

Path of the  
**Lich Knight**



Starter

**Culling Scythe**



3

Skeletal Minion (3 copies)

Starter

**Soulless Steel**



0

**Shambling Ranks**



4



3

**Call from the Grave**



3

**Throne of Fallen Souls**



3



# Culling Scythe

*Starter*



**Attack**



When I hit, recall and play  
a Skeletal Minion if able.



**3**

[two Skeletal Minions]

# Skeletal Minion

*Linked – Sequence*



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



No effect.



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



Oneshot: Banish after use.



# Soulless Steel

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*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 if able.



4

Your Skeletal Minions get +1 attack power.

# Call from the Grave

*Advanced*



3



Choose a banished oneshot card you played this match or a Skeletal Minion. Recall and play that card if able.



**Oneshot:** Banish after use.

# Throne of Fallen Souls

*Advanced - Support*



3



***Support*** (Not used during match.)

You can claim cards from the paths of eliminated players. Claim up to two cards throughout the tournament. All cost symbols on those cards are replaced with

When you learn me, gain 3 shadow XP and restore a lost heart. Only shadow XP can be spent to learn and upgrade claimed cards.



3

Gain 5 more shadow XP.