate: Play before match starts.

If you've **repaired** the violin,
gain 🌈.

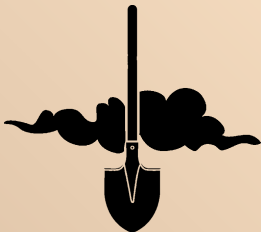


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Repair the violin.

Grave-Mist Shovel

Heirloom – Innate Permanent



Innate: Play before match starts.

All attacks have a base attack power of 1. (*All attacks includes yours and your opponents. This replaces the printed attack power, but can still be increased by effects.*)