Path of the

Apprentice

Starter

Crafting Hammer

Starter

Sheltered by the Guild

Starter

Bake Bread

Crafting Hammer

Starter

Attack

When I hit, **invoke**.

Sheltered by the Guild

Starter

Block an attack.

If you have two or more 🔵, pay 🔵 to score one point.

Bake Bread

Starter – Sequence

I — Gain ⬭.

II — Your attacks get +1 attack power.

Starter

Practiced Forms

Starter

Study Ancient Texts

Forgotten Rite

Starter

Midnight Initiation

Practiced Forms

Starter – Sequence

I | Attack | 1
II | Attack | 1

Study Ancient Texts

Starter

Invoke.

Recall Forgotten Rite.

Forgotten Rite

Linked

Linked (This card begins the match banished and is recalled by Study Ancient Texts.)

Attack 4

Midnight Initiation

Starter

Your opponent can't score points this turn.

Exhaust yourself.

Path of the

Farmhand

Starter Village Heroism

Starter Tend the Flock

Starter Plow Under

Village Heroism

Starter

Attack

3

Invoke.

Tend the Flock

Starter

If your opponent is attacking:

Block an attack.

Otherwise, gain ⬤.

Plow Under

Starter

Banish a card from play.

Path of the
Noble

Starter Call the Guards

Starter Social Graces

Starter Deem Treasonous

Call the Guards

Starter – Sequence

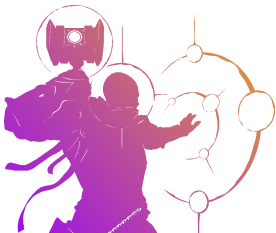| I | No effect. |
| II | **Block** an attack. |
| | **Attack** |

Social Graces

Starter

Invoke.

At the end of the turn, score one point unless you were hit by an attack this turn.

Deem Treasonous

Starter

Block an attack.

Banish a card from play.

Path of the

Outlander

Starter Survive the Wilds

Starter Troll-Hunting Bow

Starter Careful Aim

Survive the Wilds

Starter

Block an attack.

Invoke.

Troll-Hunting Bow

Starter

Attack 1

Swift *(Blocking me costs ◯.)*

Careful Aim

Starter – Permanent

On play: Gain ◯.

The next time you attack, recall me to give an attack +2 attack power.

Path of the

Prodigy

Gifted with Magic:

Keep an additional talent. Each time you **invoke**, choose which talent to **invoke**.

Starter — Arcane Outburst

Starter — Trust No One

Starter — Careful Channeling

Arcane Outburst

Starter

Invoke.

Attack

Trust No One

Starter

Block an attack.

If you are being attacked, gain 🔵.

Careful Channeling

Starter – Sequence

I   Invoke.

II   Invoke.

Path of the
Soldier

Battle-Forged:

The third time you attack, **invoke**.

Starter

Emblazed Shield

Starter

Reckless Charge

Starter

Arrow Volley

Emblazed Shield

Starter

Block an attack.

If you are being attacked, sacrifice me to:

Attack

Reckless Charge

Starter

Attack ③

Arrow Volley

Starter

Attack ⚔1

Attack ⚔1

(One block can only stop one attack.)

Shapetheft

Thrive in Carnage

Prophetic Visions

Harness Chaos

Befriend Wild Beasts

Demonic Pact

Rest

Starter

Command of Fire

Starter – Permanent

Your attacks get +1 attack power.
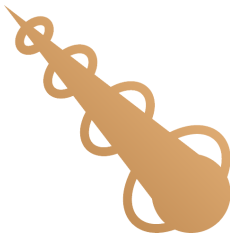
Invoke:

Attack

Defy Mortality

Starter

If you would complete a sequence this turn, that card stays in play for an additional turn with the same effect as the final printed stage.

Invoke: Recall and play a Skeletal Minion.

Rays of Radiance

Starter

Attack

I can't be blocked.

Invoke: Gain ⬤.

Move Like Lightning

Starter

Gain ⬤.

Your attacks get +1 attack power this turn.

Invoke: You get an additional action next turn.

Speak With Ghosts

Starter

Gain 🔘.

Recall a banished card you played this match.

Invoke: You may pay 🔘 to recall and play a Guardian Spirit.

Gift of Lullabies

Starter

If your opponent began the turn exhausted, they can't score points this turn.

Invoke: Exhaust your opponent.

(If you play a card when exhausted, you must sacrifice it if you haven't yet. Resting removes exhaust.)

Duelist's Finesse

Starter

Attack

Swift (*Blocking me costs* ⬡.)

Invoke: I get +2 attack power for the rest of the match.

Iron Skin

Starter – Permanent

Your opponent's attacks get -1 attack power.

When you are hit by an attack, recall me at end of turn.

Invoke: I can't be recalled this turn. Play me if able.

Step Through Time

Starter

Attack

If it's the final turn of the match, attack twice instead. *(one block can only stop one attack.)*

Invoke: The match ends one turn sooner.

Touch of Decay

Starter

Attack 🌑0

When I hit, **invoke**.

Invoke: Your opponent must pay 🔘. If they can't:

Attack 🌑2

Command of Ice

Starter

Block an attack.

Invoke.

Invoke: Your opponent must sacrifice a card if able.

Talent   04/12/22 – GLORYBOUND

Erase Memories

Starter

Look at your opponent's hand, then choose and banish a card from their hand.

Invoke: Name a card. Your opponent can't play the named card next turn.

Shapetheft

Starter

When you reveal me, name a card your opponent played last turn. I am a copy of that card until I leave play.

Invoke: Invoke your opponent's talent.
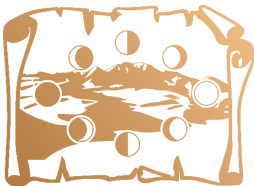
Thrive in Carnage

Starter

Attack 3

If either player has five or more points, I cost nothing to play.

Invoke: At the end of the turn, if your opponent hit you with an attack this turn, score one point.

Prophetic Visions

Starter – Sequence

I	No effect.
II	No effect.
III	Attack

Invoke: Score double points next turn.
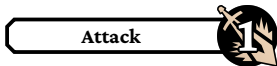
Harness Chaos

Starter

Reveal a card from your hand at random and play it without paying costs.

Invoke: Roll a six-sided die.

1-2: Banish a card from your hand.

3-5:

Attack

6: Play me if able.

Befriend Wild Beasts

Starter – Permanent

On play: No effect.

Invoke: If I'm in play, you must recall me to

Attack

Otherwise, play me.
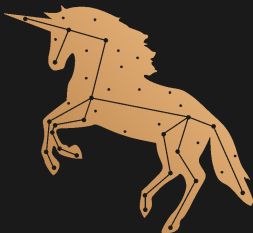
Demonic Pact

Starter

Attack

If your hand is empty, I get +1 attack power.

Invoke: Play a card from your hand if able. Sacrifice it if you haven't yet.

Guardian Spirit

Linked – Permanent

Linked *(This card begins the match banished.)*

When you are attacked, banish me to:

Block an attack.

Skeletal Minion

Linked – Sequence

Linked *(This card begins the match banished.)*

I	No effect.
II	Attack 1

Rest

Starter

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

You are no longer Exhausted. *(If you play a card when exhausted, you must sacrifice it if you haven't yet.)*

(Play me if you can't or don't want to play any other cards.)

Path of the
Urchin

Starter

Petty Theft

Stolen Treats

Starter

Mock the Crown

Starter

Into the Alleys
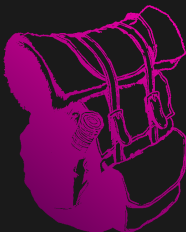
Petty Theft

Starter

Attack

When I hit, recall Stolen Treats.

Stolen Treats

Linked

Linked *(This card begins the match banished and is recalled by Petty Theft.)*

Score one point.

Invoke.

Mock the Crown

Starter

Attack

If your opponent is blocking, they must block me and you score one point.

Into the Alleys

Starter – Sequence

I **Block** an attack.

II You get an additional action.