

Path of the
Traveler



Starter

Aeon-Worn Staff

Starter

Shelter at the Crossroads



0

Out of Time



3



2

Alter Fate



3

Navigate the Sands

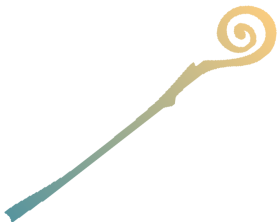


4



Aeon-Worn Staff

Starter



Attack



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

If neither player scored points last turn, I cost one resource less to play.



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

Advanced – Sequence

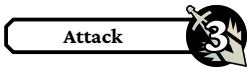


0



No effect.

No effect.



I can't be blocked unless your opponent pays

Alter Fate

Advanced



2



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.



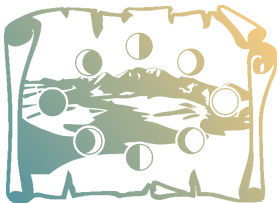
Oneshot: Banish after use.

Navigate the Sands

Advanced – Innate Permanent



3



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.



4

[two turns]; [two turns]