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Game Components



Crypt Card descriptions and uses: The following is not only the specifics of each card but a look into the details of how the cards function in the game.

The cards contain the most vital key. The card required to win the game, without which there is no escaping the Crypt.

They also contain the spells, tech and weapons along with attacks, defenses, magic items, creatures, military units and so much more.

Game Components

C000, Common, The Key

Effect Text: Show this card when attempting to EXIT. Roll doubles to win!

Card Type: Item.

Card Nature: Activity.

Play method: Use; return to hand.

Character benefit: N/A.



Details: The key card is essential to win the game. Every deck must have a key at the beginning of a game.



C001, Common, Advantage

Effect Text: +1 Action this turn. Must be played on the free action.

Card Type: Tactic.

Card Nature: Modifier.

Play method: Use; return to hand.

Character benefit: N/A.



Details: The basic modifier to gain an added action in a turn. A player may take a maximum of 4 actions a turn, or a Quad.



Game Components

C002, Common, Armor

Effect Text: Stops 15 damage. Does not stop gas/poison. Cannot be worn with any other armor.

Card Type: Weapon-Med.

Card Nature: Defense.

Play method: Table until destroyed.

Character benefit: Stops 20 damage for a Warlord. Stops 10 damage for an Avenger.



Details: The first of the “tabled” cards. Pieces of armor, such as a helm or shield, may be used in conjunction with each other for a strong defense. Tabling this card may be done in two ways: as a defense; in which case the armor comes out and is damaged or tabled as an action. How this is best deployed is a personal preference based on the situation.



C003, Common, Binding

Effect Text: Bind a target in the hex until they roll a 4 or lower on 2D6. Players get an extra roll on their free action. While bound, the target cannot use cards from their hand. Only 1 Binding on a target.

Card Type: Spell-Magic 3rd lvl.

Card Nature: Attack.

Play method: Table in front of target.

Character benefit: N/A.



Details: This card locks a character in a hex; forcing them to endure the event, whatever it may be. Binding their ability to use cards for the duration as well. Used in conjunction with the right board tile, Binding can be a formidable offense.



Game Components

C004, Common, Kevlar Bioarmor

Effect Text: Stops 10 damage.
Immune to gas/poison.
Cannot be worn with any other armor.

Card Type: Tech-Low.

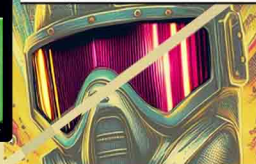
Card Nature: Defense.

Play method: Table until destroyed.

Character benefit: Stops 15 damage for an Engineer.



Details: While not the strongest armor vs damage, the ability to become immune to gas and poison cannot be understated.



C005, Common, Block

Effect Text: Block an attack.
Enforce allows this to block:
gas/poison, X-U cards.

Card Type: Tactic.

Card Nature: Defense.

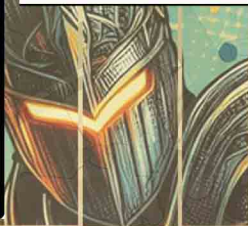
Play method: Use and discard.

Character benefit: N/A.



Details: The card's name says it all.

Four of these can't hurt with one's defense.



Game Components

C006, Common, Blow Gun

Effect Text: 1D6 Weapon damage. Range: 2 hexes.

Card Type: Weapon-Lt.

Card Nature: Attack.

Play method: Use and discard.

Benefit: N/A.



Details: The first "Ranged" card. The light weapon blowgun is also useful with the attack enhancement poison. Remember, the hexes must be connected, not necessarily in a straight line, but the doors must be connected.



C007, Common, Electro-Boomerang

Effect Text: 2D6+2 Tech damage.

Card Type: Tech-Med.

Card Nature: Attack.

Play method: Use; Return to hand.

Benefit: N/A.



Details: Works well in tight chambers. The medium tech item electro-boomerang hits hard enough to be one of the better attacks. The ability to reuse the card clears up the need for multiples of these.



Game Components

C008, Common, Burning Spear

Effect Text: 1D6 Magic damage.
Range: 1 hex.

Card Type: Spell-Magic 1st lvl.

Card Nature: Attack.

Play method: Use and discard.

Benefit: Spellmancers 1D6+5.



Details: One of the basic attacks for any character using a spell. You can't go wrong with a few of these in your deck.



C009, Common, The Call

Effect Text: 1D6 Magic damage.
Range: Any target in the game.

Card Type: Spell-Magic 1st lvl.

Card Nature: Attack.

Play method: Use and discard.

Benefit: Undertakers: 1D6+5.



Details: "The bones of the past attack." The Call is a great 1st level magic spell card as it can hit any target in the game. Pile on modifiers, add an alteration plus an attack enhancement, and you have a great offensive combination.

Remember: You may only add 1 Alteration and 1 Enhancement to any 1 Action. Modifiers are exempt from this limitation.



Game Components

C010, Common, Cave Falcon

Effect Text: 3D6 Weapon damage.
Range: Any target in the game.

Card Type: Weapon-Heavy.

Card Nature: Attack.

Play method: Use and discard.

Benefit: N/A.



Details: "Trained to fly in tight caverns, talons aching for prey." The range of this heavy weapon is what makes the Warlord a formidable adversary. The afore mentioned talons are another perfect candidate for the attack enhancement, poison.



C011, Common, Chisel

Effect Text: Cut through a wall of an adjacent explored hex and move into the hex. The passage collapses after use.

Card Type: Item.

Card Nature: Activity.

Play method: Use and discard.

Character benefit: N/A.



Details: The direct path is the most expeditious. Chisels may just be what gets a character to the right hex in a hurry.



Game Components

C012, Common, Clear

Effect Text: Remove 1 Alteration/Enhancement anywhere in the game. Use and discard.

Card Type: Tactic.

Card Nature: Alteration.

Play method: Play any time.

Character benefit: N/A.



Details: This common card beats two of the best rare cards in the game: Luck and Thwart. The “play any time” method, coupled with unlimited range, allowing anyone in the game to change the entire dynamic of an opponent’s action, or preserve your own action’s intent.

C013, Common, Crimson Guards

Effect Text: Only tabled as a defense. Table in any hex or as a guard.

Life points: 15. Dodge: 5 or less on 2d6. Damage: 1 weapon damage per the unit’s life points.

Card Type: Military Unit.

Card Nature: Defense.

Play method: Table until destroyed.

Benefit: N/A.



Details: “The ancient guardians of the Crypt stand ready to defend you.”

This military unit is only tabled as a defense; this means that it always comes out with reduced life points.

See the Shadow Musketeer’s details about military units in general.



Game Components

C014, Common, Curse

Effect Text: The target may only have 5 cards in hand until they roll a 7 or 11 on 2D6; discard if necessary. The player gets an extra roll on their free action. Once removed, draw up to 10 cards.

Card Type: Scroll-Magic.

Card Nature: Attack.

Play method: Table in front of target.

Benefit: N/A.



Details: Everyone loves a good curse, right?

This card is interesting due to the element of drawing up to 10 cards once the curse is broken. A strategic use for this card would be to curse one's self-when at 5 cards-then removing said curse, to draw 5 more cards.

As a magic scroll the attack has many defenses.



C015, Common, Dagger

Effect Text: 1D6+1 Weapon damage. Range: 1 hex.

Card Type: Weapon-Lt.

Card Nature: Attack.

Play method: Use and discard.

Benefit: N/A.



Details: "Bright death slices from the shadows." One of the light weapons and like all blades, poison is a good attack enhancement.



Game Components

C016, Common, Disarm Trap

Effect Text: Choose 1 of the following:

- 1- Remove a trap card. Use and discard.
- 2- Avoid any trap event. Table while in use; discard when user leaves hex.

Card Type: Tactic.

Card Nature: Defense.

Play method: Multi.

Benefit: N/A.



Details: Stopping a trap event is a good defense. Many hexes have trap events. Removing another player's Trap card is also always beneficial.

C017, Common, Disruption

Effect Text: Target returns all tabled cards to their hand. Discard all cards over 10. Does not affect X-U cards.

Card Type: Tactic.

Card Nature: Attack.

Play method: Use and discard.

Benefit: N/A.



Details: One of the best cards to throw an opponent's defenses into disarray

Game Components

C018, Common, Evasion

Effect Text: Automatically dodge!
Enforce, allows the user to evade attacks that cannot be dodged.

Card Type: Tactic.

Card Nature: Defense.

Play method: Use and discard.

Benefit: N/A.



Details: One of the best defenses in the game.

C019, Common, Foil

Effect Text: -2 from any damage the user takes. Table as a free action.

Must be tabled to have effect. Foil is not attached to a card.

Card Type: Tactic.

Card Nature: Modifier.

Play method: Table.

Benefit: N/A.



Details: A perpetual shield that never weakens, the Foil card is the opposite of the card Force.

This modifier can be the difference between life and death.

Game Components

C020, Common, Force

Effect Text: +2 to any damage the user inflicts.

Table as a free action.

Must be tabled to have effect.

Force is not attached to a card.

Card Type: Tactic.

Card Nature: Modifier.

Play Method: Table.

Benefit: N / A.



Details: A perpetual damage that never weakens, the Force card is the opposite of the card Foil. This modifier can be the difference between victory and defeat.



C021, Common, Force Field

Effect Text: Stops 15 damage. Only stops 10 damage for the Avenger. A player may only have 1 of these tabled.

Card Type: Tech-Med.

Card Nature: Defense.

Play Method: Table until destroyed.

Benefit: N / A.



Details: "The field sparks against the sand." A great defense, the medium tech force field is strong card.



Game Components

C022, Common, Glasswall Crystal

Effect Text: Creates a glass barrier to block 1 door. The user may pass. The wall has 15 life points. If the breaker is in the same room, they take 1D6 damage when the wall is broken.

Card Type: Magic Item.

Card Nature: Activity.

Play Method: Table in Hex.

Benefit: The user.



Details: The user selects a door they block. The user can pass through the wall at any time without breaking it. The glasswall damages anyone else that breaks it. The damage does not affect anyone else in the room.

C023, Common, Grenade

Effect Text: 1D6 Tech damage to all in a hex, except the user. Range: 1 hex.

Card Type: Tech-Low.

Card Nature: Attack.

Play Method: Use and discard.

Benefit: Engineers, 1D6+5.



Details: In combat low tech grenades are a must just to get the party started. The strange fact that you can detonate these in a hex you occupy, and not be harmed, makes it one of the better attacks.

Game Components

C024, Common, Heal

Effect Text: Heal 10 life points, after the damage is inflicted. May be used on the free action.

Card Type: Tactic.

Card Nature: Defense.

Play Method: Use and discard.

Benefit: N/A.



Details: The first heal card, after a lot of attacks. A heal card can't hurt any deck. This may also be used on the free action as well. In theory, one could heal from an attack as a defense and play another heal, on the following free action, before acting.

C025, Common, Helm

Effect Text: Stops 5 damage except gas/poison. The user may only have 1 of these tabled.

Card Type: Weapon-Lt.

Card Nature: Defense.

Play Method: Table until destroyed.

Benefit: Stops 10 points for the Engineer or Warlord.



Details: Helmets are better than no helmets. For the right character, the light weapon helm can be a vital part of a defense.

Game Components

C026, Common, Hex Protection

Effect Text: Protects the user from hex events.

Discard when leaving hex.

Card Type: Tactic.

Card Nature: Defense.

Play Method: Table.

Benefit: N/A.



Details: One of the greatest cards in the game, Hex Protection cannot be overstated. The ability to block or nullify a hex event, for your character alone-while remaining in any hex, could be a game changer.

C027, Common, Hide

Effect Text: Evade the attack and hide. While hidden, the user cannot be attacked.

Discard after taking an action. This does not protect the user from gas or non-monster events.

Card Type: Tactic.

Card Nature: Defense.

Play Method: Table.

Benefit: N/A.



Details: The hidden character is still vulnerable to a few types of effects but remains protected by a far wider range of effects for as long as they do not take an action.

Game Components

C028, Common, Hookah

Effect Text: The target must play the next 2 turns in reverse order: Discard, Event(s), Action(s), Free Actions, Draw. Discard after the target's 2nd turn.

Card Type: Item.

Card Nature: Activity.

Play Method: Table in front of target.

Benefit: N/A.



Details: "It's the dreams that make life real."

This card can shake up a game. Yet, on a rare occasion, it can be very interesting based on the card drawn at the end.

Note: playing an Advantage card on your free action phase while under the Hookah's effect is useless, as your action phase has already occurred. You would get no extra action as the effect does not roll over into the next turn's action phase.

C029, Common, Iron Mist

Effect Text: The user is immune to ranged attacks. Discard when user leaves hex.

Card Type: Potion.

Card Nature: Defense.

Play Method: Table in Hex.

Benefit: N/A.



Details: The misty battlefields are always treacherous to even the most experienced combatant. The ability to deploy this when necessary is always welcome.

Game Components

C030, Common, Janus

Effect Text: ± 5 damage to/ from any action in the game.
Only 1 on an action.
Use and discard.

Card Type: Tactic.

Card Nature: Modifier.

Play Method: Play any time.

Benefit: N/A.



Details: Janus allows a player to add or subtract 5 points damage ANYWHERE in the game, whenever it occurs. The limit of only 1 on an action is very important. Note: This functions on damage inflicting actions only!

C031, Common, Lesser Range

Effect Text: Increase the range of an attack +3 hexes.
Cannot be used with X-U cards.

Card Type: Tactic.

Card Nature: Attack enhancement.

Play Method: Use and discard.

Benefit: N/A.



Details: This attack enhancement is great. The added range gives a player the reach to cause a great deal of mischief.

Game Components

C032, Common, The Light Brigade

Effect Text: +5 to any damage inflicted by Lt. weapons, Low tech, 1st lvl. spells
Creatures and Military units.

Card Type: Tactic.

Card Nature: Attack enhancement.

Play Method: Use and discard.

Benefit: Warlords, +10 damage.



Details: Another essential attack enhancement adding damage to a wide range of low-level effects that every character type, in this edition, may use.

C033, Common, Lock

Effect Text: Lock a tabled card.
A locked card cannot be affected.
Place on tabled card.
Lock is removed in place of the tabled card.

Card Type: Tactic.

Card Nature: Alteration.

Play Method: Table.

Benefit: N / A.



Details: This card protects a tabled card from any effect/event in the game. A Lock must be removed before the card can be affected by another player or event. For example: Brigands take the Lock; NOT the card beneath. In general, one can defend "Lock" like any card, making this a multi layered strategy to protect a valued card. You may not lock a lock as they are two alterations.

Game Components

C034, Common, Lock Door

Effect Text: The locked door blocks passage! The user may pass. A player must roll a 1 or 6 to open the door (1D6). Players get an extra roll on their free action. Discard once opened or unlocked. Play the key to unlock the door; discard the key.

Card Type: Tactic.

Card Nature: Activity.

Play Method: Table in hex.

Benefit: N / A.



Details: A sure-fire way to make all your opponents angry, and control movement, Lock Door is a great card. Discard the Lock Door, if it is opened or unlocked in any way.

C035, Common, Long Bow

Effect Text: 3D6 Weapon damage. Range: 2 hexes.

Card Type: Weapon-Heavy.

Card Nature: Attack.

Play Method: Use and discard.

Benefit: N / A.



Details: "The Welsh taught the Normans a lesson history would never forget." A wonderful heavy weapon with great attributes.

Game Components

C036, Common, Long Sword

Effect Text: 3D6+3 Weapon damage.

Card Type: Weapon-Heavy.

Card Nature: Attack.

Play Method: Use and discard.

Benefit: N/A.



Details: "From the line of all great swords forged to serve a master."

A must have of any warlord.

C037, Common, Magnificent Defender

Effect Text: Stops 15 damage. A player may only have 1 of these tabled at a time.

Card Type: Spell-Magic 2nd lvl.

Card Nature: Defense.

Play Method: Table until destroyed.

Benefit: Stops 20 damage for a Spellmancer. A player may only have 1 of these tabled at a time.



Details: A great 2nd level defensive spell that moves with the caster.

Game Components

C038, Common, Mirror

Effect Text: Reflects 1 MAGIC attack to a target.
The range remains the same.
Does not affect: Phazed actions or X-U cards.

Card Type: Spell-Magic 3rd lvl.

Card Nature: Defense.

Play Method: Use and discard.

Benefit: N/A.



Details: One of the best defenses in this edition of the game, the 3rd level magic spell Mirror, is both attack and defense. The limit being it only affects MAGIC based effects such as spells and some magic items, scrolls and potion effects.

C039, Common, Nerve Gas

Effect Text: 2D6 Tech/Gas damage to ALL in the hex, except the user.
Cannot be dodged. Treat as an event after the 1st turn.

Card Type: Tech-Med.

Card Nature: Attack.

Play Method: Table in hex.

Benefit: N/A.



Details: Nothing like a little medium tech Nerve gas to make the day brighter, said no one ever. The user's immunity establishes this as one of the better defensive attacks in the game. Combine this with the Attack Enhancement-Range, to start a party in a distant hex or simply drop this in an exit to deter uninvited guests, while you escape.

Game Components

C040, Common, Pick Pocket

Effect Text: The user blindly takes two cards from a player's hand. The user may later play the stolen cards. Discard stolen cards back to the owner's discard pile.

Card Type: Tactic.

Card Nature: Activity.

Play Method: Use and discard.

Benefit: N/A.



Details: Being able to play the cards stolen is a valuable aspect when dealing with a different character type. A character might make use of a weapon or spell they might not otherwise be able to employ. If they have not already been discarded, always return another player's stolen cards at the end of the game.



C041, Common, Plasma Blaster

Effect Text: 3D6 Tech damage. Range: 3 hexes.

Card Type: Tech-High.

Card Nature: Attack.

Play Method: Use and discard.

Benefit: N/A.



Details: "Fight fair, you lose!" A simple high tech blaster is a very effective attack but add to it the three-hex range, and you've an item well worth using.



Game Components

C042, Common, Poison

Effect Text: Choose 1 of the following: 1-As a spray: 2D6 Poison damage. 2-As a coating: +5 Poison damage when attached to any weapon.

Card Type: Potion.

Card Nature: Attack / Attack enhancement.

Play Method: Use and discard.

Benefit: N / A.



Details: "Culled from the Sea Snakes of the Indian Ocean; it's quite potent..."



C043, Common, Prometheus Touch

Effect Text: 2D6+2 Magic damage.

Card Type: Spell-Magic 2nd lvl.

Card Nature: Attack.

Play Method: Use; return to hand.

Benefit: N / A.



Details: "The fiery grasp is drenched with magical might." This 2nd level magic spell is very useful as it returns to the user's hand.



Game Components

C044, Common, Protection from Poison & Gas

Effect Text: Defends the user once from the effects of any poison or gas. A player may only have 1 of these tabled at a time. This may remove any Nerve gas card. Discard once used.

Card Type: Tactic.

Card Nature: Defense.

Play Method: Table.

Benefit: N/A.



Details: The ability to remove "Nerve gas" is the best feature of this card.

Having this protection in place is a good practice.

Table this card as soon as it is in your hand.

C045, Common, Pure Might

Effect Text: +5 damage.

Card Type: Tactic.

Card Nature: Attack enhancement.

Play Method: Use and discard.

Benefit: N/A.



Details: "Might makes right in the CRYPT!" A simple; yet effective card.

Game Components

C046, Common, Rally

Effect Text: +3 to dodge.

Card Type: Tactic.

Card Nature: Defense enhancement.

Play Method: Use and discard.

Benefit: N/A.



Details: "When all odds are against thee." Another simple; yet effective card.



C047, Common, Rifle

Effect Text: 1D6 Tech damage.
Range: 3 hexes.

Card Type: Tech-Low.

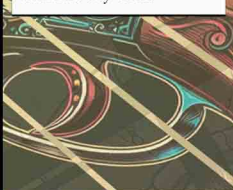
Card Nature: Attack.

Play Method: Use and discard.

Benefit: N/A.



Details: "The gunpowder explodes with the force of science." A solid low tech attack in any deck.



Game Components

C048, Common, Rush

Effect Text: Once attached to an action, the only defense for the action is a dodge!

Card Type: Tactic.

Card Nature: Alteration.

Play Method: Use and discard.

Benefit: N/A.



Details: This alteration forces the target to dodge the attack /action.



C049, Common, Sacrifice

Effect Text: Choose 1 of the following:
1- The user takes the attack; if the user survives, they get one action.

2- +1 to the dodge chance. If the dodge is successful, the user gets one unaltered /unenhanced action.

Card Type: Tactic.

Card Nature: Defense/Defense enhancement.

Play Method: Use and discard.

Benefit: N/A.



Details: The first use allows the action, whatever it may be, to affect the target.

Once the target has been affected, and if it survives -as the effect text states, the target gets to take an action. This is using Sacrifice as a defense.

To use it as a Defense enhancement, the card is played when dodging. The small bonus pushes the dodge up one point and the following action does not get any bonuses.

Still, getting any action-out of turn-can be advantageous.

Game Components

C050, Common, Salvage Spell

Effect Text: Recover 1 card from your discard pile. The user shows the salvaged card(s).

Enforce: Recover 2 cards or 1 card that cannot be salvaged.

Card Type: Spell-Magic 2nd lvl.

Card Nature: Activity.

Play Method: Use and discard.

Benefit: N/A.



Details: The ability to salvage a card that cannot be salvaged, makes this spell especially useful. The downside to this is having to reveal the card to the other player(s).



C051, Common, Secret Passage

Effect Text: The user can move 3 hexes in any direction to any explored chamber, except an Exit.

Card Type: Tactic.

Card Nature: Activity.

Play Method: Use and discard.

Benefit: N/A.



Details: Moving through the crypt without taking events, until the last hex, makes life easy.



Game Components

C052, Common, The Shadow Musketeers

Effect Text: Table in any hex or as a guard. Life points: 10. Dodge: 5 or less on 2d6. Damage: 1 Tech damage per the unit's life points.
Attack range: 2 hexes.

Card Type: Military Unit.

Card Nature: Attack.

Play Method: Table until destroyed.

Benefit: N/A.



Details: "All for one and one for all!"

Military unit's function as does any character, monster or creature, with one exception that is particular to ALL military units: When used to attack, ALL military units inflict the same amount of damage as they have remaining life points.

To start, the Shadow musketeers inflict 10 points of damage. No dice roll. Just straight tech damage.

Military units are used two ways: as a guard, or as an agent.

As a guard: The military unit may be chosen, by the controlling character, to take any damage or action directed at the character or another agent being used as a guard by the controlling character, with some exceptions.

As an agent: Once placed in a hex the military unit may be moved independently of the character, attacking any valid target in range. Agent's do NOT explore.



Game Components

C053, Common, Shield

Effect Text: Stops 15 damage except from gas or poison. A player may only have 1 of these tabled at a time.

Card Type: Item.

Card Nature: Defense.

Play Method: Table until destroyed.

Benefit: N/A.



Details: The shield is an item so that any character type can wield it. The Shield blocks poisoned weapons.

C054, Common, Short Bow

Effect Text: 2D6 Weapon damage. Range: 2 hexes.

Card Type: Weapon-Med.

Card Nature: Attack.

Play Method: Use and discard.

Benefit: N/A.



Details: Simple and effective. Combine this medium weapon with poison for a stronger attack.

Game Components

C055, Common, Short Sword

Effect Text: 2D6+2 Weapon damage.

Card Type: Weapon-Med.

Card Nature: Attack.

Play Method: Use; return to hand.

Benefit: N/A.



Details: "This blade served the legions of Rome well." Another of the very limited selection of reusable cards, the medium weapon Short Sword, is a great addition to a deck.



C056, Common, Shotgun

Effect Text: 1D6 Tech damage.
Subtract 2 from the target's dodge.
Range: 1 hex.

Card Type: Tech-Low.

Card Nature: Attack.

Play Method: Use and discard.

Benefit: N/A.



Details: To start with, reducing the target's dodge is just wrong, combine this low tech attack with the alteration Rush, and the target must roll a dodge.



Game Components

C057, Common, Spell Block

Effect Text: Blocks 1 spell or magic attack.
This also blocks phased attacks.
Does not affect X-U cards.

Card Type: Tactic.

Card Nature: Defense.

Play Method: Use and discard.

Benefit: N/A.



Details: Blocking phased attacks is always a plus. Keep in mind that the damage or effect need only be based in magic for this to function.



C058, Common, Stumble

Effect Text: Choose 1 of the following:
1- Attack: A target, anywhere in the game, is forced into an adjacent connected hex; the user selects the hex. The target takes events immediately.

2- Defense: The attacker misses and loses 1 additional action this turn.

Does not affect X-U cards.

Card Type: Tactic.

Card Nature: Attack/Defense.

Play Method: Use and discard.

Benefit: N/A.



Details: A card that is both attack and defense, sign me up! Forcing a target into a hex, and said target taking the event immediately, may be a complete game changer. Combine that with the ability to make a target miss AND lose an additional action, just might foil a brilliantly laid out multi attack.



Game Components

C059, Common, Svengali

Effect Text: Moves a target to the user's hex and the user may blindly borrow 1 card from the target's hand. The user may then play the card. The target takes hex events immediately.
Discard borrowed card back to the owner's discard pile.
Range: Any target in the game.

Card Type: Scroll-Magic.

Card Nature: Attack.

Play Method: Use and discard.

Benefit: N/A.



Details: Dragging a character to your location, and them taking the event is an excellent strategy to keep them off balance.

To add insult to possible injury, you get to take a card and then use it!

This is regardless of ANY Character type limits. With this, one could potentially have two Ultra-rare cards in play.

Always be sure to return other players cards to them at the end of the game, if they are not discarded back to them already.

C060, Common, Telepathic Inquisition

Effect Text: The user views the hand of any player in the game.

Card Type: Scroll-Magic.

Card Nature: Activity.

Play Method: Use and discard.

Benefit: N/A.



Details: Taking a peek at another player's hand is not only fun, it's always informative.

Game Components

C061, Common, Teleport Crystal

Effect Text: Choose 1 of the following:

1- **Attack:** Teleport a target up to 2 explored hexes from the target's starting hex.

Range: Any target in the game.

2- **Defense:** Evade the attack by teleporting up to 2 explored hexes away.

Landing hexes cannot be exits.

Card Type: Item-Magic.

Card Nature: Attack/Defense.

Play Method: Use and discard.

Benefit: N/A.



Details: It is important to remember that with this magic item in all cases, the teleported take the event immediately and the landing hex cannot be an exit.

C062, Common, The Searing

Effect Text: 3D6 Magic damage.
Range: 1 hex.

Card Type: Spell-Magic 3rd lvl.

Card Nature: Attack.

Play Method: Use and discard.

Benefit: N/A.



Details: "Let the flames purge this evil." Nothing like blasting with a 3rd level magic spell, to brighten the crypt.

Game Components

C063, Common, The Widget

Effect Text: Evade the attack and teleport up to 4 explored hexes away.

The landing hex cannot be an exit.

Card Type: Tech-High.

Card Nature: Defense.

Play Method: Use and discard.

Benefit: N/A.



Details: Nothing beats a high tech item that teleports you away from danger. The user takes the the event upon entering.



C064, Common, Throw

Effect Text: Choose 1 of the following:

1- Attack: Throw a target into an adjacent connected hex, or another target, for 1D6 damage to both. The target takes events immediately.

2- Defense: Evade the attack and throw the attacker for 1D6 damage.

Card Type: Tactic.

Card Nature: Attack/Defense.

Play Method: Use and discard.

Benefit: The Avenger inflicts 1D6+5.



Details: The throw has always been an excellent combat tactic, even more so when one can toss the opponent into a deadly hex.



Game Components

C065, Common, Tome of Benediction

Effect Text: Reflects 5 points of damage.
Once all the points are reflected, the defence is destroyed.
A user may only have 1 tabled.

Card Type: Spell-Magic 1st lvl.

Card Nature: Defense.

Play Method: Table until destroyed.

Benefit: Reflects 10 points for the Spellmancer.



Details: A great 1st level magic spell that creates a shield to reflect damage back at the opponent.



C066, Common, Trap

Effect Text: 2D6 damage to ALL in the hex, except the user.
May be Poisoned.
Treat as an event after the 1st turn.

Card Type: Item.

Card Nature: Attack.

Play Method: Table in hex.

Benefit: N / A.



Details: Traps have always been useful. Add poison to one and you have created a serious problem for the unwary. Keep in mind that even though the trap has become an event, the user is still immune to its effects



Game Components

C067, Common, Vaevictis

Effect Text: 2D6 Magic damage.
Range: Any target in the game.

Card Type: Scroll-Magic.

Card Nature: Attack.

Play Method: Use and discard.

Benefit: Magician, 2D6+5.



Details: "Woe to the vanquished!" A magic scroll anyone may use, with a benefit for the Magician.



C068, Common, Vampiric Spiders

Effect Text: Vampiric Spiders inflict 3 points of Phazed damage to every player or monster in the game. The user selects the target(s) and heals 3 points of damage for each successful bite. Phazed attacks pass through tabled defenses.

Card Type: Tactic.

Card Nature: Attack.

Play Method: Use and discard.

Benefit: N/A.



Details: Not a card for the squeamish, the Vampiric Spiders act as both attack and salvation for the damaged adventurer.



Game Components

C069, Common, Vanguard

Effect Text: +2d6 damage.

Card Type: Tactic.

Card Nature: Attack enhancement.

Play Method: Use and discard.

Benefit: N/A.



Details: A simple, yet very powerful attack enhancement. Attach to any attack for a definite boost in damage.



C070, Common, Wrist Break

Effect Text: The target takes 1 damage for every card in their hand.

Card Type: Tactic.

Card Nature: Attack.

Play Method: Use and discard.

Benefit: N/A.



Details: The effect of this card is very direct. Waiting until the player has the Pouch, and is full up with cards, is a perfect time to unleash this baby.

