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

- Punch
- Throw Knife
- Finisher
- Quick Strike
- Heavy Swing
- Righteous Strike3
- Empower3
- Iron Wall (**Max 1**)
- Insight2
- Shield Bash (**Discard**)
- Parry1 (**Discard**)
- Taunt7
- Close In
- Ready
- Healing Potion (**Heal 6**)
- Quick Heal (**Draw + Heal**)
- The Trapped Cache
- Tomb of Prayers3

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Prayer of Healing

Heal 2 damage.

"By my shield, brothers old and new."

"The light guides those who stray."

Divine Intervention

Flip one of your health bar segments.

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 **17**, exchange "Deck list" cards, draw **4** cards, choose first player by random, (optional) partial mulligan.



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"Even the brightest light can fade to shadow."



"Forgive me, Ragnar, I failed you too."



"Some flames cannot be rekindled."



"Blood magic corrupts all it touches."



Diary

"The weight of this shield grows heavier each day, not from metal but memory. Today I passed the training grounds where Ragnar and I once sparred as brothers. The initiates still practice there, their golden armor gleaming in the sun just as ours did. But they don't yet understand that true guardianship isn't about the strength to strike, but the wisdom to know when to lower your blade. Perhaps that's a lesson I learned too late."

Legend

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



PUNCH

Resolve: ⚔⚔, if no ⚔ cards were resolved during this clash, draw a card.

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THROW KNIFE

Resolve: ⚔⚔ + ⚔ if the card directly below is an ⚔

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FINISHER

Resolve: ⚔⚔ + ⚔⚔ if at least 2 ⚔ have been resolved during this clash.

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QUICK STRIKE

Resolve: ⚔⚔ + ⚔ If you have at least 2 cards in your hand.

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HEAVY SWING

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

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EMPOWER

Instant: Draw 3 cards. Keep one, discard the other two.

✷ ✷ ✷

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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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INSIGHT

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

✷ ✷

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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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Alaric Sunshield
Divine Warden


Alaric Sunshield
Divine Warden


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Alaric Sunshield
Divine Warden


Alaric Sunshield
Divine Warden



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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TAUNT

"I have seen squrriels with more courage than you."

✶ ✶ ✶ ✶ ✶ ✶

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CLOSE IN

Instant: If the opposing character does not skip on their next turn, draw 2 cards.

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READY

Onward: When your ⚔ is resolved, you may discard this card to double the ⚔.

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HEALING POTION

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

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THE TRAPPED CACHE

Instant: *Overload*.
Resolve: Draw 2 cards. If you are losing morale suffer ⚔⚔.

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TOMB OF PRAYERS

Instant: *Overload*.
Resolve: If your opponent is not winning morale, openly take back one of your cards from the discard pile.

✶ ✶ ✶

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RIGHTEOUS STRIKE

Resolve: ⚔ + ⚔⚔⚔ if you are winning morale.

✶ ✶ ✶

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QUICK HEAL

Instant: Draw a card.
Resolve: Heal 1 damage.

Alarie Sunshield • 1.00 • 27 / 27


Alaric Sunshield
Divine Warden


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