



This is just a start!

The deck you are playing is a free tutorial deck, get your own unique decks here:

BladeChronicles.com



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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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4

3

2

1

Arcane Insight

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

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"Magic bends to understanding."

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"Each spell reveals new truths."

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Mana Reconstruction

Take back a card from the stack.

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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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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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"Chen's wisdom rings true now."



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"Even the wisest mage must yield."



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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

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"Theory fails before raw power."



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"Some forces cannot be contained."









