



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

- Mimic Strike
- Mimic Strike
- Punish Hesitation(**Punish Skip**)
- Punish Hesitation(**Punish Skip**)
- Echoing Strike
- Echoing Strike
- Eternal Onslaught
- Thousand Battles3
- Overwhelming Force3
- Temporal Pause(**Skip**)
- Temporal Pause(**Skip**)
- Nullify Strike2 (**Remove**)
- Study Weakness5 (**Skip**)
- Soul Harvest
- Break Spirit2 (**Remove**)
- Imposing Presence7
- Forced Error

The Eternal Champion • 1.00 • 4 / 27

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1 | 3 | 4

"The essence of fallen warriors flows through me."

5 | 7 | 8

When **The Eternal Champion**'s health drops to this segment, he draws 2 cards.

9 | 12

"Ten thousand battles live in these bones."

14 | 15

"Each wound teaches a lesson."

17 | 19 | 20

"Power accumulated across centuries."

Clash

1. **Plan** In turns, play planning turns, NPCs add 1 card to stack per turn. End phase after 2 consecutive *skips*.
2. **Resolution** Resolve cards starting from top.
3. **First Player** Switch first player.
4. **Morale** NPCs can not discard cards during this step.
5. **Draw** Draw **2** cards.
6. **Hand limit** NPCs do not discard cards during this step.
7. **Cleanup** Discard all "Onward" cards.

Setup

Shuffle deck, set health to **20**, exchange "Deck list" cards, draw **4** cards, choose first player by random, (optional) partial mulligan.





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"Another technique to master."



"Your strength feeds mine."



"The price of immortality."



"Even legends can fall."



"Even eternal strength has limits."



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.

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MIMIC STRIKE

Instant: Draw a card.
Resolve:

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MIMIC STRIKE

Instant: Draw a card.
Resolve:

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PUNISH HESITATION

Instant: If all players did not skip their last turn, discard this card.
Resolve:

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PUNISH HESITATION

Instant: If all players did not skip their last turn, discard this card.
Resolve:

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ECHOING STRIKE

Resolve:

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ECHOING STRIKE

Resolve:

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OVERWHELMING FORCE

Onward: If **The Eternal Champion** wins morale deal

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ETERNAL ONSLAUGHT

Resolve:

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Diary

"The weight of centuries bears down, each battle adding another layer to my existence. I remember being like them once - flesh and blood, fighting for glory or justice or whatever mortals cherish. Now I am a collection of combat knowledge given form, each defeat making me stronger. Perhaps this one will finally grant me rest... or just add their techniques to my eternal repertoire."

Legend

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















THOUSAND BATTLES

Resolve: ⚔



TEMPORAL PAUSE

Instant: *Skip*
Resolve: Draw 1 card.



TEMPORAL PAUSE

Instant: *Skip*
Resolve: Draw 1 card.



FORCED ERROR

Instant: Player discards a card from his hand.



NULLIFY STRIKE

Resolve: Discard the first player's ⚔ card that is below this card. If there is no such card, draw a card instead.



STUDY WEAKNESS

Instant:
Skip.
If any player does not skip their next turn, draw 1 card.



SOUL HARVEST

Resolve: Draw 3 cards.



BREAK SPIRIT

Resolve: Discard the first player's ♜ card that is below this card. If there is no such card, draw a card instead.



IMPOSING PRESENCE

"I've seen it all before."


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Echo of Fallen Heroes


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