

Attack Card



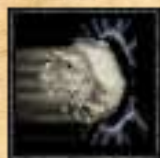
Avalanche

Damage = 4

You release a huge blast of snow 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



Attack Card



War Hammer

Damage = 2

With a mighty hammer you crush your foe



+1 damage vs.
stone

Defense Card



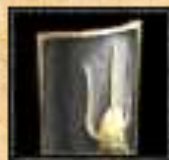
Tower Shield

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



Cannot 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



Toxin

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

No defense can stop this card being played

(this card **cannot** 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 **cannot** 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



Elemental Beast

Damage = 3

A swamp beast rises up for your defense



(if this kills an enemy you **+1 hitpoint**)

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 you defend 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

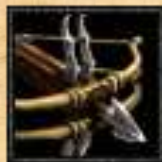
You attack your opponent with a magical sword



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 powerful explosion

Discard **1 played item** from every player

(including you)

Defense Card



Shield

Defense = 1

You ward a blow with your shield



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*



Attack Card



Fist

Damage = 1

*You strike out against your
enemy*



Attack Card



Morning Star

Damage = 3

*You smash your enemy
with a morning star*



Attack Card



Torch

Damage = 2

*You burn your foe with a
lethal flaming torch*



Attack Card



Flaming Claw

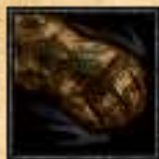
Damage= 2

*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 obliterate 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



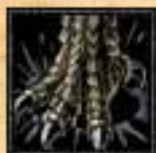
Lance

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 **cannot** kill an enemy,
the enemy **may** defend also)

Attack Card



Spiked Mace

Damage = 2

*You smash your enemy
with a heavy mace*



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

Attack Card



Axe

Damage = 1

*You chop your enemy with
a sharp 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 = 2

You sneak upon your foe and strike a fatal blow



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

Power Card



Magical Hand

Using magic you rob an enemy's camp

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

Power Card



Double Assault

Damage = **x2**

Play this card with **any stone** attack



The attack is **doubled**

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



Water Warrior

Defense = 4

You call up allies from under the seas



Power Card



X2

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

Power Card



Rest

A good nights sleep revives your strength

+1 hitpoint **and** pick up **1** more card

You **may** play another card

Power 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)

Power Card



Bandits

You send an army against your enemy

-2 hitpoints to **any** player

(play into discard pile, **cannot** 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)

Power 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**)

Power 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 **cannot** be defended against

Story Card



Boomerang

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

(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)

Power Card



Helmet

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

+1 hitpoint when played

(play into discard pile)

Power Card



Armour Suit

You raid an armoury and steal a metal breast plate

+1 hitpoint when played

(play into discard pile)

Power 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

Defense Card



Giant Tree

Defense = 2

A huge tree blocks your enemies path



+1 defense vs. water

Power Card



Reuse

Through magic your attack is returned to you

Play with any **attack** or **defense** card, put that card back into your hand to use again

Attack Card



Slingshot

Damage = 1

You pelt your enemies with pebbles until they become irritated



(this card **cannot** kill an enemy)

Attack Card



Blunt Sword

Damage = 1

This wooden sword is usually use for practice



Power Card



Spell Book

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