Path of the Dancer m 2 2 **Elegant Reversal** Mesmerize Dizzying Spin **Just Out of Reach** Entice to Dance Try to Keep Up



#### **Elegant Reversal**

Starter





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 \( \nabla \nabla \text{ costs} \( \nabla \nabla \nabla \nabla \nabla \nabla \).



{Gain ().}



### **Dizzying Spin**

6

Advanced



Attack



If I hit, name a card. Your opponent can't play the named card next turn.



{Whether or not I hit}



# Just Out of Reach

6

Advanced



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



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



### **Entice to Dance**

6

Advanced - Innate Permanent





Innate: Play before 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.



Try to Keep Up costs 💟.

### Try to Keep Up

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 💎.)

Path of the Bog Witch Starter **Unburial** Rite The Risen One Lantern's Touch Polliwog Curse Audacious Croak – Leap Away Putrid Cauldron Disperse into Rotflies

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Boa Witch



#### **Unburial Rite**

Starter



Block an attack.



Recall The Risen One.



The Risen One gets +2 attack power.



#### The Risen One

Linked



Linked (This card begins the match forgotten and is recalled by Unburial Rite.)

#### Attack



If Unburial Rite is upgraded, I get +2 attack power.



Oneshot: Banish after use.

#### Lantern's Touch

Starter



Attack



Gain 🐞.

If I hit, your attacks can't be blocked next turn.



Gain an additional 🐞.



#### **Polliwog Curse**

6

Advanced - Sequence





Your opponent recalls Audacious Croak and Leap Away.



Your opponent can only play frog cards.



Oneshot: Banish after use.

#### **Audacious** Croak

Linked



Frog – **Linked** (This card begins the match forgotten and is recalled by Polliwog Curse.)

Gain



Banish me when Polliwog Curse leaves play.



#### Leap Away

Linked



Frog – **Linked** (This card begins the match forgotten and is recalled by Polliwog Curse.)

Block an attack.



Banish me when Polliwog Curse leaves play.

#### **Putrid Cauldron**

3

Advanced - Innate Permanent





Innate: Play before match starts.

If you would gain resources during a match, put them on me instead.

Your cards costs are reduced by whatever I could pay for. (For example, if you have in the cauldron and you play a card that costs in the cauldron would only need to pay .)

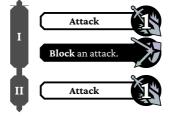


# Disperse into Rotflies



Advanced – Sequence





# Path of the Lich Knight **Culling Scythe** Skeletal Minion (3 copies) Soulless Steel Shambling Ranks Call from the Grave Throne of Fallen Souls Lich Knight 01/23/22 - Glorybound



### **Culling Scythe**

Starter



Attack



If I hit, recall and play a Skeletal Minion .



{two Skeletal Minions}

#### **Skeletal Minion**

Linked - Sequence



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



Attack



If Shambling Ranks is upgraded, I get +1 attack power.



Oneshot: Banish after use.



#### **Soulless Steel**

Starter

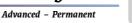


Your opponent can't score more than one point this turn. (If they would score, they score only one point. If they have already scored points this turn, they cannot score again.)



### **Shambling Ranks**

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

3

Advanced



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



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.)