

Event Card

It is a peaceful day and the sun shines brightly in a cloudless sky



Uneventfulness

No Event



Event Card

A thick fog conceals the battlefield hiding the enemies movements



Fog

All Defenses +1 this round



Event Card

There is a huge down pour throughout the countryside



Rain Storm

No Fire attacks or
defenses made be played
this round



Event Card

For the past weeks many forgeries have appeared and people have begun to doubt the value of items



Mistrust

No items may be played this
round



Event Card

All is quiet as your army marches



Uneventfulness

No Event



Event Card

Rumours are passing throughout the land and everyone seems to have something up their sleeves



Schemes

All players pick up 1 card
(in order of play)



Event Card

A group of merchants offers you powerful weapons, for a price



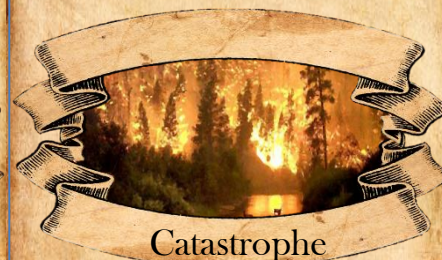
Exchange

Any players may discard their
entire hands and pick up **4** new
cards



Event Card

A massive disaster strikes



Catastrophe

All players -1 hitpoint
(this event **can not** kill
player)



Event Card

You spend the night camping in the mountains



Uneventfulness

No Event



Event Card

A neighbouring kingdom has fallen and the land is in chaos



Turmoil

All players **may only** attack the player on their **right**



Event Card

You are travelling quickly and are not able to carry many supplies



Expedition

All players must **discard 1** card from their hand



Event Card

A magical light appears on the horizon and you feel a surge of strength



Enlightenment

All players **+1** hitpoint



Event Card

The villages all around are pleasant and happy



Uneventfulness

No Event



Event Card

Trickery and treachery can lead to much gain



Deception

All players **pick up 2** cards at the start of **their** turn



Event Card

An army of barbarian raiders are coming to kill and destroy



Invasion

Damage = 2



(This card is an attack played against **every** player; all players **may** defend)



Event Card

This ruined castle has been long abandoned but will make an excellent fortress for a wizard



Rivalry

All players **may** reveal any cards with magical elements (**fire**, **water**, **lightning**)

The player with the **most** gets **this** card. This counts as **1** item.
(Players keep any cards revealed)



Event Card

You have lived to see another day



Uneventfulness

No Event



Event Card

It has not rained for a month, there is no water to be found



Drought

No Water attacks or defenses may be played this round



Event Card

Naïve and unsuspecting you have been robbed



Thieves

Every player must discard an item or skip their next turn



Event Card

A strange magical force can be felt. Perhaps a curse has been cast, but for some it is a blessing



Enchantment

No Lightning attacks or defenses may be played this round



Event Card

Peacefulness reigns



Tranquillity

No Event, and No Event card is drawn next round



Event Card

The book of knowledge allows all to have the power of wizards



Magic Academy

Any players **may** immediately choose to become a wizard **and** skip their next turn (see **wizard** rules for more info)



Event Card

The air is thick with magic and mystery, and an uneasy future lies ahead



Prospects

Pick up events until **2** events, that are not "No Event", are revealed, **both** are used



Event Card

"History is doomed to repeat itself"



The Past

The **discard** pile is taken and placed on top of the deck. (it is shuffled)



Event Card

The land is calm, frozen in a fatal standoff, waiting to see who will strike first



Uneventfulness

No Event



Event Card

Swamps and thick marsh slow any military action



Swamp

All Defenses +1 this round



Event Card

You are inspired by the hope of victory and honour



Inspiration

All Attacks +1 this round



Event Card

A group of soldiers are for hire to whoever wishes to have a 'true' battle



Mercenaries

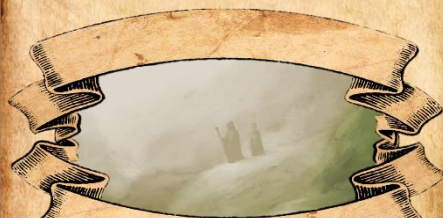
All players may reveal **stone** element cards. The player with the most **may** pick up **2** more cards.

(pick up **1** each if there is a tie)



Event Card

The rooster sleeps, all is at peace... for now



Uneventfulness

No Event



Event Card

Only one can be the champion of the land



Conflict

All players immediately discard down to **3** cards (player with less than **3** do nothing)



Event Card

While the funeral shroud is down... this is the time to strike



Burial

No players may play **any** power cards this round



Event Card

Your enemies are not your only worry



Calamity

All players **-1** hitpoint (this event **cannot** kill a player)



Event Card

You meet your enemy in a open plain, there is nowhere to hide



Clarity

All players must have their hands revealed this round



Event Card

Down from the heavens pours sulphur and flames



Judgement

Damage = 3

(This card is an attack played against **every** player; **all** players **may** defend this)



Event Card

You think for many long hours and invent a brilliant plan



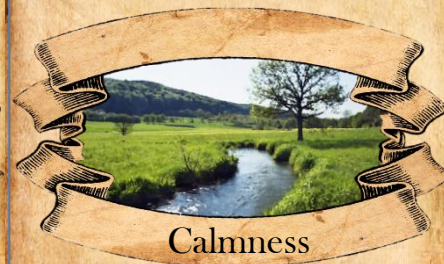
Inspiration

Any players **may** discard **any** number of cards, **and** pick up **that many** new cards **+2**, **and** skip their next turn



Event Card

A strange calm envelopes you



Calmness

All attacks **-1** damage, **no** players can be killed (if a player dies, they instead remain at **1** hitpoint)



Event Card

The air is thick with moisture



Humidity

All fire cards **-1** damage **and/or** defense



Event Card

The days are long and hot, and the sun scorches the land



Heat Wave

All players **must** either discard a water card; **or** skip their next turn; **or** **-1** hitpoint



Event Card

You awake to find your possessions gone



Raiders

All players **must** discard **1** item (players with no items skip their next turn)



Event Card

An armistice has been agreed upon and your enemies have retreated to the safety of their castles



Peace

No attacks can be played this round



Event Card

*War has no victors or champions...
only the dead and the alive*



Devastation

All players **must** discard a gold tier card or -2 hitpoints



Event Card

*You enemies lie dead and so
there is no battle*



Uneventfulness

No Event



Event Card

*In the farms, along the road, animals
eat and crops grow, all the world acts
as if everything was fine*



Uneventfulness

No Event



Event Card

*Time will forget the works of
men, all will come to nothing*



Dwindling

No Event



Event Card

Even the wind is still



Uneventfulness

No Event



Event Card

The battlefield lies motionless



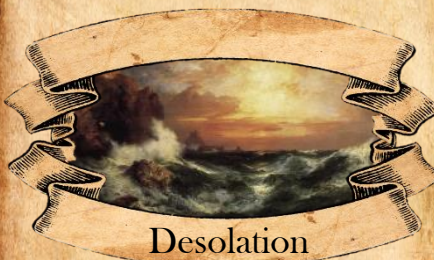
Uneventfulness

No Event



Event Card

*Hopelessness and despair fill
the countryside*



Desolation

No gold tier cards may be
played this round



Event Card

*Honour is lost in the desperate
struggle for victory*



Ruthless

Any player **may** sacrifice 1
hitpoint and
pick up 3 cards



Event Card

A huge gale force wind drives a storm down upon you



Storm

All duration cards currently in play last **1 less** round



Event Card

Time seems to slow and minutes take hours to pass



Longevity

All duration cards currently in play last **1 extra** round



Event Card

Nobles and diplomats are at your castle gate, but who do you trust?



Intrigue

Any player **may** randomly steal **1** card from another player's hand (in turn order)



Event Card

The legions of evil demand their tribute



Dark Hordes

Damage = 4

(This card is an attack played against **every** player; **all** players **may** defend, or **instead** discard until they have only **2** cards in their hand)



Event Card

A true hero is he who sacrifices himself for others



Nobility

One player must **choose** to sacrifice **2** hitpoints and pick up **2** cards (if no one will sacrifice themselves **all** players -2 hitpoints)



Event Card

Your armies' clash in a battle that will shape the future



Battlefield

All Dud and Bronze tier cards **+2** damage **or** defense



Event Card

The knowledge of sorcerers is passed from generation to generation



Ancestry

Any player **may** immediately choose to become a wizard and discard **1** gold tier card (see **wizard** rules for more info)



Event Card

You are prepared to do what no one else will



Courage

Any players **may** sacrifice **1** hitpoints and look through the discard pile and take **any** card



Event Card

You defy the laws of nature



Ultimatum

All players may use **any** cards despite **role** restrictions



Event Card

*"Complacency breeds failure.
Only the paranoid will survive."*



Suspicion

After **any** attack card is played the defender **may** discard a card and **choose** for the attacker to play a **different** card (the attack card is returned to the attacker)



Event Card

*Even the mightiest of warriors
must rest*



Revival

Any player **may** skip their next turn and **+2** hitpoints



Event Card

The blind can see, the lame can walk



Rejoicing

Pick up **1** event card, if it is an **instant** event it is immediately played, otherwise **+1** hitpoint for **every** player



Event Card

*"Use what you have to get
what you want"*



Special Ability

Any player **may** **use** an item and cancel an attack card (the item is discarded)



Event Card

*To everyone: what you seek,
you will find*



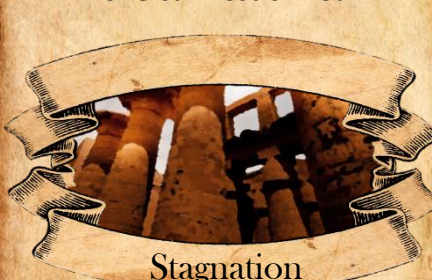
Opportunity

Any player **may** transform into **any** role



Event Card

*The land lies in a fitful state,
none can rest or heal*



Stagnation

No players can **gain** any hitpoints this round



Event Card

*Sometimes stability is better than
change, but remember "where
there is risk there is reward"*



Uneventfulness

No Event

