

## Attack Card



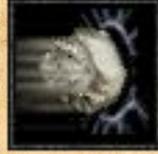
### Avalanche

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)

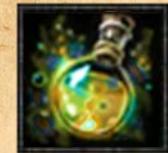
## Power Card



### 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

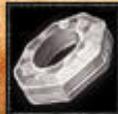


#### Armies Clash

Defense = 2

*If your opponent is using*

**stone**, then Defense=5



### Defense Card



#### Shield

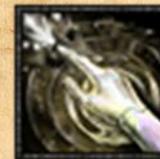
Defense = 2

*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*



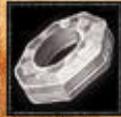
### Attack Card



#### 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



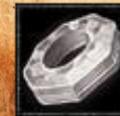
## Attack Card



### 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*



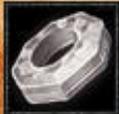
## Attack Card



### 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

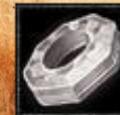
## Attack Card



### Double Assault

Damage = **x2**

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



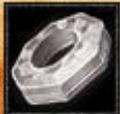
## Defense Card



### 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*



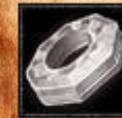
## Defense Card



### 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



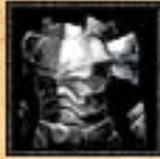
### Legendary Sword

*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

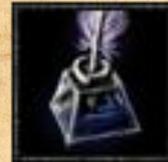


### Boomerang

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

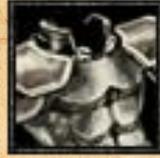


### Helmet

*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

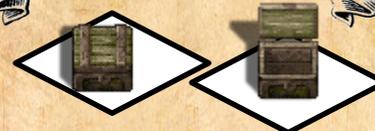


### Amulet

*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



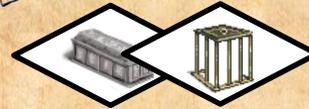
**Map**

*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



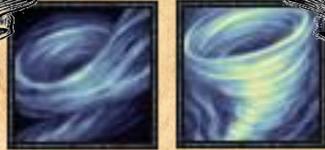
### Blizzard

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*

-½ (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

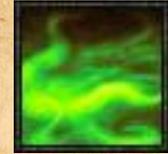


### Shield

Defense = 1  
*You ward a blow with your shield*  
**+1 hitpoint**  
(unless this card is stopped or cancelled by a power or story card)



## 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

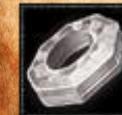
## Attack Card



### 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

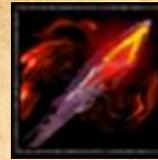
*The skies are the limit*

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**)