

Attack Card



Avalanche

Damage = 4

You release a deadly snow blast against your enemy



Defense Card



Stun

Defense = 3

You repel your opponent with a stunning blow



Only defends **stone** attacks

Attack Card



Flame Blast

Damage = 3

You release a immense fire attack against your enemy



Power Card



Whirlpool

Slows **x1** turn

You sink your opponent in a raging torrent

Skipping their next turn

Defense Card



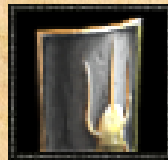
Tower Shield

Defense = 3

You block your foe's blow with a powerful shield



Defense Card



Golden Shield

Defense = 3

You defend with a solid shield of gold



Power Card



X2

Play **2** more cards; **or** pick up **2** more cards

Power Card



Ghost

No one may play **attack** cards against you for 2 rounds but you may still play cards

(leave in front of you until 2 rounds have passed)

Attack Card



Lightning Storm

Damage= 5

You let loose a lightning storm against your foe



Defense Card



Sand Storm

Defense = 3

You strike your enemy with a swirling sand storm



Can **not** defend stone attacks

Defense Card



Water Clash

Defense = 2

You release a powerful spray of water for defense



Defense = 4 vs. fire

Attack Card



Land Slide

Defense = 3 **or** Damage = 3

You collapse a mountain on your enemies



Power Card



Hypnotic Gaze

Slows x1 turn

You freeze your opponent with a magical stare
Skipping their next turn

Power Card



Drain

-2 hitpoints to **any** player when you play this card
No defense can stop this card being played

(this card **can not** kill an enemy)

Power Card



X2

Play **2** more cards; **or** pick up **2** more cards

Power Card



Healing

+2 hitpoints to **any** player when you play this card

Attack Card



Freeze Ray

Damage= 3

You freeze your opponent

+1 damage vs. stone



(this card **can not** kill an enemy)

Attack Card



Fire Sword

Damage = 3

You attack your opponent with a fire sword



Attack Card



Battle Axe

Damage = 2

You attack with a lethal battle axe



Attack Card



Magical Monster

Defense = 3 **or** Damage = 3

You summon a magical monster to aid you in battle



Defense Card



Armies Clash

Defense = 2

*If your opponent is using **stone**, then Defense=5*



Defense Card



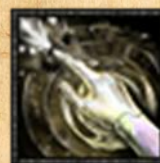
Shield

Defense = 2

You defend with a shield of metal



Defense Card



Petrifying Touch

Defense = 3

You halt your opponent with a magical touch



Power Card



Magic Potion

*You cast a magical spell
+ **or** - 1 hitpoint to any player by playing this card*

Attack Card



Magic Missile

Damage= 3

You attack your opponent with a lightning missile



+1 damage vs. stone

Attack Card



Great Sword

Damage = 2

You attack your opponent with a great sword



Attack Card



Halberd

Damage = 2

You attack with a mighty Halberd



Attack Card



Water Warrior

Damage = 3

You call up allies from under the seas



Power Card



Staff of Magic

In a split second you have stolen an enemy's weapon
Steal 1 **played item** card from an enemy

Defense Card



Shield

Defense = 1

You defend with a strong wooden shield



Defense Card



Ram Helmet

Defense = 1 & Damage = 1

You defend with a ram's horned helmet



(When attacked play this card, the enemy is **damaged 1**; The enemy may also defend)

Power Card



Ensnaring Web

Slows x1 turn

You entangle your foe in a grasping web

Skipping their next turn

Attack Card



Holy Sword

Damage= 3

You attack your opponent with a magical sword



You **may** pick up another card



Attack Card



Advanced Crossbow

Damage = 2

You attack your opponent with a iron crossbow



Attack Card



Scythe

Damage = 2

You silence your opponent with a magic scythe



Power Card



Explosive Blast

You blast an opponent with a deadly explosion

Discard **1 played item** from every player

(including you)

Defense Card



Sonic Wave

Defense = 1

You burst an immense sonic wave at an enemy



(if an enemy steals or discards one of **your** items discard this card to **keep** your item)

Defense Card



Nightmare

Defense = 1

Your enemy's is weakened because of a bad dream



You **may** pick up another card



Attack Card



Fire Frenzy

Defense = 2 **or** Damage = 2

You halt your opponent with a berserk frenzy



Power Card



Capturing Net

Slows **x1** turn

You entangle your foe in a large net

Skipping their next turn

Attack Card



Light Beam

Damage= 3

*You smite your opponent
with a light beam*



Attack Card



Crossbow

Damage = 2

*You attack your opponent
with a heavy crossbow*



Attack Card



Staff of Magic

Damage = 2

*You smash your opponent
with a sorcerer's staff*



You **may**
play
another card



Attack Card



Bow

Damage = 1

*You attack your opponent
with a long bow*



Attack Card



Magical Bow

Damage = 2

*You shoot your opponent
with a magical bow*



Power Card



Nature Magic

*You entangle your enemy
with vines*

Steal 1 card from **any**
opponent's hand

(play when another player attacks
you, you **can not** also defend)

Attack Card



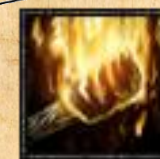
Morning Star

Damage = 3

*You smash your enemy
with a morning star*



Attack Card



Torch

Damage = 3

*You burn your foe with a
lethal flaming torch*



Attack Card



Flaming Claw

Damage = 2

You scorch your opponent with a flaming claw



No defense can stop this card

Attack Card



Earth Strike

Damage = 1

You smash your enemy with a fist of stone



Attack Card



Magic Hammer

Damage = 2

You crush your foe with a magic hammer



You may play another card



Attack Card



Bow

Damage = 1

You attack your opponent with a stout bow



Attack Card



Lance

Damage = 3

You charge your enemy with a mighty blow



Power Card



Counter Attack

You fight back

Your enemy is **also** damaged by **their** attack
(Play when you are **attacked**, you **may not** also defend;
This card **can not** kill an enemy, the enemy **may** defend also)

Attack Card



Spiked Mace

Damage = 2

You smash your enemy with a spiked mace



If your enemy is **below 3** hitpoints
Damage = 4

Attack Card



Axe

Damage = 1

You chop your enemy with a deadly axe



Attack Card



Catapult

Damage = 2

You hurl giant rocks over your enemy's defenses



No defense can stop this card

Attack Card



Backstabbing

Damage = 1

You sneak upon your foe and strike a fatal blow



If the enemy has **7+** hitpoints damage = **4** (**can not** be doubled)

Power Card



Draining Hand

Using magic you rob an enemy's camp

Steal 1 **played item** card from an enemy

Attack Card



Double Assault

Damage = **x2**

Play this card as well as another to double any **stone** attack



Defense Card



Warlord

Defense = 2

Your enemy flees, afraid of your power



+2 defense vs. **fire & lightning**

Attack Card



Poison Daggers

Damage = 2

You launch a dagger coated in a lethal poison



Only defended by **stone** defense

Attack Card



The Great Dragon

Defense = 4 **or** Damage = 4

The Fire Dragon lays waste to your opponents destroying village and countryside



Attack Card



Wolf Pack

Damage = 3

You lead a pack of wolves to your enemy's camp



Defense Card



Curse

Defense = 4

A powerful curse brings the battle to a sudden halt



Defense Card



Quarter Staff

Defense = 2

You block your enemy's blow with a quarter staff



Defense Card



Insect Distraction

Defense = 2

Running water frightens insects who rush into the battle and startle your foe



Defense Card



Helmet

Defense = 2

Your enemy strikes you on the head but little damage is done



Defense Card



Breastplate

Defense = 2

Your breast plate with your already muscular chest resists a blow



Story Card



Winged Circlet

Given to you by a water sorceress, you are able to fly away from your foe

If **used** stop **any** power or story card, against anyone

(play into item pile until **used**)

Defense Card



Swamp Beast

Defense = 4

A swamp beast rises up for your defense



Defense Card



Force Shield

Defense = 4

This magical force shield will ward off many blows



Story Card



Legendary Sword

You have pulled a magic sword out of a stone

-1 hitpoints to **any** player if **used**

(play into item pile until **used**)

Story Card



Steel Armour

You now have a full body armour suit

+1 hitpoint when played

(play into discard pile)

Story Card



Cloak

A wizard gives you this powerful cloak

If **used** an attack on you is defended **completely**

(play into item pile until **used**)

Story Card



Magic Staff

In your journey you find a ruby staff

(play into item pile)

Story Card



Royal Sceptre

You steal the royal sceptre right out of the king's hand without anyone noticing

(play into item pile)

Story Card



Bandits

You send an army against your enemy

-2 hitpoints to **any** player

(play into discard pile, **can not** be defended against)

Story Card



Ale

A slug of ale, a good inn, a dagger in your coat and you're set for the night

(play into item pile)

Story Card



Assassin

You hire an Assassin
Remove 1 item **and** - 1 hitpoint from **any** 1 player

(play into discard pile)

Story Card



Magical Sandals

On your journey you have collected many a shoe

(play into item pile)

Story Card



Magic in the Unknown

Discard your **entire** hand and pick up **6** new cards if this is **used**

(play into item pile until **used**)

Story Card



Mistletoe

These herbs give you the power to change futures
trade hands with another player when **used**

(play into item pile until **used**)

Story Card



Magic Forest

You grow a thick forest around yourself
No one can play **any** cards on you for 2 rounds but you may still play cards
(play into discard pile)

Power Card



Nightstalk

You track your foe in the night

Play this card with an attack and the attack **can not** be defended against

Story Card



Boomerang

This card allows you to play any **attack** or **defense** card and then put back into your when **used** hand to reign havoc once again

(play into item pile until **used**)

Story Card

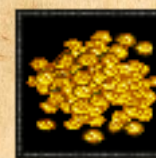


Ink

You pick a pocket but only find a used ink well with strange inscriptions

(play into item pile)

Story Card



Load of Treasure

You steal a merchant's pack horse as he sleeps and find bags full of gold

(play into item pile)

Story Card



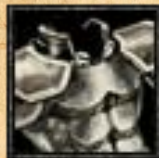
Helmet

A knight gives you a helmet when you help him on his quest

+1 hitpoint when played

(play into discard pile)

Story Card



Armour Suit

You raid an armoury and steal a metal breast plate

+1 hitpoint when played

(play into discard pile)

Story Card



Scroll

The king's seal

When played **no one** can play **attack** cards on you for 2 rounds but you may still play cards

(play in front of you until 2 rounds have passed)

Story Card



Emerald Ring

This is a centuries old ring handed down from generation to generation

(play into item pile)

Story Card



Jewelled Necklace

After saving a royal lady from a vicious knight she gives you this necklace

(play into item pile)

Story Card



Harp of Magic

You have a magical harp
This item if **used** stops **any** attack, **or** power card that causes damage

(play into item pile until **used**)

Story Card



A Jewel

This graceful butterfly is the magical creation of a long passed wizard

(play into item pile)

Story Card



Elven Tunic

You have become a expert in disguises
This item if **used** cancels **any** defense card

(play into item pile until **used**)

Rule Card



Fire

(+1 vs. lightning)



Lightning

(+1 vs. water)



Water

(+1 vs. fire)



Stone

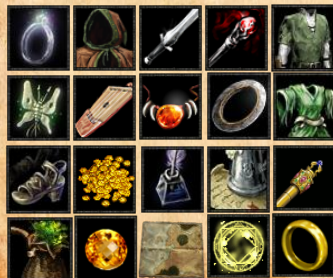
(neutral)

Rule Card

- **Slows:** skips 1 turn
- **Damage:** removes hitpoints
- **Defense:** blocks damage

To Win

Items: any 3 to win



or **Kill** all other players

Rule Card

Start: 5 cards each

Each Turn: Pick up 1 card (if you have only 1 then pick up 4)
Then you **may** play 1 card.

Items: place your items down in front of you when they are played.

Used: these items have powers that can be used but can also be played as items

You can **use** an item any time on your turn if it has a power and has been played

Attack Card



Array of Knives

Damage = 2

You strike your opponent with a storm of knives



May attack 2 different enemies
both can defend

Attack Card



Furious Beast

Damage = $\frac{1}{2}$

You storm the enemy's camp with fierce monsters



A foe is damaged $\frac{1}{2}$ their hitpoints
(rounded downwards
can not be doubled)

Power Card



Staff of the Wood

In a split second you have stolen an enemy's power

Steal one card from **any** player's hand

Attack Card



Sea Monsters

Damage **or** Defense = **x2**

Play this card as well as another to **double** any **water** attack **or** defense card



Power Card



Dark Potion

You cast a powerful spell

You now have **6** hitpoints
And discard a card from your hand

Attack Card



Fire Storm

Damage= 4

You blast your opponent with a rain of fire



Power Card



Nova

When an enemy plays a attack against you play this card and draw **4** new cards from the deck

(you **can not** also defend against the attack)

Power Card



Cipher of Time

Every **other** player must discard 1 card; you **may** discard any cards **and** you **may** play another card

Power Card



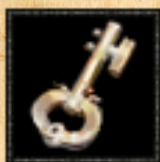
Weapon Freeze

Pick up **1** card

No one may play any **attacks** for **1** round after this card is played

(leave in front of you until 1 round has passed)

Power Card



The Key

Play this card against an opponent, no **attack** cards may be played against **any** player except them

(leave in front of an opponent until 1 rounds have passed)

Power Card



Magical Beam

Steal 1 card from an opponents hand and place it in yours **then** if it is:

A **attack**- play another card

A **story**- draw another card

A **power**- +1 hitpoints

Power Card



Trickery

Give up to **5** cards in your hand to an opponent and steal that amount from **any 1 other** player

(draw a new card in a 2 player game)

Power Card



Barred Gate

Play this card against an opponent, that player may not place **any items** cards for **2** rounds

(leave in front of an opponent until 2 rounds have passed)

Power Card



Secret Lever

When you play this card every player, **including you**, must give his all their cards to the player on their **left**

Power Card



Citadel

Play when an opponent attacks you the attack is **cancelled** and no power cards or attacks may be played against you

(Leave in front of yourself for 1 round)

Story Card



Golden Ring

This ring was rumoured to give it's wearer magical powers, alas, it turns out to be just another golden ring

(play into item pile)

Defense Card



Battle Ready

Defense = **All**

You have already prepared for an attack and so your foe flees before you

(This card completely stops the attack against you)

Power Card



Alliance

Give any 1 opponent **all** your cards draw **8** new cards

Story Card



Amulet

You find a magic amulet
This item if **used** allows you to look at the top 5 cards from the deck and put them back in any order

(play into item pile until **used**)

Power Card



Swindler

Swap **1** item of **any** player with **any** other item

(You may swap items with yourself and an opponent or with multiple opponents)

Power Card



Catastrophe

When this card is played every **other** player must discard their hands and draw **3** new cards

(Players should discard in clockwise formation)

Power Card



X2

Play **2** more cards; **or** pick up **2** more cards

Story Card



Map

You have found a map of the land

This item if **used** allows you to look at **any** opponents hand

(play into item pile until **used**)

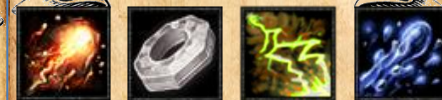
Power Card



X2

Play **2** more cards; **or** pick up **1** more cards **and** discard **1** card randomly from an opponents **hand**

Power Card



Wizardry

+1 on your attack **or** defense card

choose your cards element (fire, water, lightning or stone)

(Play this card following an attack or defense card; may **not** be used with a **x2** card)

Power Card

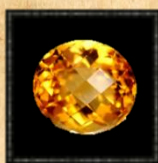


Double Sidedness

Discard **any** number of cards from your hand, you may play that many extra cards **this turn**

(if you cannot play the number of cards you have discarded you may **not** play extras the next turn)

Story Card



Gem Stone

On your adventure you find a odd stone

each turn draw **2** cards choose **1** to keep

(play into item pile)

Power Card



Bureaucrat

Stop **any 1** power card

(You may stop **any** power cards played for **or** against **any** players)

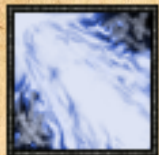
Power Card



Spell Book

Search through the **discard** pile and gain **any** card

Defense Card



Blizzard

Defense = 4

The snow and hail form a wall of protection between you and your foe



Attack Card



The Wind

Damage = 2 **or** Defense = 4

With the wind as an ally who can stand against you



(this card **can not** kill an enemy)

Power Card



X2

Play **2** more cards; **or** pick up **2** more cards

Attack Card



Abomination

Damage = 4

You release a beast upon your opponent



Power Card



Card Play

Have an opponent randomly draw a card from your hand

(if **you can** play it, do so, **and** pick up until you have **6** cards; if **you can not** play it, your opponent gets the card)

Story Card



Bomb

You stumble upon a bomb

This item if **used** allows you to discard randomly one card from every other players hand

(play into item pile until **used**)

Story Card



Experience

When this card is played for **2** rounds all your defense's **+1**

(leave in front of you until 2 rounds have passed this card defends 1 damage even if **you can not** defend)

Power Card



Booby Trap

The advantage of surprise

$-\frac{1}{2}$ (rounded up) on your opponents attack or defense card

(play this card after you or your enemy defends against an attack)

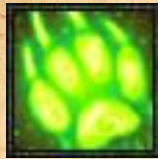
Defense Card



Ancient Rune

Having existed generations, this rune has accumulated great power
Your opponent's **attack** is discarded he **must** play another card.

Attack Card



Wrath of Nature

Damage = 2
The fury of nature is hard to withstand



+1 hitpoint
(unless this card is stopped or cancelled by a power or story card)

Defense Card

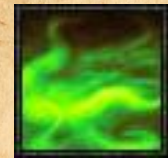


Shield

Defense = 1
You ward a blow with your shield



Power Card



Acrid Fog

A deadly mist that poisons your enemy foe
When **anyone** plays an **item** use this card. They **-2** hitpoints.

Attack Card



Mind Control

Damage = 3
The mind is the weakness of even a great warrior



(for **each** hitpoint your enemy is damaged **gain** 1 hitpoint)

Attack Card



Sacrificial Blade

Damage = 2
The ritual of sacrifice can lead to great gain
Pick up **1** card



(**you** **+1** hitpoint if this damages the enemy;
you **-1** if it does not)

Attack Card



Angry Spirit

Damage = 1
*Your enemy **must** discard **1** card*



No defense can stop this card

Story Card



Secret Deal

You use your powers of negotiation
Discard **1** of **your** items
+2 hitpoints **and** pick up **1** card

Attack Card



Revenge

Damage = 2

Now it is time for your enemy to suffer



If **you** are below **3** hitpoints
Damage = 5

Power Card



Resurrection

A truly great warrior is one who does not perish

If you die discard **all** your cards; You have **2** hitpoints

(if you are killed reveal this card from your hand)

Attack Card



Infernal Flame

Damage = 5

The power of the abyss unleashed



You **-1** hitpoint

Attack Card



Blunt Sword

Damage = 1

This wooden sword is usually use for practice



Power Card



Holy Revelation

Discard all **Dud** tier cards from your hand; Pick up **that many** new cards.

And you **may** play another card

Defense Card



Nature's Blessing

Defense = 2

Nature has favour upon you

+1 hitpoint



Can **not** defend **fire** attacks

Power Card



Conspiracy

Play against **any 1** player
All other players may **only** attack the selected player for **2** rounds

(draw a new card in a 2 player game)

Power Card



Peace Treaty

Play against **any** player
You and that player **may not** attack each other for **2** rounds

(draw a new card in a 2 player game)

Defense Card



Water Rune

Defense = 3

A mystical rune

This deals **1** damage per
damage defended



(the attacker **may** also
defend)

Attack Card



Thunderbolt Rain

Damage = 3

The skies are the limit

Choose **any number** of
enemies to attack



(this cards damage is
divided between them)

Attack Card



Heat Rod

Damage = 2

You strike with a staff of fire

+1 damage vs. **stone**



Attack Card



Slingshot

Damage = 1

*You pelt your enemies with
pebbles until they become
irritated*



(this card **can not** kill
an enemy)

Attack Card



Ferocious Bear

Damage = 3

*You lead a bear to your
enemies camp*

+1 damage vs. **water**



Story Card



Spell of Acid

*In your journeys your learn
to craft a powerful spell*

If **used** **Damage = 3**



(play into item pile
until **used**)

Story Card



Spell of Shielding

This is a powerful brew

If **used** **+2** hitpoints **and**
discard **1** **power** card

(may not **use** if you have no
power cards)

(play into item pile until **used**)

Story Card



Haunting Spell

*The mastery of spells is the
mark of a great wizard*

If **used** pick up **3** cards
from the deck

(play into item pile until **used**)