This is just a start!

The deck you are playing is a free tutorial deck, get your own unique decks here: BladeChronicles.com

Deck List

- Dull Blade(**Draw Morale**)
- Dull Blade(**Draw Morale**)
- Soul Rupture(**or More**)
- Soul Rupture(**or More**)
- Heavy Swing
- Soul Harvest2 (**per Card**)
- Soul Harvest2 (**per Card**)
- Read Intent**1**
- Shield Bash(**Discard**)
- Insight**2**
- Parry**1** (**Discard**)
- Veil of Shadows
- Healing Potion(**Heal 6**)
- Iron Wall(**Max 1**)
- Ghost Form**7** (**Discard Choice**)
- Second Wind**4**
- Whispering Shadows**2**
- Tactical Advantage**3** (**Extra Morale**)

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Blood Sacrifice
Suffer . Draw 2 cards.

Crimson Pact
Suffer and then, if alive, deal .

"Power demands its price."

"Blood speaks ancient truths."

Health Bar Features

/ / - If your health is at this level after damage or healing is applied, lower it by additional 1 / 2 / 3 levels.

- If your health would drop from above this level to below it, stop at this level instead.

- If your health is at this level after damage or healing is applied, increase it by one level.

/ / - If your health is at this level after damage or healing is applied, deal 1 / 2 / 3 damage to the opponent.

Keywords

Overload - Suffer if there is another card in the stack.



Clash

1. **Plan** In turns, either add 1-3 cards to stack, activate player ability or skip a turn. Can not skip if clash is empty. End phase after 2 consecutive *skips*.
2. **Resolution** Resolve cards starting from top.
3. **First Player** Switch first player.
4. **Morale** Prevent panic by discarding and redraw.
5. **Draw** Draw **2** cards.
6. **Hand limit** Discard down to **6**.
7. **Cleanup** Discard all "Onward" cards.

Setup

Shuffle deck, set health to **16**, exchange "Deck list" cards, draw **4** cards, choose first player by random, (optional) partial mulligan.

"Alaric's way seems clearer now."



"Some costs are too high."



"His light burns like judgment."



"Master Isaac's warnings echo still."



Diary

"Mother would be mortified to see her prized roses now - their thorns dripping with blood magic. The other noble houses whisper that I've betrayed my heritage, but they never understood that true nobility lies in sacrifice. Master Isaac tried to warn me about the price of blood magic. He was right about the cost, but wrong about whether it was worth paying."

Legend

- - Deal 1 damage
- - Attack card
- - Tactic card
- - Epic card
- - Event card
- - Morale



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DULL BLADE

Resolve: ⚔. Draw a card if this lowers your opponent's health.

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DULL BLADE

Resolve: ⚔. Draw a card if this lowers your opponent's health.

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SOUL RUPTURE

Resolve: ⚔⚔. You may discard a card from your hand to deal ⚔⚔⚔ additional damage.

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SOUL RUPTURE

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HEAVY SWING

Resolve: ⚔⚔+⚔⚔⚔ if the two cards directly below are opponent cards.

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SOUL HARVEST

Resolve: Deal ⚔ for each opponent card below this one in the clash stack, then draw a card.

✸ ✸

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SOUL HARVEST

Resolve: Deal ⚔ for each opponent card below this one in the clash stack, then draw a card.

✸ ✸

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READ INTENT

Instant: Draw a card. Peek at one card from your opponent's hand.

✸

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SHIELD BASH

Resolve: You may choose one of the two cards directly below this card, if it's a ♜ card, then discard it.

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INSIGHT

Resolve: Draw a card, draw another if at least 1 card was previously resolved.

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PARRY

Resolve: You may choose one of the two cards directly below this card, if it's a card, then discard it

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VEIL OF SHADOWS

Instant: Don't put this card in the stack, instead play another or face down to the stack and draw a card. Discard the Veil of Shadows.

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HEALING POTION

Resolve: Heal 6 damage and remove this card from the game.

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IRON WALL

Onward: Apply at most 1 per card resolution to your health bar. Discard this card after resolving any of your .

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GHOST FORM

Resolve: Discard this card or discard a card from your hand.

"Become as insubstantial as the morning mist."

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SECOND WIND

While in Hand: You may reveal this card to increase your hand limit by 2.

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WHISPERING SHADOWS

Instant: *Overload*.
Onward: Each player's hand limit is reduced by 5.

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TACTICAL ADVANTAGE

Instant: *Overload*.
Resolve: Immediately resolve an extra "Morale" step of the clash.

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Blood Knight


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