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
- Punch
- Palm Strike(**Empty Hand**)
- Palm Strike(**Empty Hand**)
- Spinning Kick(**Chain**)
- Finisher
- Chi Fury(**Move Down Two**)
- Relentless Assault
- Insight**2**
- Insight**2**
- Parry**1** (**Discard**)
- Ready
- Healing Potion(**Heal 6**)
- Second Wind**4**
- Mystic Bandage**1**
- Flowing Form
- Focused Stance(**+2 until Hit**)
- Inner Harmony**1** (**Attack to Heal**)

Inner Peace

Heal 2 damage if you have no cards in hand.

"Mind and blade flow as one."

"Each stance reveals truth."

Focused Mind

Draw cards until you have 3 in hand.

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.





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"Balance wavers, but holds."



"Stone's wisdom eludes me."



Diary

"My students ask why we maintain these gardens when we could spend more time practicing combat forms. They see only flowers and stone paths, missing how each placement teaches balance, how each growing thing demonstrates the flow of chi. Young Mei finally understood today - I saw it in her eyes when the morning glory bloomed. Sometimes the greatest martial lessons hide in the gentlest moments."

Legend

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

"Master Isaac's theories falter."



"Thorin's path shows merit."





PUNCH

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

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PALM STRIKE

Resolve: ⚔⚔ + ⚔ if you have no cards in hand.

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PALM STRIKE

Resolve: ⚔⚔ + ⚔ if you have no cards in hand.

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SPINNING KICK

Resolve: ⚔⚔ + ⚔⚔ if another ⚔ was resolved this clash.

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FINISHER

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

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CHI FURY

Resolve: ⚔⚔. After resolving, instead of discarding, move this card down the stack by two cards.

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RELENTLESS ASSAULT

Resolve: ⚔⚔ + ⚔⚔ if the last resolved ⚔ was yours.

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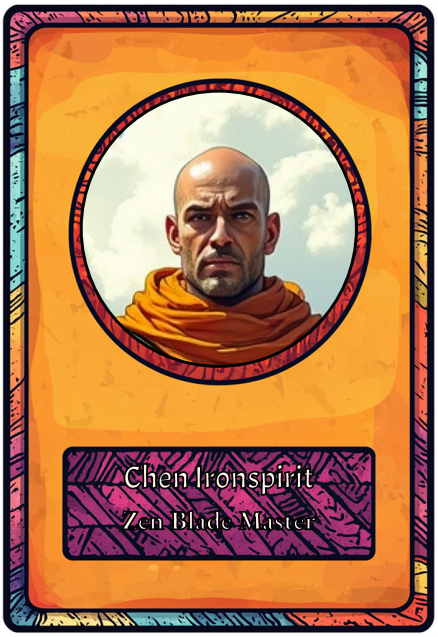


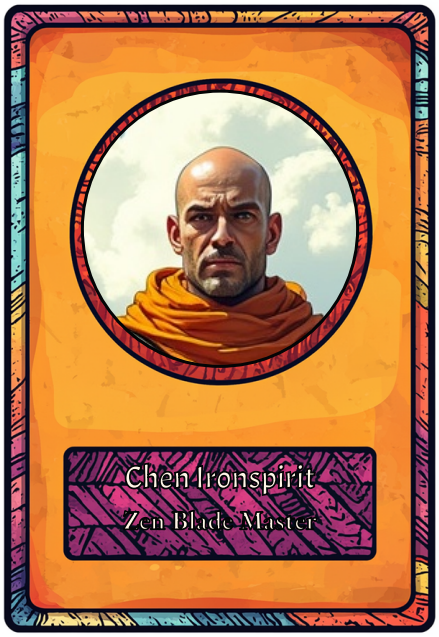
INSIGHT

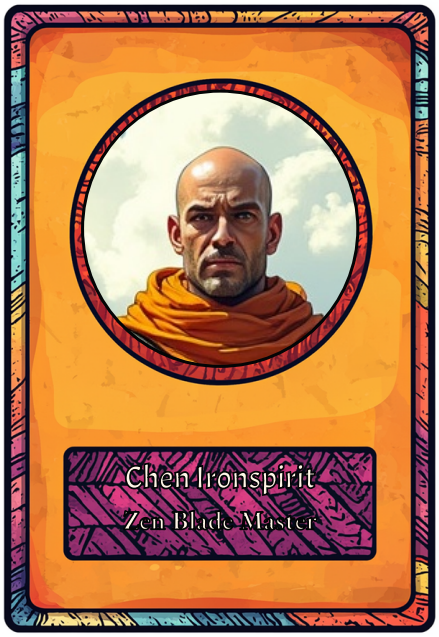
Resolve: Draw a card, draw another if at least 1 🂠 card was previously resolved.

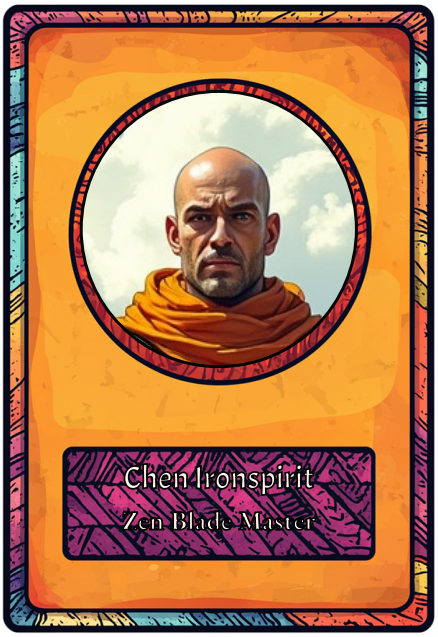
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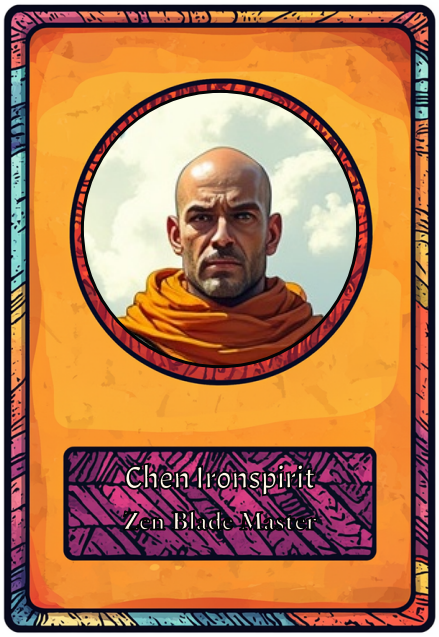
Cbeo Ironspirit • 1.00 • 18 / 27

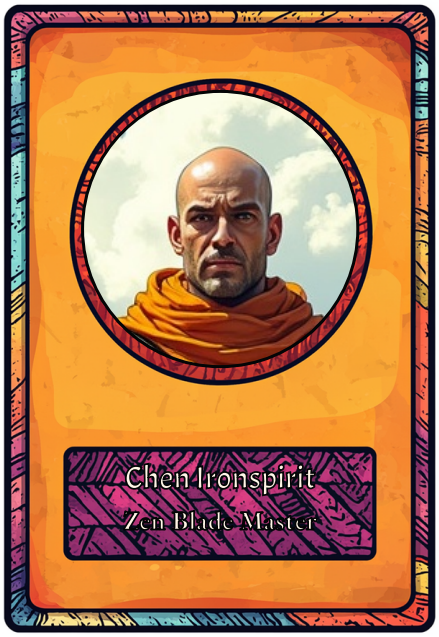

Chen Ironspirit
Zen Blade Master

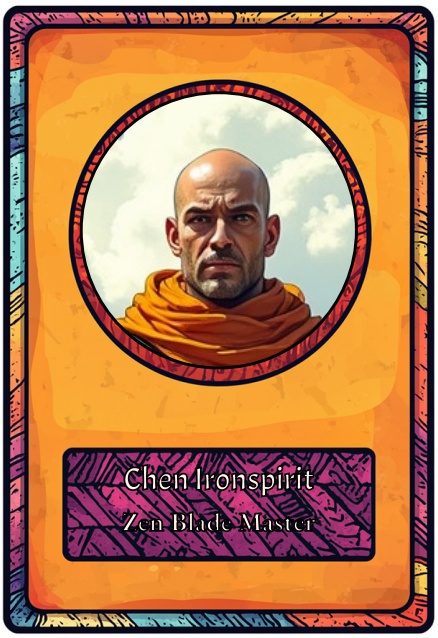

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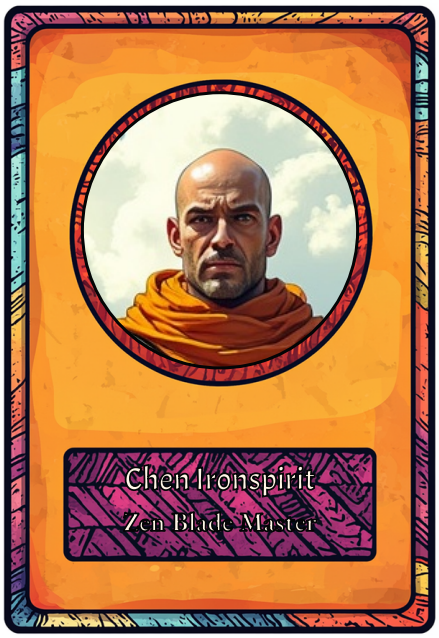

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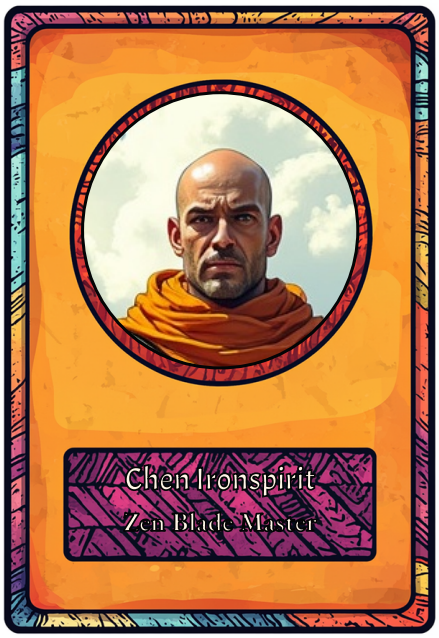

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INSIGHT

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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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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SECOND WIND

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

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MYSTIC BANDAGE

Instant: Heal 1 damage. **While in stack:** Heal 1 damage each time your opponent does not skip their turn.

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FLOWING FORM

Place a card from your discard pile that was resolved during this clash, directly below this card.

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FOCUSED STANCE

Resolve: Your attacks deal +2 damage. Discard this card if your health drops by 1.

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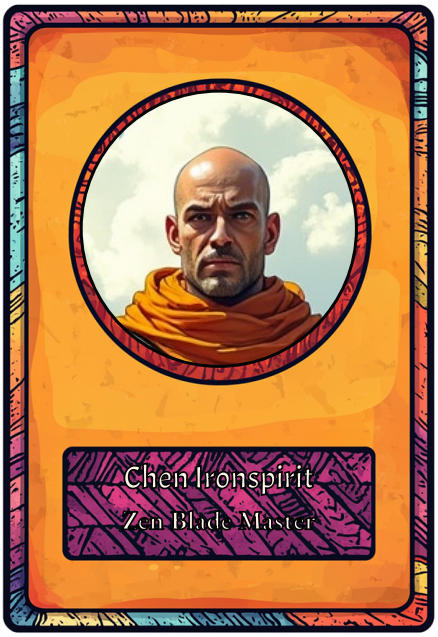


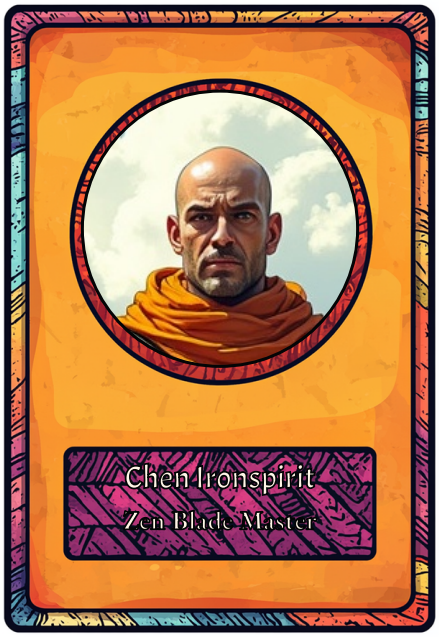
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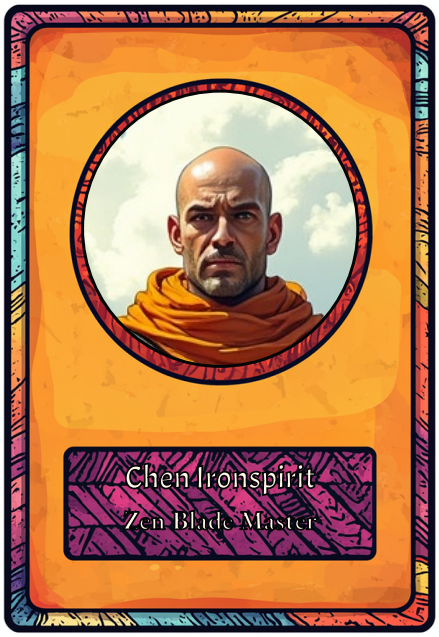
Resolve: Draw a card + heal 2 if at least one of your attacks was resolved during this clash.

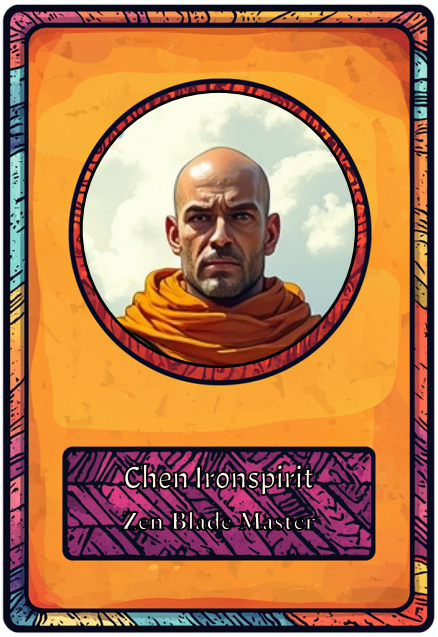
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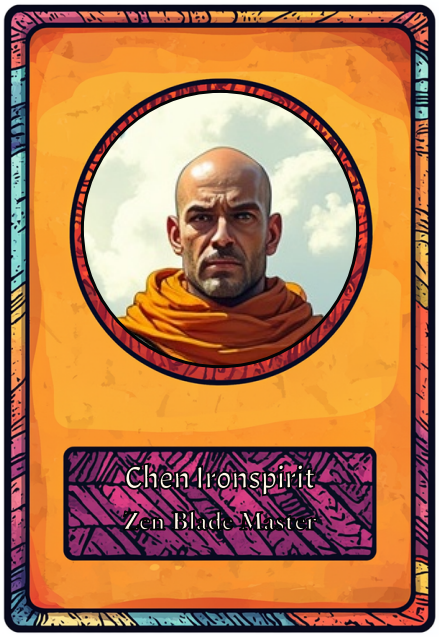
Cbeo Ironspirit • 1.00 • 27 / 27

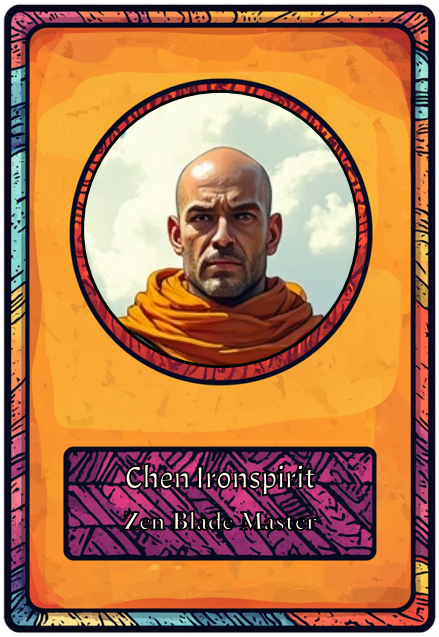

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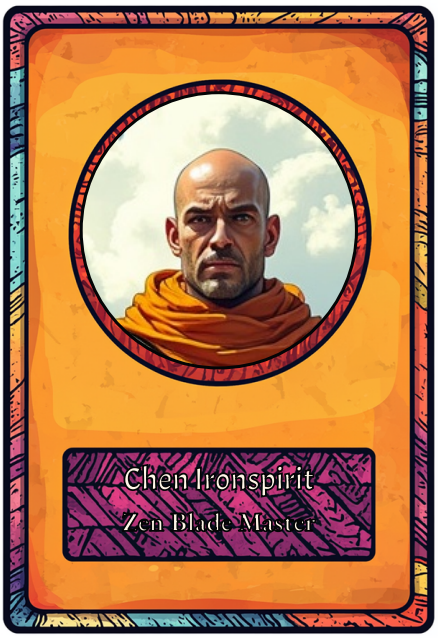

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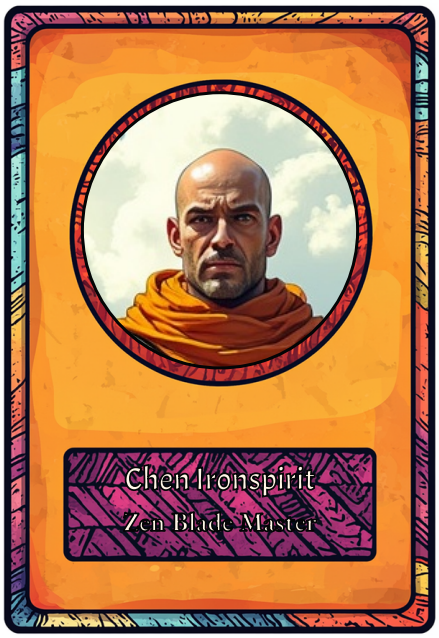

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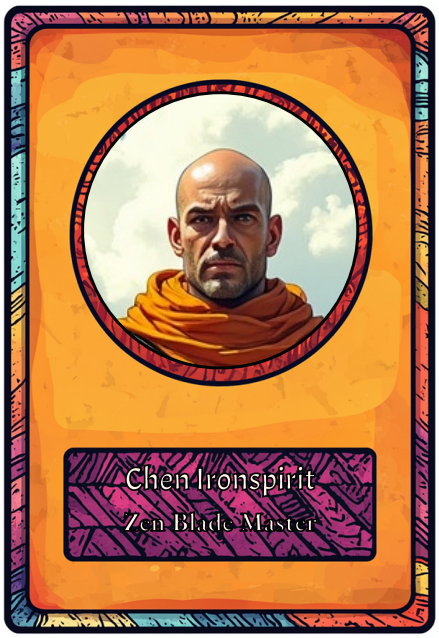

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