

<div>Attack Card</div> <div></div> <div>Blade of Death</div> <div>Damage = 4</div> <div>This blade was crafted using dark magic, it lusts for bloodshed</div> <div> (if this kills an enemy you may immediately play it again)</div>	<div>Attack Card</div> <div></div> <div>Array of Knives</div> <div>Damage = 2</div> <div>You strike your opponent with a storm of knives</div> <div> (Choose 2 enemies, both are damaged, both may defend)</div>	<div>Defense Card</div> <div></div> <div>Force Shield</div> <div>Defense = 4</div> <div>This magical force shield will ward off many blows</div> <div></div>	<div>Attack/Defense Card</div> <div></div> <div>The Wind</div> <div>Damage = 2 or Defense = 4</div> <div>With the wind as an ally who can stand against you?</div> <div> (this card cannot kill an enemy)</div>
<div>Defense Card</div> <div></div> <div>Blizzard</div> <div>Defense = 4</div> <div>The snow and hail form a wall of protection between you and your foe</div> <div></div>	<div>Attack/Defense Card</div> <div></div> <div>Abomination</div> <div>Damage = 4 or Defense = 2</div> <div>You release a horrifying creature on your opponent</div> <div></div>	<div>Attack Card</div> <div></div> <div>Life Force Drain</div> <div>Damage = 3</div> <div>You thrive on your enemy's destruction</div> <div> (you gain 1 hitpoint for each hitpoint your enemy loses from this attack)</div>	<div>Attack Card</div> <div></div> <div>Infernal Flame</div> <div>Damage = 5</div> <div>The power of the abyss unleashed</div> <div> You -1 hitpoint</div>

<div>Attack Card</div> <div></div> <div>GOLD</div> <div>GOLD</div> <div>Hyades Magic</div> <div>Damage = ?</div> <div>You use evil wizardry to destroy your foe</div> <div><div>(You may sacrifice up to 4 hitpoints; the enemy receives that damage x2)</div></div>	<div>Defense Card</div> <div></div> <div>GOLD</div> <div>GOLD</div> <div>Water Rune</div> <div>Defense = 3 & Damage = ?</div> <div>A mystical rune that can protect, or harm</div> <div><div>(the enemy is damaged the amount you have defended; they may also defend)</div></div>	<div>Defense Card</div> <div></div> <div>GOLD</div> <div>GOLD</div> <div>Ice Rune</div> <div>Defense = 2</div> <div>This is from the lands at the bottom of the earth</div> <div><div>(All remaining damage is redirected to another player the attacker chooses, or to no one)</div></div>	<div>Defense Card</div> <div></div> <div>GOLD</div> <div>GOLD</div> <div>Explosion</div> <div>Defense = 3</div> <div>A huge fireball envelopes your enemy's attack</div> <div><div>(the enemy is damaged by any defense not used in blocking their attack, they may not defend)</div></div>
<div>Defense Card</div> <div></div> <div>GOLD</div> <div>GOLD</div> <div>Stone Goliath</div> <div>Defense = 3 & Damage = 3</div> <div>This huge mountain rises up from the earth</div> <div><div>(when you defend the enemy is damaged 3, The enemy may also defend)</div></div>	<div>Defense Card</div> <div></div> <div>GOLD</div> <div>GOLD</div> <div>Eternal Shield</div> <div>Defense = 2</div> <div>This shield will last for decades Cannot defend stone attacks</div> <div><div>(after playing you may put this back into your hand, unless discarded by a power or story card)</div></div>	<div>Attack/Defense Card</div> <div></div> <div>GOLD</div> <div>GOLD</div> <div>The Great Dragon</div> <div>Defense = 4 or Damage = 4</div> <div>The dragon lays waste to your opponents destroying village and countryside</div> <div></div>	<div>Defense Card</div> <div></div> <div>GOLD</div> <div>GOLD</div> <div>Immersion</div> <div>Defense = 0</div> <div>You thrive on your enemy's attack, and the damage strengthens you</div> <div><div>+2 hitpoints per damage received (max = 6, you are still damaged by the attack)</div></div>

<div>Attack Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div>Wrath of Nature</div> <div>Damage = 2</div> <div>The fury of nature is hard to withstand</div> <div> You +1 hitpoint (unless this card is stopped or cancelled by a power or story card)</div>	<div>Defense Card</div> <div>GOLD</div> <div></div> <div>GOLD</div> <div>Labyrinth</div> <div>Defense = All</div> <div>A maze of winding paths and dead ends conceals you from your foe</div> <div> You and your enemy's next turns are skipped</div>	<div>Attack Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div>Revenge</div> <div>Damage = 2</div> <div>Now it is time for your enemy to suffer</div> <div> (If you are below 3 hitpoints) Damage = 5</div>	<div>Defense Card</div> <div>GOLD</div> <div></div> <div>GOLD</div> <div>Wall of Fire</div> <div>Defense = 4</div> <div>A huge blazing wall stands between you and your foe</div> <div> They may pick up a card </div>
<div>Attack Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div>Thunderbolt Rain</div> <div>Damage = 3</div> <div>The skies are the limit Choose any number of enemies to attack</div> <div> (this card's damage is divided between them)</div>	<div>Attack Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div>Sword of Ice</div> <div>Damage = 3</div> <div>This sword was wielded by a great Drake Lord</div> <div></div>	<div>Attack Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div>Magic Hammer</div> <div>Damage = 2</div> <div>You obliterate your foe with this magic hammer</div> <div> You may play another card </div>	<div>Attack Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div>Kraken</div> <div>Damage = 3</div> <div>A huge monster from the depths of the sea rises against your foe</div> <div> +3 damage vs. water</div>

<div>Attack Card</div> <div>SILVER</div> <div></div> <div>Magic Missile</div> <div>Damage = 3</div> <div>You attack your opponent with a lightning missile</div> <div> +1 damage vs. stone</div>	<div>Defense Card</div> <div>SILVER</div> <div></div> <div>Full Body Armour</div> <div>Defense = 3</div> <div>You cover your body with an armoured suit</div> <div> +1 defense vs. stone</div>	<div>Defense Card</div> <div>SILVER</div> <div></div> <div>Interception</div> <div>Defense = 2</div> <div>A wave of magic catches your enemy's attack</div> <div> (You may immediately play an attack card from your hand)</div>	<div>Attack Card</div> <div>SILVER</div> <div></div> <div>Treachery</div> <div>Damage = ?</div> <div>Give a player any number of cards from your hand</div> <div> (This card deals that much damage, they may defend, but not with your cards)</div>
<div>Defense Card</div> <div>SILVER</div> <div></div> <div>Martyr</div> <div>Defense = 0</div> <div>Pick up 2 cards for each damage you receive</div> <div> (maximum of 6 cards can be picked up)</div>	<div>Attack Card</div> <div>SILVER</div> <div></div> <div>Volcanic Eruption</div> <div>Damage = 3</div> <div>A huge volcano pours out lava down upon the country</div> <div> & Damage = 2 against every other player (including you) all players may defend</div>	<div>Defense Card</div> <div>SILVER</div> <div></div> <div>Shock</div> <div>Defense = 1</div> <div>Your stun your enemy Your attacker's next turn is skipped</div> <div></div>	<div>Defense Card</div> <div>SILVER</div> <div></div> <div>Petrifying Touch</div> <div>Defense = 3</div> <div>You halt your opponent with a magical touch</div> <div></div>

<div>Defense Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div>False Surrender</div> <div>Defense = 0</div> <div>You trick your enemy into believing you have surrendered</div> <div></div> <div>Steal 1 item from the enemy's</div>	<div>Defense Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div>Retaliation</div> <div>Defense = 1 & Damage = 4</div> <div>You army retreats, leading the enemy into your trap</div> <div></div> <div>(when you defend the enemy is damaged 4, The enemy may also defend)</div>	<div>Attack Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div>Angry Spirit</div> <div>Damage = 1</div> <div>Randomly take 1 card from the enemy's hand, and discard it</div> <div></div> <div>The enemy may not defend</div>	<div>Defense Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div>Craftiness</div> <div>Defense = 2</div> <div>You ward off your opponent's attack</div> <div></div> <div>Randomly steal 1 card from the enemy's hand</div>
<div>Attack Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div>Runic Sword</div> <div>Damage = 2</div> <div>This sword has great power that few can control</div> <div></div> <div>The enemy may not defend You -1 hitpoint</div>	<div>Attack/Defense Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div>Frozen Hammer</div> <div>Defense = 3 or Damage = 2</div> <div>This enchanted hammer will always be ice even in the heat of summer</div> <div></div>	<div>Attack Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div>Nature's Flame</div> <div>Damage = 1</div> <div>(If this card damages the enemy their role card is discarded)</div> <div></div> <div>+2 damage vs. any roles</div>	<div>Attack Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div>Freeze</div> <div>Damage = ?</div> <div>You freeze your enemy's supplies</div> <div></div> <div>2 damage is dealt for each item in the enemy's pile (min = 0, max = 6)</div>

<div>Defense Card</div> <div>SILVER</div> <div></div> <div>CIPHER</div> <div>Defense = 2</div> <div>You trick your enemy and he fails his assault</div> <div><div>(if the attack is stone, put this back into your hand after defending)</div></div>	<div>Defense Card</div> <div>SILVER</div> <div></div> <div>Nature's Blessing</div> <div>Defense = 2</div> <div>Nature has favour upon you</div> <div>You +1 hitpoint</div> <div><div>Cannot defend fire attacks</div></div>	<div>Power Card</div> <div>BRONZE</div> <div></div> <div>Acid Soak</div> <div>You pour acid upon your enemy</div> <div>Play when you are attacked, (you cannot also defend) leave in front of the attacker, each turn they receive 1 fire damage (they may defend)</div> <div><div>(leave in front of an enemy until 2 rounds have passed)</div></div>	<div>Defense Card</div> <div>SILVER</div> <div></div> <div>Incantation</div> <div>Defense = 1</div> <div>Passed only from mouth to mouth of sorcerers, this strange magic is known by few</div> <div><div>You +2 hitpoints</div></div>
<div>Defense Card</div> <div>BRONZE</div> <div></div> <div>Crafted Shield</div> <div>Defense = 1</div> <div>This shield is held by royalty when they parade into battle</div> <div></div>	<div>Attack Card</div> <div>BRONZE</div> <div></div> <div>Ice Ball</div> <div>Damage = 2</div> <div>You hurl a frozen ball at your foe</div> <div><div>Randomly discard 1 card from the enemy's hand</div></div>	<div>Defense Card</div> <div>BRONZE</div> <div></div> <div>Shockwave</div> <div>Defense = 2</div> <div>The force of your powerful magic knocks back your foe</div> <div></div>	<div>Defense Card</div> <div>SILVER</div> <div></div> <div>Assassination</div> <div>Defense = 0</div> <div>The best assassins have undetectable weapons</div> <div><div>Choose any player they lose the same number of hitpoints as you (they cannot defend)</div></div>

<div>Attack Card</div> <div>BRONZE</div> <div></div> <div>Storm Axe</div> <div>Damage = 2</div> <div>You wield a battle axe filled with magical force</div> <div></div>	<div>Attack Card</div> <div>BRONZE</div> <div></div> <div>Kick</div> <div>Damage = 1</div> <div>You strike with speed and skill</div> <div></div> <div>Only defended by stone</div>	<div>Attack Card</div> <div>BRONZE</div> <div></div> <div>Icicles</div> <div>Damage = 2</div> <div>You summon icicles down on your opponent</div> <div></div> <div>+1 damage vs. lightning</div>	<div>Attack Card</div> <div>BRONZE</div> <div></div> <div>Iron Head</div> <div>Damage = 2</div> <div>You pound your enemy with a mace</div> <div></div>
<div>Defense Card</div> <div>BRONZE</div> <div></div> <div>Ice Wall</div> <div>Defense = 2</div> <div>A huge wall of ice blocks the enemies attack</div> <div></div>	<div>Attack Card</div> <div>BRONZE</div> <div></div> <div>Heat Rod</div> <div>Damage = 2</div> <div>You strike with a staff of fire</div> <div></div> <div>+1 damage vs. stone</div>	<div>Attack Card</div> <div>BRONZE</div> <div></div> <div>Magical Bow</div> <div>Damage = 1</div> <div>With magic your bow will never miss</div> <div></div> <div>The enemy cannot defend</div>	<div>Defense Card</div> <div>BRONZE</div> <div></div> <div>Agility</div> <div>Defense = ?</div> <div>The lighter the load the faster you run</div> <div></div> <div>(Discard any number of cards) Defense = that amount</div>

<div>Attack Card</div> <div>BRONZE</div> <div></div> <div>BRONZE</div> <div><div>Stunning Strike</div><div>Damage = 2</div><div><i>You aim for the head</i></div><div>If this damages the enemy</div><div>Skip x1 turn (your enemy's turn is skipped)</div></div>	<div>Defense Card</div> <div>BRONZE</div> <div></div> <div>BRONZE</div> <div><div>White Mage Cloak</div><div>Defense = 2</div><div><i>Wearing this gives you some of a wizard's power</i></div><div>+1 damage vs. lightning -1 damage vs. fire</div></div>	<div>Defense Card</div> <div>BRONZE</div> <div></div> <div>BRONZE</div> <div><div>Armoured Glove</div><div>Defense = 1 & Damage = 1</div><div><i>You defend, and fight back against your enemy</i></div><div> (when you defend the enemy is damaged 1, The enemy may also defend)</div></div>	<div>Attack Card</div> <div>BRONZE</div> <div></div> <div>BRONZE</div> <div><div>Flaming Dagger</div><div>Damage = 2</div><div><i>This dagger's blade has been soaked in oil and ignited</i></div><div></div></div>
<div>Defense Card</div> <div>DUD</div> <div></div> <div>DUD</div> <div><div>Crested Helmet</div><div>Defense = 1</div><div><i>This helmet will offer some protection</i></div><div></div></div>	<div>Attack Card</div> <div>DUD</div> <div></div> <div>DUD</div> <div><div>Flame</div><div>Damage = 1</div><div><i>A puff of fire scorches your enemy</i></div><div></div></div>	<div>Defense Card</div> <div>DUD</div> <div></div> <div>DUD</div> <div><div>Donkey</div><div>Defense = 1</div><div><i>You hide behind your animal and hope for the best</i></div><div></div></div>	<div>Attack Card</div> <div>BRONZE</div> <div></div> <div>BRONZE</div> <div><div>Ethereal Beam</div><div>Damage = 1</div><div><i>You cast a beam of strange magical force</i></div><div> (if the enemy plays no defense card) Damage = 4</div></div>

<div>Item Card</div> <div>ITEMITEM</div> <div></div> <div>Magic Mirror <i>The power of reflection</i> (When used your enemy is also damaged by their attack, may not be used against stone attacks, use when you are attacked, you may also defend, the enemy may also defend) (play into item pile until used)</div>	<div>Item Card</div> <div>ITEMITEM</div> <div></div> <div>Golden Gauntlet <i>This is a piece of royal armour</i> If used Defense = 2 or +2 to any defense card  (play into item pile until used)</div>	<div>Item Card</div> <div>ITEMITEM</div> <div></div> <div>Winged Boots <i>These boots give their user the power to fly</i> If used cancel any attack card (play into item pile until used)</div>	<div>Item Card</div> <div>ITEMITEM</div> <div></div> <div>Acid Spell <i>In your journeys you have learned a powerful spell</i> If used Damage = 3  +1 damage vs. stone (play into item pile until used)</div>
<div>Item Card</div> <div>ITEMITEM</div> <div></div> <div>Shielding Spell <i>This spell will protect it's user</i> If used +2 hitpoints and discard 1 power card (may not be used if you have no power cards) (play into item pile until used)</div>	<div>Item Card</div> <div>ITEMITEM</div> <div></div> <div>Haunting Spell <i>The mastery of spells is the mark of a great wizard</i> If used pick up 3 cards from the deck (play into item pile until used)</div>	<div>Item Card</div> <div>ITEMITEM</div> <div></div> <div>Dispelling Robe <i>You rob a traveller and steal his clothes</i> When used discard any 1 duration card currently in play (play into item pile until used)</div>	<div>Item Card</div> <div>ITEMITEM</div> <div></div> <div>Bomb <i>You stumble upon a bomb</i> This item if used allows you to discard randomly one card from every other players hand (play into item pile until used)</div>

<p>Item Card</p>  <p>Mysterious Gem</p> <p><i>On your adventures you find an odd gem, somehow it makes you feel lucky</i></p> <p>Each turn pick up 2 cards choose 1 to keep (discard the other)</p> <p>(play into item pile)</p>	<p>Item Card</p>  <p>Map</p> <p><i>You have found a map of the land</i></p> <p>This item if used allows you to look at any opponents hand</p> <p>(play into item pile until used)</p>	<p>Item Card</p>  <p>Amulet</p> <p><i>You find a magic amulet</i></p> <p>This item if used allows you to look at the top 5 cards from the deck and put them back in any order</p> <p>(play into item pile until used)</p>	<p>Item Card</p>  <p>Golden Ring</p> <p><i>This ring was rumoured to give it's wearer magical powers, alas, it turned out to be just another golden ring</i></p> <p>(play into item pile)</p>
<p>Item Card</p>  <p>Legendary Sword</p> <p><i>You have pulled a magic sword out of a stone</i></p> <p>You may -1 hitpoint to any player when used</p> <p>(play into item pile until used)</p>	<p>Item Card</p>  <p>Treasury</p> <p><i>You store your treasure in an indestructible fort</i></p> <p>None of your items may be stolen or discarded by any other players</p> <p>You may not use your items</p> <p>(play into item pile)</p>	<p>Item Card</p>  <p>Ancient Armour</p> <p><i>This mystical armour, crafted long ago, will guard your life</i></p> <p>You cannot loose more than 2 hitpoints from any attack (after an attack if you would receive more than 2 damage you only receive 2)</p> <p>(play into item pile)</p>	<p>Item Card</p>  <p>Alchemists Wand</p> <p><i>You find a wand with a strange inscription</i></p> <p>Once each turn you may discard any Dud tier cards from your hand and pick up that many new cards</p> <p>(play into item pile)</p>

<p>Power Card</p> <p>GOLD</p>  <p>Dark Potion</p> <p><i>This potion can save your life, but at a cost..</i></p> <p>You now have 6 hitpoints</p> <p>And discard a card from your hand</p>	<p>Power Card</p> <p>GOLD</p>  <p>Sea Creatures</p> <p>Damage or Defense = x2</p> <p>Play this card with any water attack or defense, the card is doubled</p> 	<p>Power Card</p> <p>GOLD</p>  <p>Spell Book</p> <p>Search through the discard pile and take any 1 card</p>	<p>Power Card</p> <p>GOLD</p>  <p>Nova</p> <p>Play when you are attacked, pick up 4 cards from the deck</p> <p>(you may also defend, the enemies attack is not cancelled)</p>
<p>Power Card</p> <p>GOLD</p>  <p>Citadel</p> <p>Play when an opponent attacks you, the attack is cancelled and you may not be attacked for 1 round</p> <p> (Leave in front of yourself for 1 round)</p>	<p>Defense Card</p> <p>GOLD</p>  <p>Battle Ready</p> <p>Defense = All</p> <p><i>You have already prepared for an attack, so your foe decides to flee</i></p> 	<p>Power Card</p> <p>GOLD</p>  <p>Alliance</p> <p><i>If you can not beat the enemy, join them</i></p> <p>Give any 1 player all your cards pick up 8 new cards</p>	<p>Power Card</p> <p>GOLD</p>  <p>Resurrection</p> <p><i>A truly great warrior does not perish</i></p> <p>If you die discard all your cards; You have 2 hitpoints</p> <p>(if you are killed reveal this card from your hand)</p>

<p>Power Card</p> <p>GOLD</p>  <p>Aversion</p> <p><i>The bigger the lie, the easier it is to believe</i></p> <p>Play this card when attacked, redirect the attack to another player (you cannot redirect the attack to the attacker, you may redirect to no one)</p>	<p>Power Card</p> <p>GOLD</p>  <p>Body Swap</p> <p>Switch places with an opponent for 2 rounds</p> <p>(Trade hands, items, and seating positions, leave in front of yourself until 2 rounds have passed, then if the other player is alive switch back everything)</p>	<p>Power Card</p> <p>SILVER</p>  <p>Disillusion</p> <p><i>The world is not reality but merely the perception of reality</i></p> <p>Discard any duration cards currently in play</p>	<p>Power Card</p> <p>SILVER</p>  <p>Frenzy</p> <p>All your attacks deal 50% more damage (rounded down, no attacks may exceed 6 damage)</p> <p>All your defenses -1 defense</p> <p>You may play another card</p> <p> leave in front of yourself until 1 round has passed)</p>
<p>Power Card</p> <p>SILVER</p>  <p>Decoy</p> <p>You cannot be damaged until this card is dead.</p> <p>(This card has 1 hitpoint and 2 stone defense, damage against it does not carry over to you)</p> <p> leave in front of yourself until 2 rounds have passed)</p>	<p>Power Card</p> <p>SILVER</p>  <p>Vanquish</p> <p><i>You rid the land forever from plague and curse</i></p> <p>Discard any duration cards currently in play</p>	<p>Power Card</p> <p>BRONZE</p>  <p>Soak</p> <p>Play this on any player, all their defenses are now the element water</p> <p>You may play another card</p> <p> (leave in front of any player until 2 round has passed)</p>	<p>Power Card</p> <p>SILVER</p>  <p>Hallucinations</p> <p>Play this card against an opponent, all their attacks and defenses are halved (rounded up)</p> <p> (leave in front of an enemy until 1 round has passed)</p>

<p>Power Card</p> <p>BRONZE</p>  <p>Staff of the Woods</p> <p><i>In a split second you have stolen some of a foe's power</i></p> <p>Steal one card from any player's hand</p>	<p>Power Card</p> <p>SILVER</p>  <p>Sacred Vision</p> <p>Discard any number of Dud or Bronze tier cards from your hand; Pick up that many new cards.</p> <p>And you may play another card</p>	<p>Power Card</p> <p>SILVER</p>  <p>Double Play</p> <p>Play 2 more cards; or pick up 2 more cards; or discard your entire hand</p>	<p>Power Card</p> <p>SILVER</p>  <p>Double Play</p> <p>Play 2 more cards; or pick up 2 more cards</p>
<p>Power Card</p> <p>SILVER</p>  <p>Disaster</p> <p>When this card is played every other player must discard their hands and pick up 3 new cards</p> <p>(Players should discard in clockwise formation)</p>	<p>Power Card</p> <p>SILVER</p>  <p>Trickery</p> <p>Give up to 5 cards in your hand to an opponent and steal that amount from any 1 other player</p> <p>(pick up a new card in a 2 player game)</p>	<p>Power Card</p> <p>SILVER</p>  <p>Double Play</p> <p>Play 2 more cards; or pick up 2 more cards</p>	<p>Power Card</p> <p>SILVER</p>  <p>Double Play</p> <p>Play 2 more cards; or play 1 more card and pick up 1 more card; or pick up 2 more cards</p>

<p>Power Card</p>  <p>Protector</p> <p>Play against any player, all attacks and damage they receive is directed at you instead</p> <p>And pick up 2 more cards</p> <p>(leave in front of any player until 2 rounds have passed)</p>	<p>Power Card</p>  <p>Barred Gate</p> <p>Play this card against an opponent, that player may not place any items cards for 2 rounds</p> <p>(leave in front of an enemy until 2 rounds have passed)</p>	<p>Power Card</p>  <p>Wizardry</p> <p>+1 to any attack or defense card</p> <p>choose your cards element (fire, water, lightning or stone)</p> <p>(Play this card following an attack or defense card; may not be used with any other power cards)</p>	<p>Power Card</p>  <p>Peace Treaty</p> <p>Play against any player</p> <p>You and that player cannot attack each other for 2 rounds</p> <p>(pick up a new card in a 2 player game)</p>
<p>Power Card</p>  <p>Bolas</p> <p><i>You tie your opponent with a bolas</i></p> <p>Play this card with any attack, if the attack causes any damage to the enemy their next turn is skipped</p>	<p>Power Card</p>  <p>Conspiracy</p> <p>Play against any player</p> <p>All other players may only attack the selected player for 2 rounds</p> <p>(pick up a new card in a 2 player game)</p>	<p>Power Card</p>  <p>Experience</p> <p>When this card is played for 2 rounds all your defense's +1</p> <p>(this card defends 1 damage even if you cannot defend)</p> <p>(leave in front of yourself until 2 rounds have passed)</p>	<p>Power Card</p>  <p>Acrid Fog</p> <p><i>A deadly mist that poisons your opponent</i></p> <p>When anyone plays an item use this card. They -2 hitpoints.</p> <p>(this card cannot kill)</p>

<p>Power Card</p> <p>SILVER</p>  <p>Card Play</p> <p>Have an opponent randomly pick a card from your hand (if you can play it, do so, and pick up until you have 6 cards; if you cannot play it, your opponent gets the card)</p>	<p>Power Card</p> <p>BRONZE</p>  <p>Whirlpool</p> <p><i>You sink your opponent in a raging torrent</i></p> <p>Skip x1 turn</p> <p>(your enemy's turn is skipped)</p>	<p>Power Card</p> <p>BRONZE</p>  <p>Elemental Cage</p> <p><i>You trap you opponent in a magical cage</i></p> <p>Skip x1 turn</p> <p>(your enemy's turn is skipped)</p>	<p>Power Card</p> <p>SILVER</p>  <p>Illusionary Potion</p> <p>+2 hitpoints to any player when you play this card</p> <p>They must discard their hand and pick up 5 new cards</p>
<p>Power Card</p> <p>BRONZE</p>  <p>Armour</p> <p><i>A kind blacksmith donated this armour to the cause of justice, do it honour</i></p> <p>You +1 hitpoint</p>	<p>Power Card</p> <p>SILVER</p>  <p>Gamble</p> <p>Pick up 1 card if it's tier is:</p> <ul style="list-style-type: none"> • Gold - gain 1 hitpoint and play another card • Silver - play another card • Bronze - do nothing • Dud - lose 1 hitpoint 	<p>Power Card</p> <p>SILVER</p>  <p>Magical Beam</p> <p>Steal 1 card from an opponents hand and place it in yours then if it is:</p> <p>A attack- play another card A story- pick up another card A power- +1 hitpoint</p>	<p>Power Card</p> <p>SILVER</p>  <p>Weapon Freeze</p> <p>No one may play any attacks against any players</p> <p>And you may pick up 1 card</p> <p> (leave in front of yourself until 1 round has passed)</p>