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

- Thrust
- Aimed Shot
- Vengeful Riposte
- Shadow Feint**(Discard Own)**
- Follow-up Shot
- Threads of Destiny
- Read Intent**1**
- Insight**2**
- Parry**1** **(Discard)**
- Curse of Destiny**2** **(Flip Fate)**
- Ancient Terror**7**
- Healing Spring**1**
- Empower**3**
- Second Wind**4**
- Thick Mist**3**
- The Trapped Cache
- Bear Trap**1**
- Sealed Fate

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Nature's Bounty

Draw a card. If it's a , reveal it and draw another card.

Entangling Growth

Draw two cards if your opponent does not skip their next turn.

"Growth and decay, balanced."

Forest's Embrace

Openly take back one of your cards from the discard pile.

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



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"Shadows cloud nature's path."



"Winter's grasp runs deep."



"Vex understands more than most."



"Svenna's frost claims all."



Diary

"The forest paths speak differently at night. Found new hunting trails today that the maps missed entirely - nature's secrets revealing themselves to those who listen. The court nobles never understood why I chose ranger's leathers over silk gowns. But here, among the whispering leaves, every step is a dance more elegant than any ballroom could offer."

Legend

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



THRUST

Resolve: Deal ⚔⚔. When applying ⚔, everytime you reach any icon on enemy health bar, skip past it and ignore the icon effect.

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AIMED SHOT

Resolve: ⚔ + ⚔⚔⚔ if no ⚔ cards were resolved before this one.

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VENGEFUL RIPOSTE

Resolve: ⚔⚔ + ⚔⚔ if the last resolved ⚔ was an opponent's card.

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SHADOW FEINT

Resolve: Deal ⚔. If you discard the first card you own below this one, deal an additional ⚔⚔.

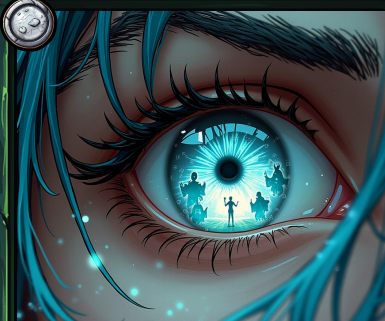
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FOLLOW-UP SHOT

Resolve: ⚔⚔ + ⚔ if your last resolved card was an ⚔.

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READ INTENT

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

✸

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INSIGHT

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

✸ ✸

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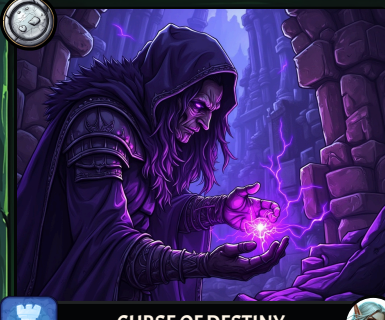


PARRY

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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CURSE OF DESTINY

Resolve: Flip your "Sealed Fate" card. If it's already on the "Fate Unleashed" side, your opponent panics.

✸ ✸

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Lyra Windweaver
Sylvan Pathfinder


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• SEALED FATE •



"Some fates are best left sealed..."

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THREADS OF DESTINY

Resolve: Deal ✕ for each card in your opponent's hand.

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ANCIENT TERROR

Resolve: Discard this card or suffer ✕

"Behold the power of those who came before!"

✷ ✷ ✷ ✷ ✷ ✷ ✷

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THICK MIST

Instant: *Overload*.
Onward: Players apply at most 1 ✕ to their health bars during each card resolution.

✷ ✷ ✷

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HEALING SPRING

Resolve: Heal 1 damage.
Onward: After resolving your attack, you may heal 1 damage and discard this card.

✷

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EMPOWER

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

✷ ✷ ✷

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THE TRAPPED CACHE

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

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BEAR TRAP

Instant: *Overload*.
Resolve: If your opponent has fewer than 3 cards in hand, deal ✕✕✕.

✷

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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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FATE UNLEASHED
"The threads of destiny unravel, and with them, your fate..."
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