



## Bloodthirsty Axe



Attack



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

# Battle Rage

*Permanent*



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



7

Gains: *Innate* – Play before the match starts.

Berserker

09/30/21 – Glorybound

# Rite of Scars



0



Attack




I attack you, not your opponent. *(You are both attacking and being attacked, and your opponent scores the points.)*

Gain  .



6

+1 attack power; +1  gained.

# Pillage



2



Banish a card your opponent played this turn.



3

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



# Retribution




4



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 .

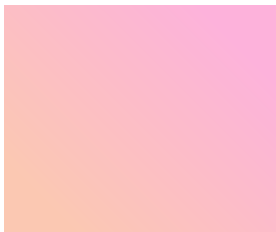


4

Your opponent must pay   instead.



# Insatiable Flame



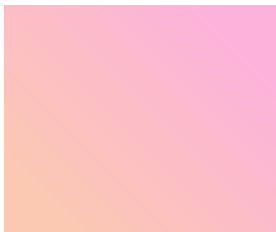
Attack



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



# Set Ablaze



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

Attack










I can't be blocked.



Oneshot: Banish after use.



7

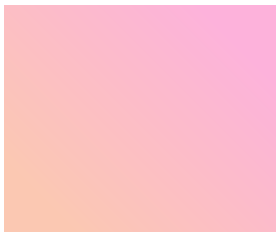
Costs    instead of    .

# Inferno Circle

*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.

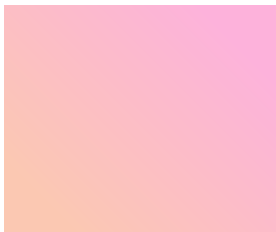


# Kindled Flame

*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

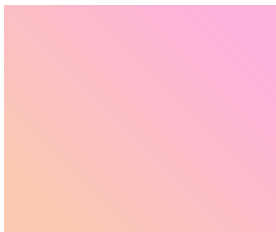
Your opponent only needs to be burned twice instead of three times.

# Pyre Offering

*Sequence*



5



I

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

II

You may play an additional action.

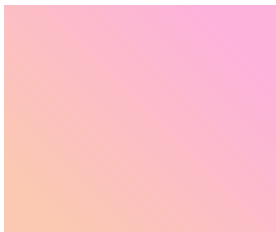


**Oneshot:** Banish after use.

# Consumed by Flame

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*Forgotten*



*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




Attack



Recall Parry.



4

Costs  less to cast.



# Parry

*Forgotten*



*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.**



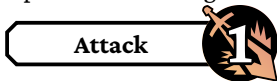
**Oneshot:** Banish after use.



# Arrow Volley



Repeat the following twice:



*(One block can only stop one attack.)*



6

Attacks three times instead of two.



# Decisive Strike



0



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

Attack



4

+1 attack power.



# Battle Tactics



3

*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



5

*Permanent*



First turn:

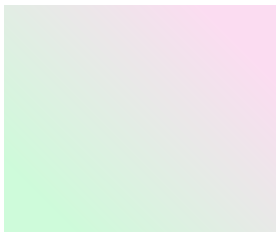
**Block an attack.**



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



# Elegant Reversal



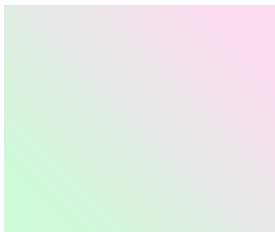
**Block an attack.**



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








# Mesmerize

*Sequence*



No effect

Your opponent's actions cost twice as many resources.

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



4

{Gain .}

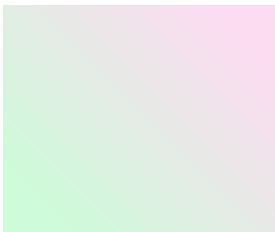


# Dizzying Spin

*Sequence*



0



**Attack**



If I hit, name a card.

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



3

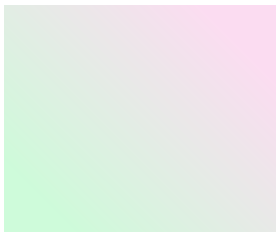
{Whether or not I hit}



# Just Out of Reach



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

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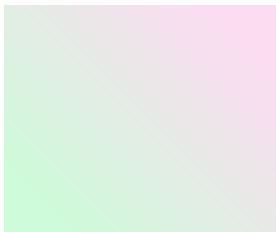


# Entice to Dance

*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.

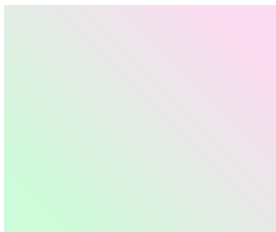


3

Try to Keep Up costs .


# Try to Keep Up

*Forgotten*



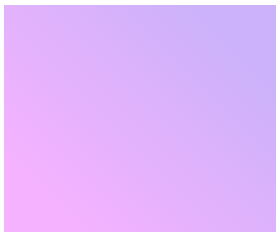
*This card begins the match forgotten and is given to your opponent by Entice to Dance.*

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

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



## Arcane Research



Choose

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



7

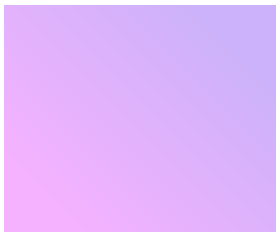
{one random forbidden magic and one random advanced card}





# Forcefield

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**Block an attack.**



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

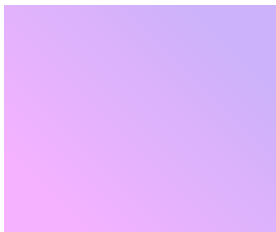


# Meteor Invocation

*Sequence*



2



No effect.



Attack



5

+2 attack power.

Arcanist

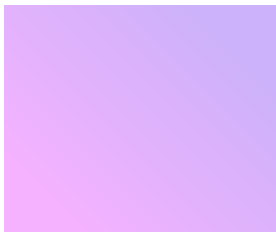
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# Shrinking Ray



5



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.*)



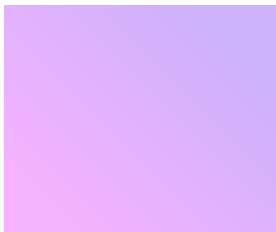
**Oneshot:** Banish after use.

# Spellweaving

*Innate Permanent*



8



*Innate – Play before the match starts.*

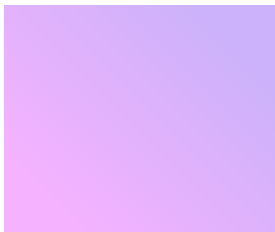
Reveal an Arcanist card and a non-Arcanist card from your hand. When you play one of those cards, play the other as a special action if able.



# All-Consuming Void

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*Forgotten*



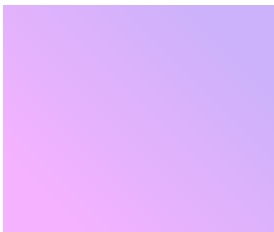
*Forbidden Magic - This card begins the match forgotten and can be recalled by an upgraded Arcane Research.*

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

# True Reincarnation

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*Forgotten*



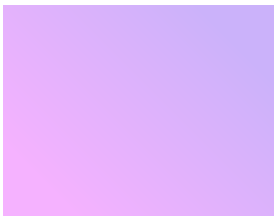
*Forbidden Magic - This card begins the match forgotten and can be recalled by an upgraded Arcane Research.*

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

*Forgotten Sequence*



*Forbidden Magic - This card begins the match forgotten and can be recalled by an upgraded Arcane Research.*



Attack



Attack





# Backstab



If your opponent isn't attacking:

Attack



4

+2 attack power.

Assassin

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# Shadowstep

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**Block** an attack.



Banish me unless you pay ⚡.



## Trap Setting



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

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*Forgotten*



*Trap – This card begins the match forgotten and is put into play 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

*Forgotten*



*Trap – This card begins the match forgotten and is put into play by Trap Setting.*

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



Oneshot: Banish after use.

# Feign Defeat

*Forgotten*



*Trap – This card begins the match forgotten and is put into play by Trap Setting.*

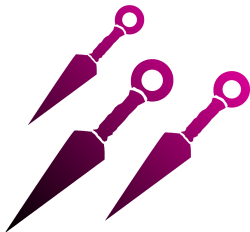
If your opponent has more points than you, they can't block this turn.



Oneshot: Banish after use.



### Sequence



# I

## Attack

3






II

## Attack

1



4

Costs   instead of   .

## Assassin

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# Hidden in Plain Sight

*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






Attack



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



4

Costs  instead of  .





# Leap Skyward

*Sequence*



**Block** an attack.



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



**2**

**{+2}**


# Storm Surge

---



0



Gain  until you have more resources than your opponent.



# Wind's Favor

*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

*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.

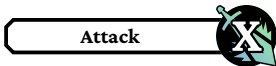
# Echoing Thunder

*Forgotten*



*I begin the match forgotten and am recalled by Bring the Lightning.*

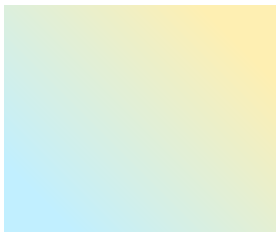
My base attack power X is the number you noted for Bring the Lightning.



Oneshot: Banish after use.



# Smite



**Attack**



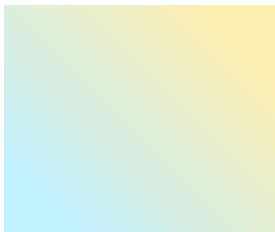
**6**

Banish any non-innate card from play.



# Shield of Faith

*Sequence*



**Block an attack.**



All points you score are doubled.



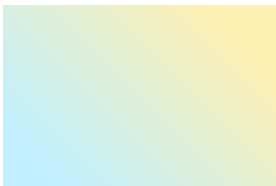
**3**

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

# Divine Intervention



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.

Hammer Priest

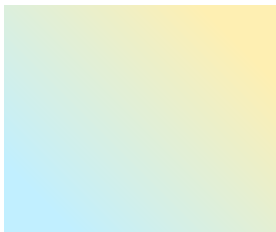
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# Desperate Prayer



3



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

Score one point.



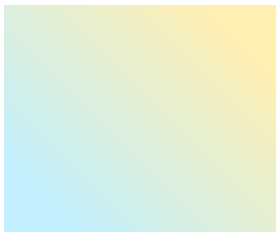
**Oneshot:** Banish after use.

# Righteous Conviction

*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

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**Attack**



**Block an attack.**





# FAKE TEST CARD

*Forgotten*



*Forbidden Magic - This card begins the match forgotten and can be recalled by an upgraded Arcane Research.*

**Attack**



**Attack**



**Oneshot:** Banish after use.



# FAKE TEST CARD



*Forgotten*



*Forbidden Magic - This card begins the match forgotten and can be recalled by an upgraded Arcane Research.*



**Block an attack.**



**Attack**



**Oneshot: Banish after use.**