Path of the

Mariner

Starter

Whaler's Hook ⬆ 4

Starter

Chart a Course
Smuggler's Cove – Sunken Temple

🔓 0 **Trawling Net** ⬆ 3

🔓 4 **Boarding Party** ⬆ 4

🔓 4 **Abyssal Offering** ⬆ 4

Whaler's Hook

Starter

Attack

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

4

+1 attack power.

Chart a Course

Starter

Choose one:

Greed – Recall all of your opponent's banished cards. They are yours for the rest of the match. If you have not played a harbor, recall and play Smuggler's Cove.

Madness – Your opponent chooses and banishes one of their cards. If you have not played a harbor, recall and play Sunken Temple.

Smuggler's Cove

Linked – Permanent

*Harbor – **Linked** (This card begins the match forgotten and is recalled by Chart a Course or Boarding Party.)*

Put ⚪⚪ on Smuggler's Cove. This can only be spent to play your opponent's cards.

Pirate Captain: If you have upgraded Boarding Party, on the final turn of the match you get +1 action.

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Sunken Temple

Linked – Permanent

*Harbor – **Linked** (This card begins the match forgotten and is recalled by Chart a Course or Abyssal Offering.)*

When the match ends, if at least four of your opponent's cards are banished, score two points.

Drowned Prophet: If you have upgraded Abyssal Offering, score an additional two points for each banished card beyond four.

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Trawling Net

Advanced

🔓

0

Block an attack.

When Trawling Net blocks a card, banish that card.

⬆ **3**

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

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Boarding Party

Advanced

4

Attack 3

Name a non-innate card. Your opponent must banish a card with that name. Then recall all of your opponent's banished cards. They are yours for the rest of the match.

If you have not played a harbor, recall and play Smuggler's Cove.

4

You are the **Pirate Captain**, improving Smuggler's Cove.

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Abyssal Offering

4

Advanced

Your opponent chooses and banishes one of their cards. Then they do it again for each two points you've scored this match.

If you have not played a Harbor, recall and play Sunken Temple.

📉 **Oneshot:** Banish after use.

4

You are the **Drowned Prophet**, improving Sunken Temple.

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Path of the
Lich Knight

Starter Culling Scythe ⬆ 4

Skeletal Minion (3 copies)

Starter Soulless Steel

🔓 0 Shambling Ranks ⬆ 5

🔓 3 Call from the Grave

🔓 5 Throne of Fallen Souls

Culling Scythe

Starter

Attack

2

If I hit, recall and play a Skeletal Minion .

⬆ **4**

{two Skeletal Minions}

Skeletal Minion

Linked – Sequence

Linked *(This card begins the match forgotten and is recalled by Culling Scythe or Shambling Ranks.)*

I   No effect.

II   **Attack**   1

Oneshot: Banish after use.

Soulless Steel

Starter

Your opponent can't score more than one point this turn. *(If they would score, they score only one point. If they have already scored points this turn, they cannot score again.)*

Shambling Ranks

Advanced – Permanent

🔓 0

At the end of each turn, if a player scored points this turn, recall and play a Skeletal Minion.

⊕ 5 | Your Skeletal Minions get +1 attack power.

Call from the Grave

Advanced

🔓

3

Choose one of your banished Oneshot cards and play it alongside me as an additional action. *(You still pay costs.)*

🖼 **Oneshot:** Banish after use.

Throne of Fallen Souls

Advanced

🔓

5

I am not used during matches.

When you learn me, restore a lost heart.

Whenever another player loses all their hearts and is eliminated, learn one of their starter or advanced cards, spending skill points if required. *(It is yours for the tournament and can be upgraded later. This does not count as your purchase for the round.)*

Path of the Tinker

Tinker

Starter Clockwork Ballista — ⬆ 5

Starter Mechanized Snare — ⬆ 3

🔓 0 Concentrate — ⬆ 3

🔓 4 Built to Last

🔓 5 Innovator's Triumph

Clockwork Ballista

Starter – Sequence

I	Attack
II	Attack

5 | +1 attack power.

Mechanized Snare

Starter – Sequence

I — **Block** an attack.

II — **Block** an attack.

When I block an attack, recall me .

⬆ **3** {recall me unless you pay 🔻}

Concentrate

Advanced

🔓
0

Gain 🏃.

At end of turn, if you weren't hit by an attack this turn, gain an additional 🏃 🏃.

⬆ 3

If I would make you gain 🏃, instead gain that much ⭕.

Tinker   01/12/22 – Glorybound

Built to Last

Advanced – Innate Permanent

🔓
4

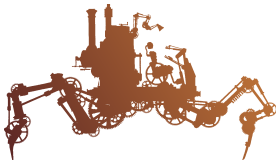***Innate*** *(Play before the match starts.)*

Your sequence cards stay in play for an additional turn, with the same effect as the final printed turn.

Innovator's Triumph

🔓
5

Advanced – Permanent

All your other cards have their upgraded effects. *(Upgrades are marked by the ⬆ symbol.)*