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

- Arcane Bolt
- Fireball **(Removes own cards)**
- Paper Cut
- Disarming Strike **(Discard)**
- Quick Strike
- Arcane Mastery
- Read Intent**1**
- Insight**2**
- Mana Shield **(Draw for excessive)**
- Mind Blast **(Discard 2 Below)**
- Force Push **(Discard)**
- Arcane Dominance**6**
- Mystic Study**2**
- Mystic Bandage**1**
- Empower**3**
- Temporal Rift**4**
- Thick Mist**3**
- Arcane Tower**3**

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Arcane Insight

Peek at one card from opponent's hand, draw two cards if was a .

"Magic bends to understanding."

"Each spell reveals new truths."

Mana Reconstruction

Take back a card from the stack.

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.



"Some forces cannot be contained."



"Theory fails before raw power."

Diary

"Another breakthrough in arcane theory today. The younger mages mock my methodical approach as too academic for "real" combat magic. They miss how each graphed spell matrix reveals patterns of power, how documented resonance frequencies suggest new ways to channel force. Even Chen was surprised when I showed him how a properly structured spell's geometry mirrors the flow of chi."

Legend

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



"Chen's wisdom rings true now."



"Even the wisest mage must yield."

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ARCANE BOLT

Resolve: ⚔⚔. If you are winning morale, take it back into your hand.

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FIREBALL

Resolve: ⚔⚔ + ⚔⚔⚔ if you discard any two of your cards in the stack.

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PAPER CUT

Resolve: ⚔ + ⚔ ⚔ ⚔ if this is the only card you added into this clash.

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DISARMING STRIKE

Resolve: Deal ⚔. If the first card below this card is an ⚔, then discard it.

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QUICK STRIKE

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

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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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MANA SHIELD

Onward: You apply at most 2 ⚔ to your health bar during each card resolution. Draw a card each time this prevents damage.

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MIND BLAST

Resolve: Discard the next two cards below this one in the clash stack. If you are winning morale, discard your winning card.

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Isaac Dawnweave
Arcane Theorist


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FORCE PUSH

Resolve: Discard the top most opponent ♜ in the stack.

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ARCANE MASTERY

Resolve: Deal ⚔ for each card in your hand.

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ARCANE DOMINANCE

"Knowledge is power, and power must be mastered."

✶ ✶ ✶ ✶ ✶ ✶

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MYSTIC STUDY

Resolve: Draw a card for each different card type (⚔, ♜, ?) present in the stack below this card.

✶ ✶

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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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EMPOWER

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

✶ ✶ ✶

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TEMPORAL RIFT

Instant: *Overload*.
Resolve: After resolving this card, skip to the "Draw" step of the clash, and proceed from there.

✶ ✶ ✶ ✶

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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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ARCANE TOWER

Instant: *Overload*.
Onward: During the "Morale" step, apply the effect of winning morale twice.

✶ ✶ ✶

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