

## Role Card



*You have become a wizard. Being a wizard has significant advantages, but also disadvantages.*

- +1 hitpoint each turn you are less than 4 hitpoints
- You **may not** use stone cards
- You **may** use your magic defense



**Defense = 1**

(choose element)



- You **may** use your magic attack



**Damage = 2**

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(See Wizard Transformation rules)

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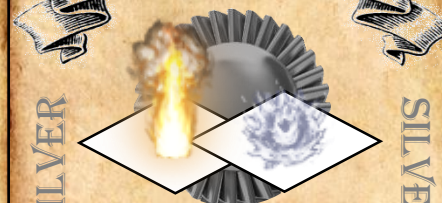


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## Power Card



### Double Play

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

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(choose element)



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(choose element)

(See Wizard Transformation rules)

## Power Card



### Triple Play

Choose **one** of the following:

Play 2 more cards **and** pick up 1 more card; **or**

Pick up 2 more cards **and** play another card; **or**

Pick up 3 more cards;

<div>Attack Card</div> <div>GOLD</div> <div></div> <div>Giant Spider</div> <div>Damage = 2</div> <div>You release a huge spider upon your enemy's army</div> <div> If the enemy defends, their next turn is <b>skipped</b></div>	<div>Defense Card</div> <div>GOLD</div> <div></div> <div>Last Resort</div> <div>Defense = All</div> <div>"Desperate times call for desperate measures"</div> <div> <b>You -1 hitpoints and discard 1 card</b> (this card <b>cannot</b> kill)</div>	<div>Defense Card</div> <div>GOLD</div> <div></div> <div>Vortex</div> <div>Defense = 2</div> <div>You absorb your enemy in a magical vortex</div> <div> (you <b>may</b> become any role, <b>and (or)</b> you <b>may</b> discard the enemy's role card)</div>	<div>Defense Card</div> <div>GOLD</div> <div></div> <div>Portal</div> <div>Defense = All</div> <div>You vanish into the sky</div> <div> (you may <b>only</b> use this card if you are a wizard)</div>
<div>Defense Card</div> <div>GOLD</div> <div></div> <div>Occult Wand</div> <div>Defense = 0</div> <div>This strange staff was found in a deep dark swamp</div> <div> (your enemies attack is <b>reduced</b> to 1 damage)</div>	<div>Defense Card</div> <div>GOLD</div> <div></div> <div>Tools</div> <div>Defense = 3</div> <div>You come, prepared to do anything to be victorious</div> <div> (choose the element of your defense)</div>	<div>Defense Card</div> <div>GOLD</div> <div></div> <div>Ruin</div> <div>Defense = 0</div> <div>You watch as your enemy falls from his throne into the dust</div> <div> (Your attacker <b>must immediately</b> give you their entire hand, then choose 1 to give back)</div>	<div>Attack Card</div> <div>GOLD</div> <div></div> <div>Meteor</div> <div>Damage = 3</div> <div>A huge boulder flies down on your enemy</div> <div> (If the <b>enemy</b> receives <b>no</b> damage) You <b>may</b> play another card </div>

<div>Attack Card</div> <div></div> <div>GOLD</div> <div><b>Arcane Serpent</b> Damage = 2 <i>You summon a huge elemental serpent</i></div> <div> You <b>may</b> pick up 2 more cards </div>	<div>Attack Card</div> <div></div> <div>GOLD</div> <div><b>Arcane Barrage</b> Damage = 5 <i>The magic of the holy order is wielded by only the greatest of sorcerers</i></div> <div> (you may <b>only</b> use this card if you are a wizard)</div>	<div>Defense Card</div> <div></div> <div>GOLD</div> <div><b>Thunder Storm</b> Defense = 3 <i>Nature defends you</i> Your attacker's next turn is <b>skipped</b></div> <div> (you may <b>only</b> use this card if you are a wizard)</div>	<div>Defense Card</div> <div></div> <div>GOLD</div> <div><b>Ocean Wall</b> Defense = 5 <i>The sea rises at your beckoning and guard you from onslaught</i></div> <div> (you may <b>only</b> use this card if you are a wizard)</div>
<div>Attack Card</div> <div></div> <div>SILVER</div> <div><b>Elemental Bow</b> Damage = 2 <i>You fire a elemental arrow into your enemy's camp</i></div> <div> (choose the element of your attack <b>after</b> you see the defense card)</div>	<div>Attack Card</div> <div></div> <div>GOLD</div> <div><b>Flame Warden</b> Damage = 2 <i>You have unleashed an immense amount of power</i></div> <div> You may play 2 more cards </div>	<div>Attack Card</div> <div></div> <div>GOLD</div> <div><b>Heavenly Strike</b> Damage = 2 Pick up 1 card if it is:<ul style="list-style-type: none"><li>• A <b>attack</b>- +2 damage</li><li>• A <b>story</b>- you <b>may</b> play another card</li><li>• A <b>defense</b> - you <b>may</b> pick up 1 card</li><li>• A <b>power</b>- The enemy <b>may not</b> defend</li></ul></div> <div></div>	<div>Attack Card</div> <div></div> <div>GOLD</div> <div><b>Scourge</b> Damage = 2 <i>You corrupt the enemy's forces</i></div> <div> You <b>may</b> randomly steal 2 cards from the enemy's hand</div>

<div>Defense Card</div> <div>SILVER</div> <div></div> <div>Thorns</div> <div>Defense = 2</div> <div>You keep your enemy at bay with spikes and thorns</div> <div> You may pick up 1 more card</div> <div></div>	<div>Attack Card</div> <div>SILVER</div> <div></div> <div>Confederacy</div> <div>Damage = 3</div> <div>Together you stand</div> <div> (choose the element of your attack)</div>	<div>Attack Card</div> <div>SILVER</div> <div></div> <div>Storm Trident</div> <div>Damage = 2</div> <div>This powerful weapon was crafted beneath the sea</div> <div>+2 damage vs. wizards</div> <div> (choose the element of your attack)</div> <div></div>	<div>Attack Card</div> <div>SILVER</div> <div></div> <div>Saber</div> <div>Damage = 2</div> <div>As an expert duellist you swing this blade</div> <div> (If <b>your</b> hitpoints equal the enemy's) Damage = 4</div>
<div>Attack Card</div> <div>SILVER</div> <div></div> <div>Ferocious Bear</div> <div>Damage = 3</div> <div>You lead a bear to your enemy's camp</div> <div> +1 damage vs. water</div>	<div>Attack Card</div> <div>SILVER</div> <div></div> <div>Shadow Dagger</div> <div>Damage = 1</div> <div>This blade is the weapon of a legendary warrior</div> <div> (For each hitpoint the enemy has more than you +1 damage, max = 4, min = 1)</div>	<div>Attack Card</div> <div>SILVER</div> <div></div> <div>Wizard Bane</div> <div>Damage = 2</div> <div>A wizard's greatest foe is another wizard</div> <div> +2 damage vs. wizards</div>	<div>Defense Card</div> <div>SILVER</div> <div></div> <div>Solar Ray</div> <div>Defense = 3</div> <div>The sun's blinding rays of light halt you foe</div> <div></div>

<div>Attack Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div><b>Sacrificial Blade</b> Damage = 3 <i>The ritual of sacrifice can lead to great gain</i> Pick up 1 card  (you +1 hitpoint if this damages the enemy; you -1 if it does not)</div>	<div>Attack Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div><b>Furious Beasts</b> Damage = ½ <i>You storm a enemy's camp with fierce monsters</i>  A foe is damaged ½ their hitpoints (rounded downwards cannot be doubled)</div>	<div>Attack Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div><b>Flaming Crossbow</b> Damage = 2 <i>You fire a bolt covered with burning rags and oil</i>  (If the enemy does not discard a <b>water</b> card) Damage = 4</div>	<div>Attack Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div><b>Bird of Prey</b> Damage = ? <i>This strange creature has come from a different world</i>  1 damage for every 2 cards the enemy has in their hand (rounded down) (max = 6, min = 1)</div>
<div>Attack/Defense Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div><b>Dark Guardian</b> Defense = 2 <b>or</b> Damage = 2 <i>A nocturnal beast seems to be following you. However, It is surprisingly loyal, for some reason.</i> </div>	<div>Attack Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div><b>Volcanic Fist</b> Damage = 3 <i>You strike out and the blow echoes with power</i> </div>	<div>Attack/Defense Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div><b>Hellhounds</b> Defense = 2 <b>or</b> Damage = 2 <i>Terror can be a powerful tool in combat</i> </div>	<div>Attack Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div><b>Claw of Evil</b> Damage = 3 <i>Wrath and hatred will drive you to victory</i>  Pick up 1 card for each hitpoint your enemy loses from this attack</div>

<div>Attack Card</div> <div>BRONZE</div> <div></div> <div>BRONZE</div> <div>Fist of Metal</div> <div>Damage = 2</div> <div>You smash your enemy</div> <div></div>	<div>Defense Card</div> <div>BRONZE</div> <div></div> <div>BRONZE</div> <div>Lava Pool</div> <div>Defense = 2 &amp; Damage = 1</div> <div>This spouting lava pit is a good barrier against your enemies</div> <div><div>(when you defend the enemy is <b>damaged 1</b>, The enemy <b>may</b> also defend)</div></div>	<div>Attack Card</div> <div>BRONZE</div> <div></div> <div>BRONZE</div> <div>Mana Burst</div> <div>Damage = 2</div> <div>You release magical vapours on your foe</div> <div><div>Cannot be defended by stone, -1 damage vs. wizards</div></div>	<div>Defense Card</div> <div>BRONZE</div> <div></div> <div>BRONZE</div> <div>Bronze Shield</div> <div>Defense = 2</div> <div>This is a shield from a far away land</div> <div></div>
<div>Attack Card</div> <div>BRONZE</div> <div></div> <div>BRONZE</div> <div>Magical Claws</div> <div>Damage = 2</div> <div>Your magical allies attack your enemy</div> <div></div>	<div>Defense Card</div> <div>BRONZE</div> <div></div> <div>BRONZE</div> <div>Magic Shroud</div> <div>Defense = 1</div> <div>'our opponent's vision has been significantly reduced by magic</div> <div><div>+2 defense if <b>you</b> are a wizard</div></div>	<div>Defense Card</div> <div>BRONZE</div> <div></div> <div>BRONZE</div> <div>Frost</div> <div>Defense = 2</div> <div>You cover your enemy and their supplies with a magical frost halting the assault</div> <div><div>Cannot defend fire attacks</div></div>	<div>Attack Card</div> <div>BRONZE</div> <div></div> <div>BRONZE</div> <div>Harpoon</div> <div>Damage = 2</div> <div>You pierce your enemy with a harpoon</div> <div><div>You <b>may</b> take the enemy's defense card (the defense is not cancelled)</div></div>

<div>Attack Card</div> <div>BRONZE</div> <div></div> <div>Sickle</div> <div>Damage = 1</div> <div>Used to harvest, this is not a weapon... against most</div> <div><div>(If the <b>enemy</b> is a wizards they <b>may</b> un-transform, <b>otherwise</b> Damage = 4)</div></div>	<div>Attack Card</div> <div>BRONZE</div> <div></div> <div>Enchanted Dagger</div> <div>Damage = 2</div> <div>As sharp as metal and as hard as stone</div> <div><div>Only defended by stone attacks</div></div>	<div>Attack Card</div> <div>BRONZE</div> <div></div> <div>Fire Spear</div> <div>Damage = 1</div> <div>A single flame can set the world ablaze</div> <div><div>You <b>may</b> play another card</div></div>	<div>Defense Card</div> <div>BRONZE</div> <div></div> <div>Magical Shield</div> <div>Defense = 1</div> <div>This shield protects against wizards' magic</div> <div><div>+3 defense vs. wizards</div></div>
<div>Attack Card</div> <div>DUD</div> <div></div> <div>Druid Staff</div> <div>Damage = 1</div> <div>Your only weapon is a wooden staff</div> <div></div>	<div>Attack Card</div> <div>DUD</div> <div></div> <div>Light Shower</div> <div>Damage = 1</div> <div>You launch a shower of light upon your enemy</div> <div></div>	<div>Defense Card</div> <div>DUD</div> <div></div> <div>Spark</div> <div>Defense = 1</div> <div>A tiny bolt of electricity stings your foe</div> <div></div>	<div>Attack Card</div> <div>DUD</div> <div></div> <div>Troll</div> <div>Damage = 1</div> <div>These magical creatures can face mighty sorcerers</div> <div><div>+2 damage vs. wizards</div></div>

<div><div>Item Card</div><div><div>IETM</div><div>IETM</div></div><div><b>Warding Band</b> <i>Keep this with you always and time will never forget your name</i> Your turn <b>cannot</b> be skipped</div><div>(play into item pile)</div></div>	<div><div>Item Card</div><div><div>IETM</div><div>IETM</div></div><div><b>Poison</b> <i>This vile poison was brewed with evil intent</i> You <b>may</b> -1 hitpoint to <b>any</b> player when <b>used</b></div><div>(play into item pile until <b>used</b>)</div></div>	<div><div>Item Card</div><div><div>IETM</div><div>IETM</div></div><div><b>Wood Craft</b> <i>You learn the ways of the forest</i> If <b>used</b> you <b>may</b> choose <b>up to 2</b> players Their turns are skipped</div><div>(play into item pile until <b>used</b>)</div></div>	<div><div>Item Card</div><div><div>IETM</div><div>IETM</div></div><div><b>Satchel</b> <i>You put your belongings into this bag and most fall out from a hole at the bottom</i></div><div>(play into item pile)</div></div>
<div><div>Item Card</div><div><div>IETM</div><div>IETM</div></div><div><b>Hammer</b> <i>While travelling you find a pile of old tools and decide to take them</i></div><div>(play into item pile)</div></div>	<div><div>Item Card</div><div><div>IETM</div><div>IETM</div></div><div><b>Equestrian</b> <i>This swift horse will aid you in your journey</i> <b>+1</b> defense to all your <b>stone</b> defense cards</div><div>(play into item pile)</div></div>	<div><div>Item Card</div><div><div>IETM</div><div>IETM</div></div><div><b>Autumn Leaf</b> <i>This crystalline leaf will always remind you of the beauty of the seasons</i> When <b>used</b> discard your hand and draw <b>that many</b> new cards</div><div>(play into item pile)</div></div>	<div><div>Item Card</div><div><div>IETM</div><div>IETM</div></div><div><b>Sculpture</b> <i>For some reason you like this strange sculpture, but it clearly has little value</i></div><div>(play into item pile)</div></div>

<p><b>Item Card</b></p> <p>ITEM</p>  <p>ITEM</p> <p><b>Artefact</b></p> <p><i>You discover a strange relic with magical powers</i></p> <p><b>Use</b> when <b>any</b> player plays a power card, they -2 hitpoints</p> <p>(play into item pile until <b>used</b>)</p>	<p><b>Item Card</b></p> <p>ITEM</p>  <p>ITEM</p> <p><b>Pilfering Spell</b></p> <p><i>Beware this spell, for its reach is endless</i></p> <p>When <b>used</b> randomly steal 1 card from each other player</p> <p>(play into item pile until <b>used</b>)</p>	<p><b>Item Card</b></p> <p>ITEM</p>  <p>ITEM</p> <p><b>Soul Reaper</b></p> <p><i>This strange object is known as the soul reaper</i></p> <p>If you kill an enemy +3 hitpoints</p> <p>(play into item pile)</p>	<p><b>Item Card</b></p> <p>ITEM</p>  <p>ITEM</p> <p><b>Wand of Magic</b></p> <p><i>There are many staves in the world but few were crafted by expert smiths like this one</i></p> <p><b>Use</b> before another play takes their turn, look at their hand and choose what they do</p> <p>(play into item pile until <b>used</b>)</p>
<p><b>Power Card</b></p> <p>SILVER</p>  <p>SILVER</p> <p><b>Tornado</b></p> <p><i>You destroy your enemy's countryside with a magical tornado</i></p> <p>Skip x1 turn</p>	<p><b>Power Card</b></p> <p>SILVER</p>  <p>SILVER</p> <p><b>Pacifist</b></p> <p><i>You fight for peace</i></p> <p><b>All</b> other players <b>must</b> discard an <b>attack</b> card</p> <p><b>Or</b> their next turn is skipped</p>	<p><b>Power Card</b></p> <p>SILVER</p>  <p>SILVER</p> <p><b>Venom</b></p> <p><i>You enemy collapses from dizziness</i></p> <p>Steal one card from <b>any</b> player's hand</p>	<p><b>Item Card</b></p> <p>ITEM</p>  <p>ITEM</p> <p><b>Charm</b></p> <p><i>This holy stone has considerable power</i></p> <p>When <b>used</b> pick up 5 cards, then discard <b>all</b> stone cards in your hand</p> <p>(play into item pile)</p>

<p><b>Power Card</b></p> <p>GOLD GOLD</p>  <p><b>Snare</b></p> <p><i>You lay a giant bear trap in the woods</i></p> <p>When <b>any</b> player attacks you the <b>-2</b> hitpoints (then this card is discarded)</p> <p>(leave in front of yourself until 2 rounds have passed)</p>	<p><b>Power Card</b></p> <p>GOLD GOLD</p>  <p><b>Disintegration</b></p> <p><i>This unfathomable power disintegrates enemy weapons</i></p> <p>Play for <b>any</b>, while active they <b>cannot</b> be attacked by any <b>stone</b> attacks</p> <p>(leave in front of that player until 3 rounds have passed)</p>	<p><b>Power Card</b></p> <p>GOLD GOLD</p>  <p><b>Explosive</b></p> <p>Place in front of an enemy, if they do not <b>defuse</b> it on their turn they <b>-2</b> hitpoints</p> <p>(they can <b>defuse</b> it by discarding <b>any</b> water card and skipping their turn)</p>	<p><b>Power Card</b></p> <p>GOLD GOLD</p>  <p><b>Decay</b></p> <p><i>Mighty warriors struggle to fight</i></p> <p>Play this card when <b>any</b> player plays an item. They <b>-2</b> hitpoints.</p> <p>(this card <b>cannot</b> kill an enemy)</p>
<p><b>Power Card</b></p> <p>GOLD GOLD</p>  <p><b>Dark Pact</b></p> <p><i>You do what you must to win the war</i></p> <p>Pick up <b>5</b> cards <b>and</b> <b>-2</b> hitpoints</p>	<p><b>Power Card</b></p> <p>GOLD GOLD</p>  <p><b>Overcharge</b></p> <p><i>You strike with massive force against your enemy</i></p> <p>Play <b>3</b> more cards <b>and</b> <b>-1</b> hitpoints</p>	<p><b>Power Card</b></p> <p>GOLD GOLD</p>  <p><b>Wizard Hunter</b></p> <p>Play against a wizard they <b>-1</b> hitpoint <b>and may not</b> use their <i>magic</i> bonus actions</p> <p>(leave in front of a wizards until they un-transform)</p>	<p><b>Power Card</b></p> <p>GOLD GOLD</p>  <p><b>Celestial Glow</b></p> <p>Play with an attack, if the defense card's element is:</p> <ul style="list-style-type: none"> <li>• Stone: <b>put the card back in your hand after the attack</b></li> <li>• Fire: <b>pick up 2 more cards</b></li> <li>• Water: <b>play another card</b></li> <li>• Lightning: <b>+1 hitpoint</b></li> </ul> <p>(if <b>no</b> defense is played return this card to your hand)</p>

<div><div>Power Card</div><div></div><div>GOLD</div><div><div>Flaming Wind</div><div><i>This spell hunts down your enemy</i></div><div>-3 hitpoints to <b>any</b> player when you play this card</div><div>(you may <b>only</b> use this card if you are a wizard)</div></div></div>	<div><div>Power Card</div><div></div><div>GOLD</div><div><div>Spell of Destruction</div><div><i>You annihilate your enemy with a powerful spell</i></div><div>Play against a player, when they play <b>any</b> item it is discarded <b>immediately</b></div><div> (leave in front of that player until they play an item)</div></div></div>	<div><div>Power Card</div><div></div><div>GOLD</div><div><div>Upon Death</div><div>Damage = 5</div><div><i>You strike one last blow</i></div><div>Play this card when you die</div><div> (your killer is attacked, they <b>may</b> defend, this <b>may only</b> be used if you <b>actually</b> die)</div></div></div>	<div><div>Power Card</div><div></div><div>GOLD</div><div><div>Genius</div><div><i>You know everything</i></div><div>Discard <b>any</b> cards from your hand, take <b>that many</b> from the discard pile</div><div>(the cards taken from the discard pile must have identical tiers to the cards discarded)</div></div></div>
<div><div>Power Card</div><div></div><div>SILVER</div><div><div>Protection</div><div>No <b>Gold</b> tier <b>attack</b> cards can be played against you</div><div> (leave in front of yourself until 3 rounds have passed)</div></div></div>	<div><div>Power Card</div><div></div><div>GOLD</div><div><div>Last Breath</div><div>Reveal this card when you reach <b>0</b> hitpoints, you are not dead</div><div>(after <b>2</b> rounds, if you still have <b>0</b> hitpoints, you die)</div><div> (leave in front of yourself until 2 rounds have passed)</div></div></div>	<div><div>Power Card</div><div></div><div>GOLD</div><div><div>Revitalization</div><div><i>You rise to the level of your enemy</i></div><div>Choose a player, you now have <b>the same</b> hitpoints as them</div><div>(you <b>cannot</b> gain more than <b>4</b> hitpoints)</div><div>Your next turn is skipped</div></div></div>	<div><div>Power Card</div><div></div><div>GOLD</div><div><div>Light Shield</div><div><i>You are surrounded and protected by a sphere of blinding light</i></div><div><b>No one</b> may <b>attack</b> you for 2 rounds</div><div> (leave in front of yourself until 2 rounds have passed)</div></div></div>

<p><b>Power Card</b></p>  <p><b>Restoration</b></p> <p><i>You move back time</i></p> <p>The player with the least hitpoints <b>may</b> draw a card</p> <p><b>All</b> player with less than 6 hitpoints now have 6</p>	<p><b>Power Card</b></p>  <p><b>Concealment</b></p> <p>Play with <b>any</b> attack card, <b>do not</b> reveal the attack to the opponent until <b>after</b> they play a defense (if the defense is not applicable it is returned to the defender, they <b>may not</b> play another card) (you <b>must</b> choose an attack card before you see the defense)</p>	<p><b>Power Card</b></p>  <p><b>Elimination</b></p> <p>Choose a player, they <b>must</b> discard their hand, pick up 3 new cards, <b>and</b> skip their next turn</p>	<p><b>Power Card</b></p>  <p><b>Power Dissipate</b></p> <p><i>This powerful magic can stop even a wizard</i></p> <p>Play against a wizard they are <b>immediately</b> transformed back.</p>
<p><b>Power Card</b></p>  <p><b>Regeneration</b></p> <p><i>Whatever befalls you, in the end you will recover</i></p> <p>+1 hitpoint at the start of each turn</p> <p> (leave in front of yourself until 3 rounds have passed)</p>	<p><b>Power Card</b></p>  <p><b>Disease</b></p> <p><i>You spread a fatal disease</i></p> <p>Choose an enemy, at the start of each turn they must discard 2 cards. If the enemy reaches 0 or 1 they <b>only</b> pick up to 3.</p> <p> (leave in front of any player until 2 rounds have passed)</p>	<p><b>Power Card</b></p>  <p><b>The Will to Live</b></p> <p><i>You refuse to die and so you do not</i></p> <p>Your hitpoints <b>cannot</b> fall below 1</p> <p> (leave in front of yourself until 2 rounds have passed)</p>	<p><b>Power Card</b></p>  <p><b>Banish</b></p> <p><i>You expel your enemies</i></p> <p>Discard <b>any</b> duration cards currently in play</p>

<p><b>Power Card</b></p> <p>SILVER</p>  <p><b>Confusion</b></p> <p>Any <b>other</b> player <b>may</b> pick up 2 cards. After they do <b>you may</b> choose to swap hands with any player who has picked up cards.</p> <p>You <b>may</b> play another card.</p>	<p><b>Power Card</b></p> <p>SILVER</p>  <p><b>Scavenger</b></p> <p><i>The world is full of power just waiting to be found</i></p> <p>Pick up 5 cards from the deck, choose 2 to keep</p> <p>(discard the rest)</p>	<p><b>Power Card</b></p> <p>SILVER</p>  <p><b>Double Play</b></p> <p>Discard 1 card <b>and</b> play 2 more cards; <b>or</b> pick up 2 more cards</p>	<p><b>Power Card</b></p> <p>SILVER</p>  <p><b>Double Play</b></p> <p>Play 2 more cards; <b>or</b> pick up 2 more cards</p>
<p><b>Power Card</b></p> <p>SILVER</p>  <p><b>Double Sidedness</b></p> <p>Discard <b>any</b> number of cards from your hand, you may play that many extra cards <b>this turn</b></p> <p>(If you reach 0 cards pick up at the end of your turn, extra actions <b>do not</b> carry over)</p>	<p><b>Power Card</b></p> <p>SILVER</p>  <p><b>Aftermath</b></p> <p>Play <b>after</b> your enemy chooses a defense card</p> <p><b>change</b> your attack card's element</p> <p>(fire, water, lightning or stone)</p>	<p><b>Power Card</b></p> <p>SILVER</p>  <p><b>Sorcerer</b></p> <p>Play this when another player plays <b>any</b> power card, <b>cancel</b> that card</p> <p>(they do not get to play another instead)</p> <p>(You may stop <b>any</b> power cards played for <b>or</b> against <b>any</b> players)</p>	<p><b>Power Card</b></p> <p>SILVER</p>  <p><b>Booby Trap</b></p> <p><i>The advantage of surprise</i></p> <p>-½ (rounded up) on your opponents attack or defense card</p> <p>(play this card after you or your enemy defends against an attack)</p>

<p><b>Power Card</b></p> <p>SILVER</p>  <p><b>Secret Lever</b></p> <p>Play when an enemy attacks you, <b>every</b> player must give their hand to the player on their left</p> <p>(leave in front of that player until 3 rounds have passed)</p>	<p><b>Power Card</b></p> <p>SILVER</p>  <p><b>Crest of Fire</b></p> <p><i>This magic crystal absorbs and extinguishes flames</i></p> <p>Play for <b>any</b>, while active they <b>cannot</b> be attacked by any <b>fire</b> attacks</p> <p>(leave in front of that player until 3 rounds have passed)</p>	<p><b>Power Card</b></p> <p>SILVER</p>  <p><b>Ring of Water</b></p> <p><i>All the water in the world is at your beckoning</i></p> <p>Play for <b>any</b>, while active they <b>cannot</b> be attacked by any <b>water</b> attacks</p> <p>(leave in front of that player until 3 rounds have passed)</p>	<p><b>Power Card</b></p> <p>SILVER</p>  <p><b>Enchantment</b></p> <p><i>You cast a magical spell upon all your weapons</i></p> <p>Leave in front of yourself, <b>each</b> turn you <b>may</b> play another card</p>
<p><b>Power Card</b></p> <p>SILVER</p>  <p><b>Emblem of Light</b></p> <p><i>Mages and casters of magic tremble when they see this emblem</i></p> <p>Play for <b>any</b>, while active they <b>cannot</b> be attacked by any <b>lightning</b> attacks</p> <p>(leave in front of that player until 3 rounds have passed)</p>	<p><b>Power Card</b></p> <p>SILVER</p>  <p><b>Onslaught</b></p> <p>Play against <b>any</b> player, each turn they receive <b>2</b> stone damage (they may defend)</p>  <p>(leave in front of any player until 2 rounds have passed)</p>	<p><b>Power Card</b></p> <p>SILVER</p>  <p><b>Storm Clouds</b></p> <p><i>A huge storm rages in the skies above and destruction falls on all below</i></p> <p>Discard <b>1</b> item from <b>any</b> player</p> <p><b>And you -1 hitpoint</b></p>	<p><b>Power Card</b></p> <p>SILVER</p>  <p><b>Tears</b></p> <p><i>Only the weak will cry</i></p> <p>Choose an enemy, <b>every</b> time an attack card is played against any <b>other</b> player they receive <b>1</b> <b>stone</b> damage, they <b>may</b> defend</p> <p>(leave in front of an enemy until 2 rounds have passed)</p>

<p><b>Power Card</b></p> <p><b>BRONZE</b></p>  <p><b>Flood</b></p> <p><i>A huge flood washes through the valley</i></p> <p>Discard <b>any</b> cards from your hand, choose <b>1</b> enemy, they <b>must</b> discard <b>that many</b> cards (you <b>may not</b> discard more cards than the enemy has)</p>	<p><b>Power Card</b></p> <p><b>BRONZE</b></p>  <p><b>Battle Mage</b></p> <p><i>You are a warrior and a wizard of great power</i></p> <p>Play for <b>any</b> wizard, they may now play <b>stone</b> cards</p> <p> (leave in front of a wizards until they un-transform)</p>	<p><b>Power Card</b></p> <p><b>BRONZE</b></p>  <p><b>Inspection</b></p> <p><i>Through a window in the sky you watch your enemies' movements</i></p> <p>Choose <b>1</b> player, they <b>must</b> show you their hand</p> <p>You <b>may</b> play another card</p>	<p><b>Power Card</b></p> <p><b>BRONZE</b></p>  <p><b>Earth Quake</b></p> <p><i>The ground rumbles</i></p> <p>All players <b>-1</b> hitpoint</p>
<p><b>Power Card</b></p> <p><b>BRONZE</b></p>  <p><b>Fountain of Healing</b></p> <p><i>This spring of water is not at all ordinary</i></p> <p>Choose an enemy, <b>you and they +1</b> hitpoint</p> <p>(play into discard pile)</p>	<p><b>Power Card</b></p> <p><b>BRONZE</b></p>  <p><b>Leather Armour</b></p> <p><i>This armour will defend you from your enemies attacks</i></p> <p>You <b>+1</b> hitpoint</p>	<p><b>Power Card</b></p> <p><b>BRONZE</b></p>  <p><b>Taunt</b></p> <p><i>You mock your foes</i></p> <p>Play against an enemy, that player may <b>not</b> attack <b>any</b> other players except <b>you</b>, you <b>may</b> play another card</p> <p> (leave in front of an enemy until 2 rounds have passed)</p>	<p><b>Power Card</b></p> <p><b>BRONZE</b></p>  <p><b>Jousting Helmet</b></p> <p><i>Wear this, and you may survive, but if you do not wear this you will certainly lose your head</i></p> <p>You <b>+1</b> hitpoint</p>

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