



▲ Discard ▲

▲ Active ▲

Bladeswarm

Start of Round: Play 2 cards Long rest

Choose one path
① or ② Reveal monster actions, act in initiative [▲] order.

Initiative [▲]: Leading card played ↑↑

On turn: Perform top ability of one card and bottom ability of the other in any order.
Lose one discard and recover the rest. Heal 2 (self) and refresh spent items.

Monster actions: Elite first, then normal in ascending numerical order. Focus on ① closest, ② lowest initiative. Then move to maximize attack on focus.

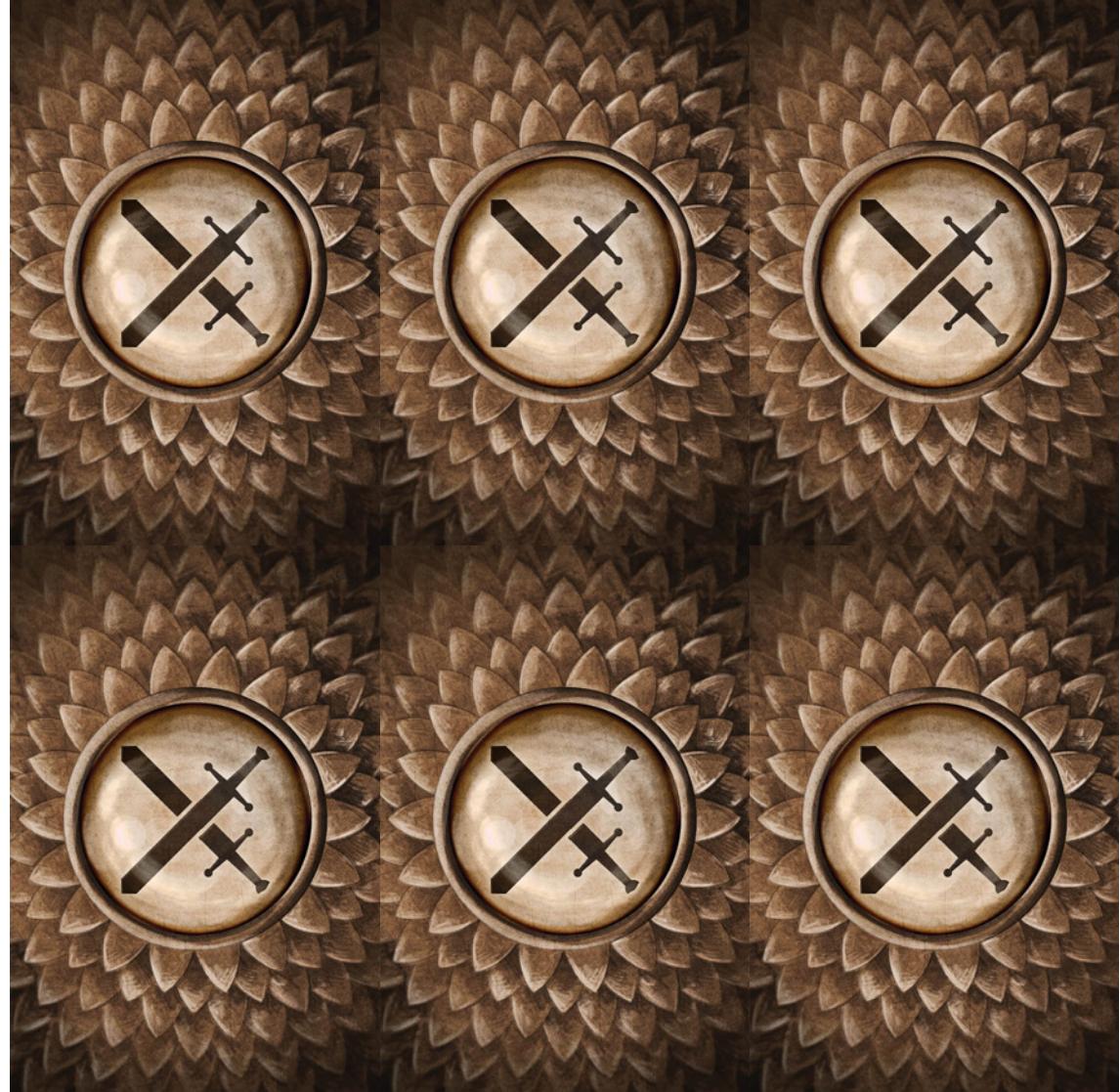
End of round:

- Reduce element strength.
- Optional short rest: lose one random discard and recover the rest.
- Shuffle ♠ attack and monster decks where applicable.

Level ↗

HP	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	XP
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Harrower Bladeswarm

"Harrower" is only the name given to this race in the common tongue, as the name in their own language of chitters and hisses cannot be easily translated. A single Harrower, as typically seen by other races, is actually a swarm of thousands of insects who have merged their intelligence to form a hive mind capable of highly sophisticated thought. Though not necessarily evil, Harrowers do have a poor reputation in polite society due to their nightmarish nature, unnerving chittering speech and unique nihilistic perspective. Their lives are at once very fleeting, due to an individual insect's short life span, and eternal, due to the swarm's persistent ever-breeding nature.

No group better embodies the Harrower's eternal nature more than the ancient Bladeswarms – desert-dwelling insect hives that have hibernated deep beneath the sands for countless ages, awaiting a call to battle. Historians thought this call had been lost to time and the Bladeswarms were doomed to never-ending slumber, but scattered sightings of the fearsome warriors have been reported, implying that they roam the world once more. Though the purpose of their awakening is still shrouded in mystery, their flurry of archaic swords will make short work of any obstacle.



