

<p>Monster Card</p> <p>Ancient Wose</p> <p>Hitpoints = 6</p> <p><i>Woses are great trees that have lived a thousand years beware if you enter their forest for they are not kind to visitors</i></p> <p>SILVER</p> <p>Actions (random)</p> <ul style="list-style-type: none"> - Crush: Damage 2 stone - Entangle: Apply skip x1 turn  <p>-2 vs. fire</p> <p>Defense = 3</p> 	<p>Monster Card</p> <p>Wrathling</p> <p>Hitpoints = 3</p> <p><i>These evil warriors are the manifestation of hate in its purest form</i></p> <p>BRONZE</p> <p>Actions (random)</p> <ul style="list-style-type: none"> - Strike: Damage 2 stone - Fury: Damage 1 stone <p>Cannot be defended against</p>  <p>+1 hitpoint per hitpoint lost by the enemy (max = 8)</p> <p>Defense = ½ (of the damage, rounded down)</p> 	<p>Monster Card</p> <p>Flaming Spirit</p> <p>Hitpoints = 3</p> <p><i>Fire is a powerful and all consuming force, and when consciousness and fire meet a enemy of great ferocity is born</i></p> <p>BRONZE</p> <p>Actions</p> <ul style="list-style-type: none"> - Flame Blast: Damage 3 fire  <p>(instantly dies if a player discards a Gold Tier card)</p> <p>Defense = 1</p> <p>You must discard a card</p> 	<p>Monster Card</p> <p>Dust Devil</p> <p>Hitpoints = 2</p> <p><i>Around you a twirling, twisting tornado of sand rises</i></p> <p>BRONZE</p> <p>Actions (random)</p> <ul style="list-style-type: none"> - Strike: Damage 2 stone - Shroud: Discard 2 cards - Chaos: Discard 1 item  <p>+1 hitpoint per hitpoint lost by the enemy (max = 8)</p> <p>Defense = 3</p> 
<p>Monster Card</p> <p>Fallen Warrior</p> <p>Hitpoints = 6</p> <p><i>Fallen heroes from another realm, these are mighty and evil creatures</i></p> <p>GOLD</p> <p>Actions (random)</p> <ul style="list-style-type: none"> - Light Strike: Damage 2 (only defended by lightning) lightning - Fire Slash: Damage 2 & 2 fire - Curse: Apply skips x1 turn & discard 2 cards  <p>When below 4hp:</p> <ul style="list-style-type: none"> - Light Strike +1 damage - Deals 1 damage when attacked <p>Defense = 2</p> 	<p>Monster Card</p> <p>Automaton</p> <p>Hitpoints = 4</p> <p><i>This strange robotic menace is the mis-creation of some dwarf who thought himself a mastermind</i></p> <p>SILVER</p> <p>Actions (random)</p> <ul style="list-style-type: none"> - Volley: Damage 2 & 1 fire - Cannon: Damage 3 stone  <p>Upon death deal 3 fire damage to all players (they may defend)</p> <p>Defense = 2</p> <p>+1 vs. stone</p> 	<p>Monster Card</p> <p>Shapeshifter</p> <p>Hitpoints = 4</p> <p><i>Neither man nor monster, none can tell what this bizarre thing is</i></p> <p>SILVER</p> <p>Actions</p> <ul style="list-style-type: none"> - Attack: Damage ? – the same as damage and element played by the player against it <p>OR</p> <ul style="list-style-type: none"> - Regrowth: Each turn +1 hitpoint if not attacked (max = 8)  <p>Defense = 2</p> 	<p>Monster Card</p> <p>Troll</p> <p>Hitpoints = 5</p> <p><i>This is a troll: large, strong, barbaric. It will try to eat you</i></p> <p>SILVER</p> <p>Actions (random)</p> <ul style="list-style-type: none"> - Smash: Damage 3 stone (if deals more than 1 damage – Apply skip x1 turn) - Sling: Damage 1 stone - Only defended by stone  <p>Cannot be skipped When less than 4 hp, +1 hp each turn</p> <p>Defense = 1</p> <p>+1 vs. fire</p> 

<p>Monster Card</p> <p>Wraith</p> <p>Hitpoints = 3</p> <p><i>Ghostly haunts of an unfulfilled life</i></p> <p>SILVER</p> <p>Actions (random)</p> <ul style="list-style-type: none"> - <i>Drain</i>: Damage 2 water (+1 hitpoint if the enemy is damaged) - <i>Requiem</i>: Damage 1, +1 damage per dead player - <i>Terrify</i>: Apply skip x1 turn <p>+2 hitpoints when it kills an enemy</p> <p>Water cannot be played against this</p> <p>Defense = 2</p>  	<p>Monster Card</p> <p>Lizard</p> <p>Hitpoints = 2</p> <p><i>This slimy creature is fast, shrewd and hard to kill</i></p> <p>BRONZE</p> <p>Actions (random)</p> <ul style="list-style-type: none"> - <i>Strike</i>: Damage 1 stone - <i>Speed</i>: Damage 1 stone <p>Cannot be defended against</p> <p>+1 vs. water</p> <p>+1 vs. lightning</p> <p>Defense = 3</p>  	<p>Monster Card</p> <p>Wolf Rider</p> <p>Hitpoints = 3</p> <p><i>Though not a fearsome beast, and not a intelligent warrior, together they can cause many a problem</i></p> <p>BRONZE</p> <p>Actions</p> <ul style="list-style-type: none"> - <i>Torch</i>: Damage 2 fire - <i>Fangs</i>: Damage 2 fire - <i>Raid</i>: You must discard an item <p>Defense = 1</p> <p>+1 vs. stone</p>  	<p>Monster Card</p> <p>Gryphon</p> <p>Hitpoints = 4</p> <p><i>This huge winged creature is ten times the size of an eagle, and ten times the strength</i></p> <p>BRONZE</p> <p>Actions (random)</p> <ul style="list-style-type: none"> - <i>Strike</i>: Damage 2 stone - <i>Charging Stun</i>: Damage 4 stone <p>-1 hitpoint to itself with <i>Charging Stun</i></p> <p>Defense = 2</p>  
<p>Monster Card</p> <p>Lich</p> <p>Hitpoints = 4</p> <p><i>Eternal being that have resurrected themselves through evil magic powers</i></p> <p>GOLD</p> <p>Actions (random)</p> <ul style="list-style-type: none"> - <i>Haunt</i>: Damage 3 lightning - <i>Strike</i>: Damage 2 water – (if enemy defends, apply skip x1) <p>Players do not pick up cards at the start of their turn (unless they have none)</p> <p>Defense = 3</p>  	<p>Monster Card</p> <p>Drake</p> <p>Hitpoints = 5</p> <p><i>From tall ragged mountains, these battle hardened monsters are cunning and powerful</i></p> <p>SILVER</p> <p>Actions (random)</p> <ul style="list-style-type: none"> - <i>Flame</i>: Damage 3 fire - <i>Strike</i>: Damage 3 stone <p>Defense = 2</p>   	<p>Monster Card</p> <p>Naga</p> <p>Hitpoints = 3</p> <p><i>In sea and swamps this is the master</i></p> <p>SILVER</p> <p>Actions (random)</p> <ul style="list-style-type: none"> - <i>Attack</i>: Damage 3 stone - <i>Submerge</i>: +1 hitpoint (max = 8) - <i>Backstab</i>: Damage 1 water (after defending you must discard your entire hand) <p>Defense = 2</p> <p>+1 vs. water</p>  	<p>Monster Card</p> <p>Mosquitoes</p> <p>Hitpoints = 3</p> <p><i>This swarm of insects overruns opponents attacking from every direction</i></p> <p>BRONZE</p> <p>Actions</p> <ul style="list-style-type: none"> - <i>Power in Numbers</i>: Damage equal to the monster's hp, (each damage must be defended separately) <p>Immune to skip turn effects, Cannot be damaged by water and stone by more than 1 hp</p> <p>Defense = 1</p>  

<p>Monster Card Posiedon Hitpoints = 5</p> <p><i>This great warrior is a mystical creature who many believed only existed in fable</i></p> <p>Actions (random)</p> <ul style="list-style-type: none"> - <i>Trident</i>: Damage 2 stone - <i>Waves</i>: Damage 3 water - <i>The Sea</i>: Apply skip x2 turns <p>+2 vs. water</p> <p>Defense = 3</p>	<p>Monster Card Barrier Hitpoints = 3</p> <p><i>This crystal protects the Crystal Guardian and makes it harder to destroy</i></p> <p>Actions</p> <ul style="list-style-type: none"> - <i>Shielding</i>: +1 defense for the Crystal Guardian, and any power cards that cause damage or attacks that cannot be defended damage reduced by 1 <p>Defense = 2 +1 vs. stone</p>	<p>Monster Card Future Hitpoints = 2</p> <p><i>This is the crystal of the nameless element that is beyond time. For some it is truth but for others it holds demise</i></p> <p>Actions</p> <ul style="list-style-type: none"> - <i>Time flies</i>: All players +1 action each turn - <i>Old age</i>: All players -1 hitpoint at the start of their turn <p>Defense = 2 (the element with the best effect is used)</p>	<p>Monster Card Mana Hitpoints = 2</p> <p><i>The Crystal Guardian is strengthened by this elemental crystal</i></p> <p>Actions (random)</p> <ul style="list-style-type: none"> - <i>Energy Boost</i>: +1 damage and +1 damage and defense vs. Fire, Water or Lightning for the Crystal Guardian <p>Defense = 2 +1 vs. stone</p>
<p>Monster Card Crystal Guardian Hitpoints = 5</p> <p><i>The elements of nature have risen from the crystals that form the earths core, this warrior is a guardian of their secret tombs</i></p> <p>Actions (random)</p> <ul style="list-style-type: none"> - <i>Magic</i>: Damage 2 lightning Cannot be defended by stone - <i>Mana Burst</i>: Damage 2 water (If the enemy is any role they must discard it) <p>Each turn a new magic crystal is created (max = 2 at a time). Pick up a new crystal from the magic crystal pile.</p> <p>Defense = 2 +1 vs. fire & stone</p>	<p>Monster Card Healing Hitpoints = 2</p> <p><i>This elemental crystal revives the guardian of the elemental tombs</i></p> <p>Actions</p> <ul style="list-style-type: none"> - <i>Healing</i>: Heals the Crystal Guardian +1 hitpoint <p>If the Crystal Guardian is killed the Healing crystal dies instead, and the Crystal Guardian has 1 hp</p> <p>Defense = 2 +1 vs. stone</p>	<p>Monster Card Weakening Hitpoints = 2</p> <p><i>This glowing crystal seems to thicken the air and absorb power and damage</i></p> <p>Actions</p> <ul style="list-style-type: none"> - <i>Weakening</i>: All attacks that are played -1 damage (does not effect the Crystal Guardian) <p>Defense = 2 +1 vs. stone</p>	<p>Monster Card Explosive Hitpoints = 2</p> <p><i>This crystal grows and grows in energy until it lets out a huge explosion</i></p> <p>(Leave next to Crystal Guardian for 2 rounds)</p> <p>If the Explosive crystal has not been killed by the end of the time then it deals 2 damage to every player (cannot be defended against) and it is then removed</p> <p>Defense = 2 +1 vs. stone</p>

<p>Monster Card</p> <p>Medusa</p> <p>Hitpoints = 5</p> <p><i>Perhaps from the abyss this horrid creature is a monster but also a witch</i></p> <p>Actions (random)</p> <ul style="list-style-type: none"> - Shock: Damage 2 lightning - Gaze: Apply skip x1 turn, enemy is petrified for 1 round (may not play defenses, instead has 2 stone defense) <p>(if Gaze is used against a petrified target they are un-petrified and lose 2 hp)</p> <p>Defense = 2 +1 when less than 3 hp</p>  	<p>Monster Card</p> <p>Goblin Kamikaze</p> <p>Hitpoints = 3</p> <p><i>This suicidal creature charges into enemy camps even when death is sure</i></p> <p>Actions</p> <ul style="list-style-type: none"> - Spark: Damage 1 fire <p>After 1 round deals this monster dies</p> <p>Dealing 2 damage to all players, No defense can stop this</p> <p>Defense = 2</p>  	<p>Monster Card</p> <p>Dread Knight</p> <p>Hitpoints = 5</p> <p><i>This Black Knight fills his enemies with terror and strike them down</i></p> <p>Actions (random)</p> <ul style="list-style-type: none"> - Dark Sword: Damage 2 stone +2 vs. lightning - Terror: Discard 2 cards; or Dark Sword & -1 hitpoint - Killing Blow: Dark Sword (No defense can stop this, only used if enemy has less than 3hp) <p>When this dies, all players must discard 2 cards</p> <p>Defense = 3 +1 vs. stone -1 vs. lightning</p>  	<p>Power Card</p>  <p>Transformation</p> <p>You are now a great summoner</p> <p>Play this card to become a summoner</p> <p>(place a Summoner Role Card in front of yourself, see Summoner Rules)</p>
<p>Monster Card</p> <p>Evil Mage</p> <p>Hitpoints = 7</p> <p><i>This sorcerer is every Wizards nemesis</i></p> <p>Actions (random)</p> <ul style="list-style-type: none"> - Staff: Damage 2 stone - Explosion: Damage 3 fire - Sadism: Damage 2 lightning, +1 hp (unless above 4 hp) <p>Cannot be discarded by Summoners, attacks cannot be defended by Wizard's magic defense</p> <p>When this first reaches less than 3 hp: Deals 2 fire damage to all players (they may defend)</p> <p>Defense = 2 +1 vs. Wizards & stone</p>  	<p>Monster Card</p> <p>Chaos Ruler</p> <p>Hitpoints = 4</p> <p><i>He is the manifestation of fear, dividing and conquering his opponents</i></p> <p>Actions (random)</p> <ul style="list-style-type: none"> - Drain: Discard 1 item (if you have no items Damage 2 stone) - Strife: Damage 4 stone (discard 1 card for the number of damage you receive, only if you cannot discard enough do you loose hp for that damage) <p>Defense = 3</p>  	<p>Power Card</p>  <p>Transformation</p> <p>You are now a great summoner</p> <p>Play this card to become a summoner</p> <p>(place a Summoner Role Card in front of yourself, see Summoner Rules)</p>	<p>Power Card</p>  <p>Transformation</p> <p>You are now a great summoner</p> <p>Play this card to become a summoner</p> <p>(place a Summoner Role Card in front of yourself, see Summoner Rules)</p>







<p>Role Card</p>  <p><i>You have become a summoner. Summoner's are masters of many creatures and can control them.</i></p> <ul style="list-style-type: none"> ❖ You are immune to Bronze Tier monsters effects ❖ You may discard a monster or summon a Bronze Tier monster by skipping 1 turn & discarding 2 cards ➤ While a summoner you cannot play Gold Tier attack/defense cards ➤ At the start of the game start with 2 less cards (See Summoner rules) 	<p>Role Card</p>  <p><i>You have become a summoner. Summoner's are masters of many creatures and can control them.</i></p> <ul style="list-style-type: none"> ❖ You are immune to Bronze Tier monsters effects ❖ You may discard a monster or summon a Bronze Tier monster by skipping 1 turn & discarding 2 cards ➤ While a summoner you cannot play Gold Tier attack/defense cards ➤ At the start of the game start with 2 less cards (See Summoner rules) 	<p>Power Card</p>  <p>SILVER</p> <p>Transformation</p> <p><i>You are now a great summoner</i></p> <p>Play this card to become a summoner</p> <p>(place a Summoner Role Card in front of yourself, see Summoner Rules)</p>	<p>Power Card</p>  <p>SILVER</p> <p>Transformation</p> <p><i>You are now a great summoner</i></p> <p>Play this card to become a summoner</p> <p>(place a Summoner Role Card in front of yourself, see Summoner Rules)</p>
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<p>Power Card</p> <p>SILVER</p>  <p>Summoning</p> <p><i>You raise up a monster</i></p> <p>Pick up the top card from the monster pile and pick up 2 more cards</p>  <p>(see Monster Rules)</p>	<p>Power Card</p> <p>SILVER</p>  <p>Summoning</p> <p><i>You raise up a monster</i></p> <p>Pick up the top card from the monster pile and play another card</p>  <p>(see Monster Rules)</p>	<p>Power Card</p> <p>GOLD</p>  <p>Summoning Potion</p> <p><i>You brew a magic potion which creates a monster and give you energy</i></p> <p>Pick up the top card from the monster pile and +2 hitpoints</p> <p>(see Monster Rules)</p>	<p>Power Card</p> <p>SILVER</p>  <p>Summoner</p> <p><i>You have power over monsters</i></p> <p>Pick up the top card from the monster pile and become a summoner (place a Summoner Role Card in front of yourself)</p> <p>(see Monster & Summoner Rules)</p>
<p>Power Card</p> <p>SILVER</p>  <p>Summoning</p> <p><i>You raise up a great monster</i></p> <p>Pick up cards from the monster deck until a Gold Tier monster is drawn (discard the rest)</p> <p>(see Monster Rules)</p>	<p>Power Card</p> <p>SILVER</p>  <p>Foretelling</p> <p><i>You predict the future dangers</i></p> <p>Look at the top 3 cards on the monster deck and put them back in any order and play another card</p>  <p>(see Monster Rules)</p>	<p>Power Card</p> <p>BRONZE</p>  <p>Summoning</p> <p><i>You bring forth a monster</i></p> <p>Pick up the top card from the monster pile, it is immediately active (even if other monsters are in play, the monster currently in play is healed fully and will put below this monster)</p> <p>(see Monster Rules)</p>	<p>Power Card</p> <p>BRONZE</p>  <p>Summoning</p> <p><i>You raise up a monster</i></p> <p>Pick up the bottom card from the monster pile</p> <p>(see Monster Rules)</p>

<div><div>Power Card</div><div></div><div>SILVER</div><div>SILVER</div><div>Summoning</div><div>You raise up a monster</div><div>Pick up the top 2 cards from the monster pile and choose 1 (it is played) the other is discarded.</div><div>(see Monster Rules)</div></div>	<div><div>Power Card</div><div></div><div>SILVER</div><div>SILVER</div><div>Summoning</div><div>You raise up many monsters</div><div>Pick up the top 2 cards from the monster pile. Both are played (only the top card is active).</div><div>(see Monster Rules)</div></div>	<div><div>Power Card</div><div></div><div>SILVER</div><div>SILVER</div><div>Summoning</div><div>You raise up a monster</div><div>Pick up the top card from the monster pile and play another card</div><div>(see Monster Rules)</div><div></div></div>	<div><div>Power Card</div><div></div><div>BRONZE</div><div>BRONZE</div><div>Summoning</div><div>You raise up a small monster</div><div>Pick up cards from the monster deck until a Bronze Tier monster is drawn (discard the rest)</div><div>(see Monster Rules)</div></div>
<div><div>Attack/Defense Card</div><div></div><div>BRONZE</div><div>BRONZE</div><div>Glaive</div><div>Defense = 1 or Damage = 2</div><div>This sharp blade and staff can be used to defend or attack</div><div></div><div>+2 vs. monsters</div></div>	<div><div>Defense Card</div><div></div><div>BRONZE</div><div>BRONZE</div><div>Beast</div><div>Defense = 1</div><div>A monster stands between you and your enemy</div><div></div><div>+2 defense if you are a summoner</div></div>	<div><div>Power Card</div><div></div><div>SILVER</div><div>SILVER</div><div>Black Hole</div><div>You absorb your enemy into a black hole of nothingness</div><div>Skip x2 turn</div><div>(your enemy's next 2 turns are skipped, you may not use this card if you are a summoner, cannot be used against a summoner)</div></div>	<div><div>Attack Card</div><div></div><div>GOLD</div><div>GOLD</div><div>Elemental Spear</div><div>Damage = 4</div><div>You plunge this spear into your enemy and it is destroyed</div><div>+2 vs. monsters (you may only use this card if you are a summoner)</div><div></div></div>

<div>Attack Card</div> <div>BRONZE</div> <div></div> <div>BRONZE</div> <div>Flame Spew</div> <div>Damage = 1</div> <div>This fire pours upon your enemy</div> <div>+1 damage vs. water</div> <div> You may place a Summoner Role Card in front of yourself (see Summoner Rules)</div>	<div>Attack Card</div> <div>BRONZE</div> <div></div> <div>BRONZE</div> <div>Mystic Presence</div> <div>You over rule enemies summoning abilities</div> <div>Play when a Summoner plays an attack card. The card is discarded they may play another card</div>	<div>Attack Card</div> <div>BRONZE</div> <div></div> <div>BRONZE</div> <div>Cursed Dagger</div> <div>Damage = 2</div> <div>You strike with a dagger of hate</div> <div> You may play another card </div>	<div>Attack Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div>Lightning Stun</div> <div>Damage = 2</div> <div>This elementally charged weapon is most lethal against Summoners</div> <div>+2 damage vs. Summoners</div> <div></div>
<div>Attack Card</div> <div>DUD</div> <div></div> <div>DUD</div> <div>Tentacles</div> <div>Damage = 1</div> <div>Magical tentacles rise from the ground</div> <div></div>	<div>Item Card</div> <div>IETM</div> <div></div> <div>IETM</div> <div>Deformation</div> <div>Strange magic has arisen, created long ago by wizards whose power was rivalled by none</div> <div>Use when a Monster Card is drawn, it has only 1 hitpoint</div> <div>(play into item pile until used)</div>	<div>Defense Card</div> <div>DUD</div> <div></div> <div>DUD</div> <div>Gaseous Cloud</div> <div>Defense = 0</div> <div>This green gas is poisonous to Summoners</div> <div> If the enemy is a Summoner they must give you all power cards in their hand</div>	<div>Defense Card</div> <div>BRONZE</div> <div></div> <div>BRONZE</div> <div>Freeze Ray</div> <div>Defense = 3</div> <div>You freeze your enemies weapon</div> <div> The enemy may put the attack card back in their hand</div>

<div><div>Power Card</div><div></div><div>SILVER</div><div>SILVER</div><div><div>Defamation</div><div>You slander your opponent</div><div>Play against any player, they may not use any of their items (passive effects are also negated)</div><div> (leave in front of an enemy until 3 rounds have passed)</div></div></div>	<div><div>Power Card</div><div></div><div>SILVER</div><div>SILVER</div><div><div>Grudge</div><div>Hatred and resentment</div><div>Select an enemy, all stone attacks +1 damage against that player</div><div> (leave in front of that player for the rest of the game)</div></div></div>	<div><div>Power Card</div><div></div><div>SILVER</div><div>SILVER</div><div><div>Mind Control</div><div>Your abilities allow you to make <i>monsters obey you</i></div><div>Choose what random action against each player every monster takes each turn</div><div> (leave in front of yourself until 2 rounds have passed)</div></div></div>	<div><div>Attack Card</div><div></div><div>GOLD</div><div>GOLD</div><div><div>Dual Wield</div><div>Damage = 2 & 2</div><div>You slash your foe with two <i>swords</i></div><div> (play against 1 enemy, they are damaged twice, attacks must be defended separately)</div></div></div>
<div><div>Power Card</div><div></div><div>BRONZE</div><div>BRONZE</div><div><div>Tame</div><div>You befriend a ferocious beast</div><div>Play in front of yourself while a Monster Card is active, that monster does not attack you</div><div> (leave in front of yourself until the monster dies)</div></div></div>	<div><div>Power Card</div><div></div><div>GOLD</div><div>GOLD</div><div><div>Sabotage</div><div>Play against any player, they may only use Bronze or Dud tier cards on their turn (they may still play items and any defense cards)</div><div> (leave in front of an enemy until 2 rounds have passed)</div></div></div>	<div><div>Power Card</div><div></div><div>SILVER</div><div>SILVER</div><div><div>Double Play</div><div>Play 2 more cards; or pick up 2 more cards;</div><div>and active monsters +1 hitpoint</div></div></div>	<div><div>Power Card</div><div></div><div>SILVER</div><div>SILVER</div><div><div>Double Play</div><div>Play 2 more cards; or pick up 2 more cards;</div><div>or steal 1 item from any player and discard 1 card;</div></div></div>

<p>Power Card</p> <p>SILVER</p>  <p>Breeding</p> <p><i>You raise monsters and train them to hunt down enemies</i></p> <p>Active monsters (who do not already have 3 random actions) have another random action:</p> <p><i>Hunt:</i> The player must discard 1 item (this action can be used against you)</p> <p> (leave in front of yourself for the rest of the game)</p>	<p>Power Card</p> <p>SILVER</p>  <p>Ship wreck</p> <p><i>You crush peoples hopes and dreams</i></p> <p>Play in front of an enemy, if they have a role it is discarded, they cannot transform into any role</p> <p> (leave in front of that player for the rest of the game)</p>	<p>Item Card</p> <p>IETM</p>  <p>Spell of Possession</p> <p><i>This spell corrupts and rots your enemies supplies</i></p> <p>If used discard 1 enemies item, and their next turn is skipped</p> <p>(play into item pile until used)</p>	<p>Defense Card</p> <p>GOLD</p>  <p>Counter Force</p> <p>Defense = ?</p> <p><i>You use your enemies strengths as a defence against him</i></p> <p> (Defense = the number of items the enemy has x2 max = 6, min = 2)</p>
<p>Power Card</p> <p>BRONZE</p>  <p>Swindling</p> <p><i>You befriend your enemy, and then rob him</i></p> <p>Give an enemy a Gold Tier card, steal any 1 of their items</p>	<p>Power Card</p> <p>GOLD</p>  <p>Ethereal Obstruction</p> <p>Play when any player plays an item into their item pile, they must discard 1 of their items</p> <p>(you may play this card even if an enemy wins by playing their item)</p>	<p>Power Card</p> <p>SILVER</p>  <p>Double Play</p> <p>Play 2 more cards; or pick up 2 more cards; or Play 3 more attack cards</p>	<p>Power Card</p> <p>SILVER</p>  <p>Double Play</p> <p>Play 2 more cards; or pick up 1 more card and choose any player they -1 hitpoint</p>

<div>Attack Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div>Duel Blade</div> <div>Damage = 1 & 1</div> <div>You strike with dual blades</div> <div> +2 vs. monsters (on each attack)</div>	<div>Power Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div>Monster Poison</div> <div>Damage = x2</div> <div>Play this card with any attack played against a Monster, the attack is doubled</div>	<div>Item Card</div> <div>IETM</div> <div></div> <div>IETM</div> <div>Hunter</div> <div>In your journeys you have gained skill at hunting</div> <div>+1 damage vs. monsters</div> <div>(play into item pile)</div>	<div>Defense Card</div> <div>GOLD</div> <div></div> <div>GOLD</div> <div>Binding</div> <div>Defense = 0</div> <div>During the monsters turn, the monster always attacks this enemy (instead of the player who just went)</div> <div> (leave in front of the enemy for 2 rounds) ⌚</div>
<div>Power Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div>Armoured</div> <div>You go into battle wearing a suit of armour</div> <div>+2 defense vs. Monsters, Summoners, and Wizards</div> <div>⌚ (leave in front of yourself until 2 rounds have passed)</div>	<div>Power Card</div> <div>GOLD</div> <div></div> <div>GOLD</div> <div>Banishing</div> <div>Discard any monster currently in play (even if it is not the active monster) and play another card</div> <div></div>	<div>Power Card</div> <div>BRONZE</div> <div></div> <div>BRONZE</div> <div>Single Play</div> <div>Play when you play an attack card</div> <div>Pick up 1 more cards; or if the enemy is a monster +2 damage; or the enemy must discard 1 card</div>	<div>Power Card</div> <div>SILVER</div> <div></div> <div>SILVER</div> <div>Magic Assault</div> <div>Every player must reveal an attack card, take one of them and play it, that player get to pick up 3 cards and you may play 2 more cards</div> <div></div>