Path of the
Mariner

👊 👊 🌿

Starter

Whaler's Hook
⬆ 3

Starter

Salt-Captain's Compass

Sunken Temple – Pirate's Cove

🔒 0 Trawling Net ⬆ 3

🔒 4 Boarding Party

🔒 4 Abyssal Offering

Whaler's Hook

Starter

Attack

When I hit, banish one of your opponent's non-innate cards from play.

3

I get +1 attack power.

Salt-Captain's Compass

Starter – Innate Permanent

⬇ __Innate:__ Play before match starts.

On play: Recall Sunken Temple and Pirate's Cove.

You can only play one Harbor each match. When you play one, banish the other.

When you banish an opponent's card, **drown** it. *(Harbors use **drowned** cards.)*

Mariner   02/22/22 – GLORYBOUND

Sunken Temple

Linked – Permanent

*Harbor – **Linked** (This card begins the match banished and is recalled by Salt-Captain's Compass.)*

On play: Your opponent chooses one of their non-innate cards from hand or play. Banish it.

When the match ends, score one point for each **drowned** card beyond the first.

Pirate's Cove

Linked – Permanent

*Harbor – **Linked** (This card begins the match banished and is recalled by Salt-Captain's Compass.)*

On play: Put ⬤⬤ on me. Spend these only to play drowned cards.

Drowned cards are kept in your in your hand and can be played as your own.

Mariner   02/22/22 – GLORYBOUND

Trawling Net

Advanced

Block an attack.

When I block a card, banish that card.

⬆ 3

When I block, I block all attacks instead of just one.

Boarding Party

Advanced

4

Attack 3

Name a non-innate card. Banish all cards with that name from your opponent's hand and from play.

Play Pirate's Cove if able.

Abyssal Offering

Advanced

🔓

4

For each two points you've scored this match, your opponent chooses one of their non-innate cards from hand or play. Banish those cards.

Play Sunken Temple if able.

📷 **Oneshot:** Banish after use.