

defended by lightning) lightning

When below 4hp:

- Light Strike +1

- Deals 1 damage

when attacked

damage

Defense = 2

Fire Slash: Damage 2 & 2 fire

Curse: Apply skips x1 turn &

discard 2 cards



Monster Card

Wrathling

Hitpoints = 3

These evil warriors are the manifestation

of hate in its purest form

Strike: Damage 2 stone

Furv: Damage 1 stone

Actions (random)

ONZE



Fire is a powerful and all consuming force, and when consciousness and fire meet a enemy of great ferocity is born

Actions

Flame Blast: Damage 3 fire



player discards a Gold Tier card)

Defense = 1 You must discard a card



Monster Card Dust Devil Hitpoints = 2

Around you a twirling, twisting tornado of sand rises

Actions (random)

- Strike: Damage 2 stone
- Shroud: Discard 2 cards
- Chaos: Discard 1 item

+1 hitpoint per hitpoint lost by the enemy (max = 8)

Defense = 3



BRONZE

Monster Card

Shapeshifter

Hitpoints = 4

Neither man nor monster, none can tell what this bizarre thing is

Actions

Attack: Damage ? - the same as damage and element played by the player against it

> Regrowth: Each turn +1 hitpoint if not attacked (max = 8)

Monster Card

Troll

Hitpoints = 5

This is a troll: large, strong, barbaric. It will try to eat you

Actions (random)

- Smash: Damage 3 stone (if deals more than 1 damage - Apply skip x1 turn)
- Sling: Damage 1 stone Only defended by stone

Cannot be skipped When less than 4 hp. +1 hp each turn

Defense = 1 +1 vs. fire



Defense = 2









This crystal protects the Crystal Guardian and makes it harder to destroy

> Actions Shielding: +1 defense for the Crystal Guardian, and any power cards that cause damage or attacks that cannot be defended

> > damage reduced by 1





This is the crystal of the nameless element that is beyond time. For some it is truth but for others it holds demise

Actions

- Time flies: All players +1 action each turn
- Old age: All players -1 hitpoint at the start of their turn



Monster Card

Mana

Hitpoints = 2

The Crystal Guardian is strengthened by this elemental crystal

Actions (random)

Energy Boost: +1 damage and +1 damage and defense vs. Fire, Water or Lightning for the Crystal Guardian



Defense = 2 +1 vs. stone



Defense = 2 +1 vs. stone







Monster Card

Crystal Guardian

Hitpoints = 5

The elements of nature have risen from the crystals that form the earths core, this warrior is a guardian of their secret tombs

Actions (random)

- Magic: Damage 2 lightning Cannot be defended by stone
- Mana Burst: Damage 2 water (If the enemy is any role they must discard it)

Each turn a new magic crystal is created (max = 2 at a time). Pick up a new crystal from the magic crystal pile.

Defense = 2+1 vs. fire & stone



Monster Card

Healing

Hitpoints = 2

This elemental crystal revives the guardian of the elemental tombs

Actions

Healing: Heals the Crystal Guardian +1 hitpoint

> If the Crystal Guardian is killed the Healing crystal dies instead, and the Crystal Guardian has 1 hp

Defense = 2



Monster Card

Weakening

Hitpoints = 2

This glowing crystal seems to thicken the air and absorb power and damage

Actions

Weakening: All attacks that are played -1 damage (does not effect the Crystal Guardian)



Defense = 2 +1 vs. stone



Monster Card

Explosive

Hitpoints = 2

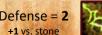
This crystal grows and grows in energy until it lets out a huge explosion

(Leave next to Crystal Guardian for 2 rounds)

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











Defense = 2

Monster Card

Chaos Ruler

Hitpoints = 4







players (they may defend)

Defense = 2

+1 vs. Wizards &

stone





+1 vs. stone

-1 vs. lightning

TransformationYou are now a great summoner

Play this card to become a summoner

(place a **Summoner Role Card** in front of yourself, see **Summoner Rules**)



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Role Card

You have become a summoner.
Summoner's are masters of many creatures and can control them.

- 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)



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