



Bloodthirsty Axe

Starter



Attack



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

Battle Rage

Starter – Permanent



At the start of each turn, if your opponent has scored at least three points you may play an additional action this turn.



Gains: *Innate*
(Play before the match starts.)

Rite of Scars

Advanced



0




Gain  .

Attack yourself  with an attack power of 2.

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



6

+1 attack power; +1  gained.

Pillage

Advanced



2



Banish a card your opponent played this turn.



3

... and another one of your opponent's cards of their choice.



Retribution



4

Advanced



Attack



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

I can't be blocked unless your opponent pays



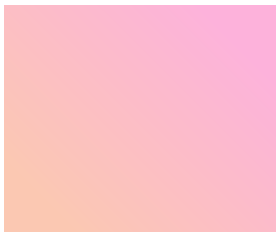
4

{opponent pays



Insatiable Flame

Starter



Attack

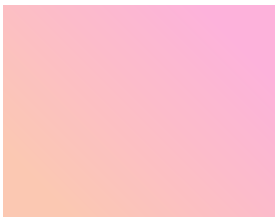


I **burn** your opponent when I hit.
(This can help you set them ablaze)



Set Ablaze

Starter



I cost no resources once your opponent has been **burned** twice.

I can't be blocked.









Attack



Oneshot: Banish after use.



7

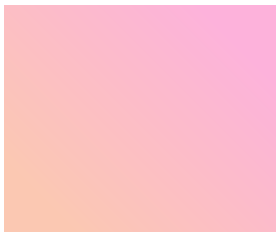
Costs    instead of
    .

Inferno Circle

Advanced - Sequence



0



If your opponent attacked this turn, I **burn** them.



If your opponent attacked this turn, I **burn** them.



4

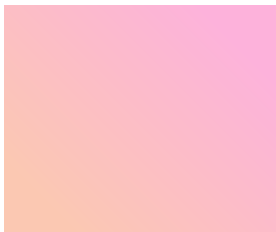
Repeats the same effect for a third turn.

Kindled Flame

Advanced – Innate Permanent



3



Innate (Play before the match starts.)

When your opponent is **burned** for the third time play Set Ablaze immediately as a special action. If it is forgotten, recall it first.



3

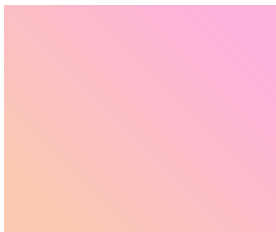
Your opponent only needs to be burned twice instead of three times.

Pyre Offering

Advanced – Sequence



5



Banish a non-Fireheart card from your hand to recall Consumed by Flame.

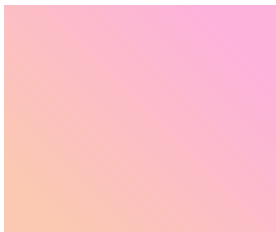
You may play an additional action.



Oneshot: Banish after use.

Consumed by Flame

Starter - Linked



Linked (This card begins the match forgotten and is recalled by Pyre Offering.)

Consumed by Flame is a copy of the card that was banished by Pyre Offering, except that it **burns** your opponent when it hits and when it blocks their attacks.



Balanced Blade

Starter




Attack



Recall Parry.



4

Costs  less to cast.



Parry

Starter - Linked



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

I cost one resource less if you played Balanced Blade last turn.

Block an attack.



Oneshot: Banish after use.

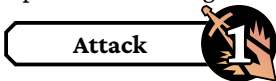


Arrow Volley

Starter



Repeat the following twice:



(One block can only stop one attack.)



6

Attacks three times instead of two.



Decisive Strike



0

Advanced



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

Attack



4

+1 attack power.

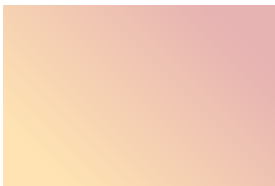


Battle Tactics



3

Advanced – Innate Permanent



Innate (Play before the match starts.)

Choose a strategy:

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

Ambush – The first time you attack, give an attack **+2** attack power.

Besiege – Your opponent pays .



4

{second and fourth}; {+4};





Shield Wall

Advanced - Permanent



5



First turn:

Block an attack.



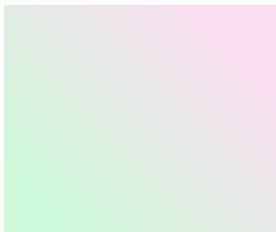
Whenever you play an attack, block an attack with less attack power.



Elegant Reversal



Starter



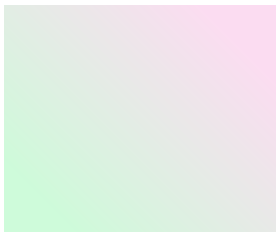
Block an attack.



When I block an attack, I attack back with equal attack power.








Mesmerize

Starter – Sequence



No effect

Your opponent's actions cost twice as many resources.

(For example, an action that would cost    costs    .)



4

{Gain .}

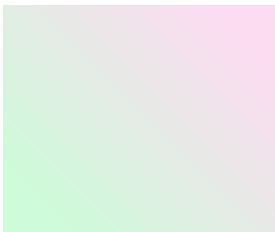


Dizzying Spin

Advanced - Sequence



0



Attack



If I hit, name a card.

Your opponent can't play the named card(s).



3

{Whether or not I hit}

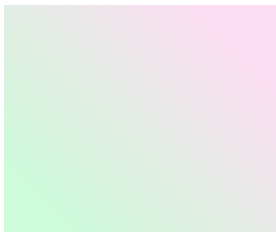


Just Out of Reach

Advanced



0



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



6

Once per match you may play me any time as a special action. If you do, banish me after use.

Dancer

10/14/21 - Glorybound

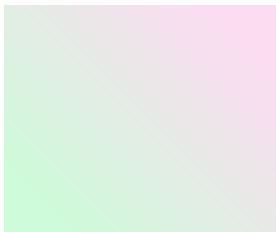


Entice to Dance

Advanced - Innate Permanent



3




Innate (Play before the match starts.)

Your opponent recalls Try to Keep Up.

When the match ends, score three points unless your opponent has played Try to Keep Up.

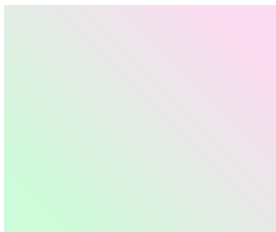


3

Try to Keep Up costs .


Try to Keep Up

Starter - Linked



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

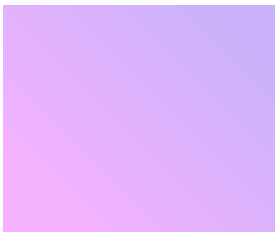
Banish Try to Keep Up on top of Entice to Dance.

(If Entice to Dance is upgraded, this card costs )



Arcane Research

Starter



Choose

two random advanced cards you have not yet learned and recall them. If you recall an innate card, play it immediately.



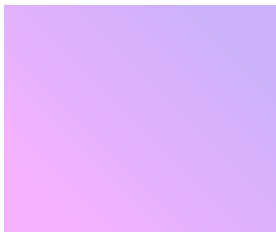
7

{one random forbidden magic
and one random advanced card}



Forcefield

Starter



Block an attack.



For the rest of the match, Forcefield costs no resources.

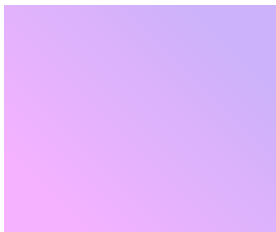


Meteor Invocation



2

Advanced – Sequence



No effect.



Attack



5

+2 attack power.

Arcanist

10/14/21 – Glorybound

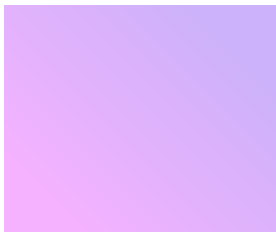








Shrinking Ray



5

Advanced



Your opponent pays    if able, or    if that's all they have. They must undo an action they played this turn if doing so would make them more able to pay. (*Undone actions are recalled and refunded and have no effect.*)



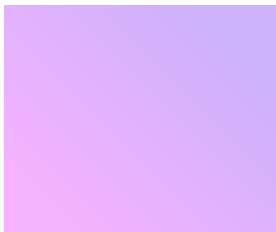
Oneshot: Banish after use.

Spellweaving

Advanced – Innate Permanent



8



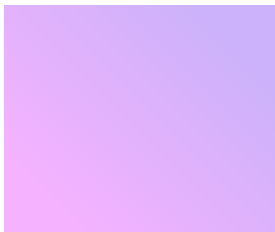
Innate (Play before the match starts.)

Reveal an Arcanist card and a non-Arcanist card from your hand. When you play one of those cards, play the other as a special action if able.



All-Consuming Void

Starter – Linked

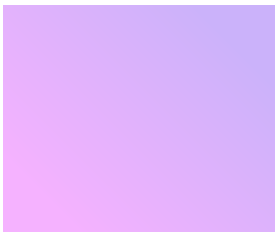


*Forbidden Magic – **Linked** (This card begins the match forgotten and is recalled by an upgraded Arcane Research.)*

At end of turn, end the match. (The player with more points wins)

True Reincarnation

Starter – Linked



*Forbidden Magic – **Linked** (This card begins the match forgotten and is recalled by an upgraded Arcane Research.)*

If your opponent would score points this turn, instead they score no points and your resources are restored to your starting resources.



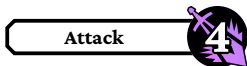
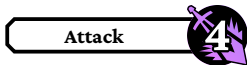
Awaken the Old Gods



Starter – Linked Sequence



*Forbidden Magic – **Linked** (This card begins the match forgotten and is recalled by an upgraded Arcane Research.)*





Backstab

Starter



If your opponent isn't attacking:

Attack



4

+2 attack power.

Assassin

10/14/21 - Glorybound


Shadowstep

Starter



Block an attack.



Banish me unless you pay .



Trap Setting

Advanced



0



Secretly choose a Trap and put it into play face down. You can turn that card face up to play it as a special action any time after this turn ends.

Poisoned Dagger

Starter – Linked



Trap – Linked (This card begins the match forgotten and is recalled by Trap Setting.)

If you hit with an attack this turn, I become permanent and at the start of each turn, you score one point. Otherwise, banish me.

Smoke Shroud

Starter – Linked



Trap – Linked (This card begins the match forgotten and is recalled by Trap Setting.)

If your opponent didn't attack last turn, they can't score points this turn.



Oneshot: Banish after use.

Feign Defeat

Starter - Linked



Trap – Linked (This card begins the match forgotten and is recalled by Trap Setting.)

If your opponent has more points than you, they can't block this turn.



Oneshot: Banish after use.

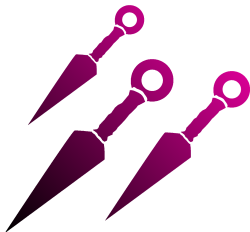


Always More Knives

Advanced – Sequence



0









Attack



Attack



4

Costs   instead of    .

Assassin

10/14/21 – Glorybound

Hidden in Plain Sight

Advanced – Innate Permanent



5



Innate (Play before the match starts.)

After the first turn of the match, but before the second, there is a secret turn. Your opponent and their cards do not participate in this turn, and no points can be scored.



Tempest Blade

Starter






Attack



If Storm-Infused Blade is blocked, you may pay   to score two points.



4

Costs  instead of  .



Leap Skyward

Starter - Sequence



Block an attack.



Your attacks get **+1** attack power.



2

{+2}


Storm Surge

Advanced



0



Gain  until you have more resources than your opponent.



Wind's Favor

Advanced - Innate Permanent



4



Innate (Play before the match starts.)

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

Bring the Lightning

Advanced – Innate Permanent



5



Innate (Play before the match starts.)

Your first attack of the match gets +1 attack power. Then note its attack power and recall Echoing Thunder.

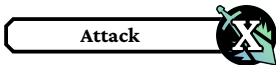
Echoing Thunder

Starter - Linked



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

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

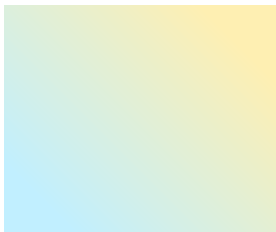


Oneshot: Banish after use.



Smite

Starter



Attack



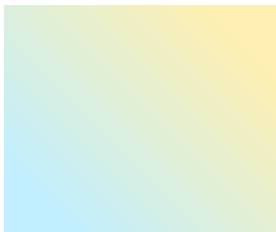
6

Banish any non-innate card from play.



Shield of Faith

Starter – Sequence



Block an attack.



All points you score are doubled.



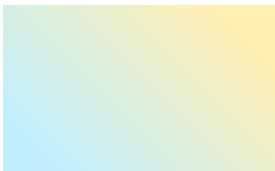
When Shield of Fate blocks, it block all attacks instead of just one.

Divine Intervention

Advanced



0



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

Block an attack.



Score one point.

Gain  .



Oneshot: Banish after use.



5

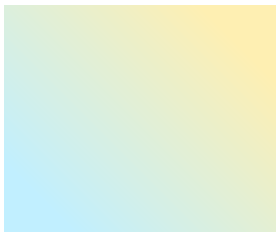
For the rest of the match, your attacks get +2 attack power.

Desperate Prayer

Advanced



3



When you forget me, return me to your hand. (*You will begin the match with six cards in hand.*)

Score one point.



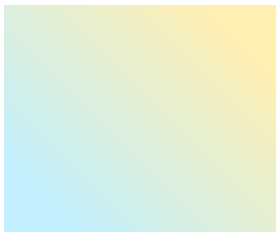
Oneshot: Banish after use.

Righteous Conviction

Advanced – Innate Permanent




6



Innate (Play before the match starts.)

Gain .

While your opponent has more points than you, they can't block an attack unless they pay .



Bind in Thorns

Starter



Attack



Block an attack.



4

+1 attack power.

Druid

10/14/21 - Glorybound

Lifebloom

Starter - Sequence





Gain .

Gain .



6

Gain   each turn instead.

Druid

10/14/21 - Glorybound

Wildshape

Advanced



0



Choose, reveal and recall an Animal Form.



4

Gains: *Innate*
(Play before the match starts.)

Druid

10/14/21 - Glorybound

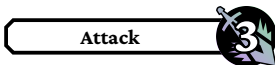



Tooth and Claw

Starter – Linked



Animal Form – Linked (This card begins the match forgotten and is recalled by Wildshape.)



I can't be blocked unless your opponent pays .

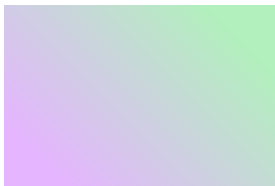


Oneshot: Banish after use.



Take Wing

Starter – Linked Sequence



*Animal Form – **Linked** (This card begins the match forgotten and is recalled by Wildshape.)*



Block an attack.



Block an attack.



Oneshot: Banish after use.



Fierce Seedling

Advanced - Permanent



3



Each turn, I grow. Then, if I have grown at least three times:

Attack

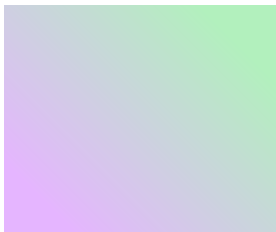


Sheltering Ancient

Advanced – Innate Permanent



5



Innate (Play before the match starts.)

When you are attacked, banish me to block that attack. At the end of the second turn of the match, banish me.



FAKE TEST CARD

Starter - Linked



Linked (This card begins the match forgotten and is recalled by an upgraded Arcane Research.)

Attack



Attack



Oneshot: Banish after use.



FAKE TEST CARD

Starter - Linked



Linked (This card begins the match forgotten and is recalled by an upgraded Arcane Research.)



Block an attack.



Attack



Oneshot: Banish after use.