

# Game Components

The following cards are the next step up in the progression of crypt cards.  
A player's deck may only have a limited amount of each of these.

13 Special cards  
7 Rare cards  
3 Xtra rare cards  
1 Ultra rare card.

S001: Berserker Rage  
S002: Blitz  
S003: Bola  
S004: Brigands  
S005: Codex Warp  
S006: Counter Attack  
S007: Cross Bow  
S008: Crypt Serpent  
S009: Damage Transformation  
S010: Disarm  
S011: Dune Warlocks  
S012: Enforce  
S013: Geomancer's Touch  
S014: Herculean Effort  
S015: Hold  
S016: Mage Strike  
S017: Mist Wolf  
S018: Morning Star  
S019: Phaze  
S020: Prometheus Spheres  
S021: Range  
S022: Restore Health  
S023: Resupply  
S024: Salvage  
S025: Seekers  
S026: Smart Missile  
S027: Sprint  
S028: Steal  
S029: War Grizzly

R001: Chaos Grip  
R002: Clairvoyance  
R003: Din  
R004: Dogs of War  
R005: Echo  
R006: Erase Item Enchantment  
R007: Golden Chisel  
R008: Luck  
R009: Phazed Plasma Blaster  
R010: Precognition  
R011: Redirection  
R012: Restoration Potion  
R013: Thwart  
R014: Vanguard Advantage

X001: Amnesia  
X002: Anti-magic Armor  
X003: Gna's Grievances  
X004: Quick Release  
X005: Regeneration Cloak  
X006: Ring of Evasion  
X007: The Pouch  
X008: The Vanguard Ring

U001: Chaos Crystal  
U002: Gloves of Reach  
U003: Mjolnir  
U004: Ring of Velocity

## Game Components



It is not by accident that the cards listed here are limited in every player's deck. Each rarity level is more powerful than the next, leading you the adventurer towards epic glory. The progression ends with the coveted ultra rare cards, the pinnacle of power in the Crypt.

# Game Components

## S001, Special, Berserker Rage

**Effect Text:** +2 Actions this turn.  
Play on the free action of your turn.  
It is not attached to any card.

**Card Type:** Tactic.

**Card Nature:** Modifier.

**Play Method:** Use and discard.

**Benefit:** N/A.



**Details:** A great card for the multi-attack.



## S002, Special, Blitz

**Effect Text:** The defender squeaks in one action before the attack hits.  
If the attacker is not destroyed, the attack continues without another defense turn.  
Does not affect U card actions.

**Card Type:** Tactic.

**Card Nature:** Defense.

**Play Method:** Use and discard.

**Benefit:** N/A.



**Details:** This is a daring card to use without suitable protection. Being subject to an attack of any type, without a defense, is dangerous.





# Game Components

## S003, Special, Bola

**Effect Text:** 2D6 Weapon damage, and the target loses all actions for their next turn. Discard this card after the target's next turn. Cannot be poisoned. Range: 1 hex.

**Card Type:** Weapon-Lt.

**Card Nature:** Attack.

**Play Method:** Table in front of target.

**Benefit:** N/A.



**Details:** A great light weapon attack that also immobilizes a target for a turn.

## S004, Special, Brigands

**Effect Text:** The Brigands attempt to steal ALL a target's tabled cards.

Using any defense that counters this effect stops this card.

If the card is not stopped, the target may defend each tabled card.

Stolen cards go to target's discard pile.

Range: Any target in the game.

**Card Type:** Tactic.

**Card Nature:** Activity.

**Play Method:** Use and discard.

**Benefit:** N/A.



**Details:** This makes the opponent discard all their Tabled cards. Dodging is a suitable defense for each card if no other options are available.

**Note:** The defender chooses the order in which the tabled cards are targeted, NOT the attacker.

# Game Components

## S005, Special, Codex Warp

**Effect Text:** Teleport up to 3 explored hexes.  
May be used to evade.  
The landing hex cannot be an exit.

**Card Type:** Spell-Magic 1st lvl.

**Card Nature:** Activity / Defense.

**Play Method:** Use and discard.

**Benefit:** N / A.



**Details:** A 1st level magic spell that is useful in any situation.

## S006, Special, Counter Attack

**Effect Text:** Evade the attack and then attack back.  
Does not affect U cards.

**Card Type:** Tactic.

**Card Nature:** Defense.

**Play Method:** Use and discard.

**Benefit:** N / A.



**Details:** A staple of combat.

# Game Components

## S007, Special, Cross Bow

**Effect Text:** 4D6 Weapon damage. Range: 3 hexes.

**Card Type:** Weapon-Heavy.

**Card Nature:** Attack.

**Play Method:** Use and discard.

**Benefit:** N / A.



**Details:** "The weapon that forged equality." Cross bows are a deadly heavy weapon, add poison and you have a serious attack.

## S008, Special, Crypt Serpent

**Effect Text:** Table in any hex or as a guard. Immunity: Tech Life points: 10. Dodge: 5 or less on 2d6. Damage: 2d6 poison fangs.

**Card Type:** Creature.

**Card Nature:** Attack.

**Play Method:** Table until destroyed.

**Benefit:** N / A.



**Details:** "Neheb-Kau's pet strikes from the shadows." The creature's immunity to tech damage is a very valuable asset when tabled as a guard. The creature functions as does any character or monster. Creatures may be used two ways: as a guard for the character, or as an agent that the player may move about the board as needed. If used as a guard, the creature 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. The creature's immunity is an important factor in this instance. When placed in a hex, the creature may be moved independently of the character attacking any valid target that is in range.

**Note:** When placed in a hex and later used as an agent, creatures may move into existing hexes, but never EXPLORE.



# Game Components

## S009, Special, Damage Transformation

**Effect Text:** The damage inflicted heals the user. A player cannot go above their maximum life points. This does not heal agents.

**Card Type:** Scroll.

**Card Nature:** Defense.

**Play Method:** Use and discard.

**Benefit:** N/A.



**Details:** While you may not use this card to heal a military unit or creature, it is defiantly worth having one of these in a deck.



## S010, Special, Disarm

**Effect Text:** Evade the attack and take the opponent's attack card along with attached Alterations and Enhancements. The user may later play the taken cards. Discard taken cards into owner's discard pile when used. Disarm does not affect X-U cards or agents.

**Card Type:** Tactic.

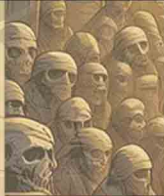
**Card Nature:** Defense.

**Play Method:** Use and discard.

**Benefit:** N/A.



**Details:** Taking another character's attack and then being able to use it... no matter if you can or cannot, is not something to be passing up. Disarm cards can mean a world of difference in the battle to escape and win.



## Game Components

### S011, Special, The Dune Warlocks

**Effect Text:** Phazed (dmg) damage bypasses tabled defenses.

Table in any hex or as a guard.  
Life points: 10, Dodge: 5 or less on 2d6, Damage: 1 life point of phazed damage per life point of the military unit.

**Card Type:** Military Unit.

**Card Nature:** Attack.

**Play Method:** Table until destroyed.

**Benefit:** N/A.



**Details:** "The sands are filled with power." The phazed damage makes this military units especially useful. Being able to bypass a target's tabled defenses is very effective. As with all military units, they may only deal as much damage as they have life points.





# Game Components

## S012, Special, Enforce

**Effect Text:** Doubles the effect of any card.

Enforce allows other cards to affect X-U cards.

This cannot be enforced or used with X-U cards.

Only one enforce may be added to a card.

**Card Type:** Tactic.

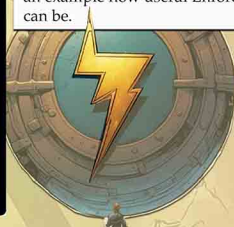
**Card Nature:** Modifier.

**Play Method:** Use and discard.

**Benefit:** N/A.



**Details:** Essential in too many ways to count. The Enforce card puts every card on a level playing field, no matter how powerful. The following card is an example how useful Enforce can be.



## S013, Special, Geomancer's Touch

**Effect Text:** The user rotates a hex in the game, changing its connection points.

Hex protection counters this card.

Does not affect an exit.

Enforce: Rotate 2 hexes or an exit hex.

**Card Type:** Scroll-Magic.

**Card Nature:** Activity.

**Play Method:** Use and discard.

**Benefit:** N/A.



**Details:** Controlling the battlefield is a route to victory. Geomancer's Touch gives the player that control.

Couple this card with Enforce, and one can even change the connection points of an EXIT.



# Game Components

## S014, Special, Herculean Effort

**Effect Text:** Choose 1 of the following:

1- Add 10 points to any damage inflicting action.

Use and discard.

2- Table with an agent to add 1d6 to its damage.

Discard with agent.

Cannot be used with X-U cards.

**Card Type:** Tactic.

**Card Nature:** Attack Enhancement.

**Play Method:** Multi.

**Benefit:** N/A.



**Details:** A multi Play Method attack enhancement that is excellent for upping the damage inflicted by any attack. Adding this to a creature, or military unit, just adds to the fun.

## S015, Special, Hold.

**Effect Text:** The target cannot use ANY cards until they roll 5 or less on 2D6.

The player gets an extra roll on their free action.

Only one hold can be tabled on a target.

Cannot be enforced.

**Card Type:** Tactic.

**Card Nature:** Activity.

**Play Method:** Table in front of target.

**Benefit:** N/A.



**Details:** Putting a Hold on the opponent's ability to use cards is an excellent way to win. For if one cannot use the all-important key, then one is lost to the crypt...forever; or at least until the Hold is lifted.

# Game Components

## S016, Special, Mage Strike

**Effect Text:** Choose 1 of the following:  
1- 1D6 Magic damage to ALL players in the game.  
2- 2D6 Magic damage to any target in the game.

3- 3D6 Magic damage.

**Card Type:** Spell-Magic 2nd lvl.

**Card Nature:** Attack.

**Play Method:** Use and discard.

**Benefit:** Undertakers can only use effect 1.



**Details:** "The eldritch flame reaches for you!"  
Useful for big damage for all save the Undertaker character.

## S017, Special, Mist Wolf

**Effect Text:** Immunity: Weapons  
Table in any hex or as a guard.  
Life points: 10, Dodge: 5 or less on 2d6, Bite: 2d6 magic damage.

**Card Type:** Creature.

**Card Nature:** Attack.

**Play Method:** Table until destroyed.

**Benefit:** N/A.



**Details:** "Only Anubis knows the secrets of the wolf." Another creature for the players repertoire, the immunity to weapons is one of the card's best features. Be sure to always remember that the Mist Wolf's bite is magic damage.



# Game Components

## S018, Special, Morning (Mourning) Star

**Effect Text:** "Excellent for poisoning, it is one of a gladiator's favorite weapons."  
3D6+2 Weapon damage.

**Card Type:** Weapon-Med.

**Card Nature:** Attack.

**Play Method:** Use and discard.

**Benefit:** N / A.



**Details:** The bashing potential for this medium weapon simply staggers the mind.

## S019, Special, Phaze

**Effect Text:** This phazes the effect of an action.

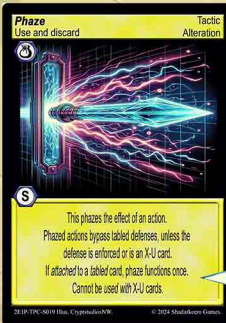
Phazed actions bypass tabled defenses, unless the defense is enforced or is an X-U card. If attached to a tabled card, phaze functions once. Cannot be used with X-U cards.

**Card Type:** Tactic.

**Card Nature:** Alteration.

**Play Method:** Use and discard.

**Benefit:** N / A.



**Details:** Nothing beats passing thru an opponent's tabled defenses. Enforce this card to bypass enforced defenses.

# Game Components

## S020, Special, Prometheus Spheres

**Effect Text:** Choose 1 of the following:

1-Greater Sphere: 4D6 Magic damage. Range: 1 hex.

2-Hunter Sphere: 3D6 Magic damage. Range: Any target in the game.

**Card Type:** Spell-Magic 3rd lvl.

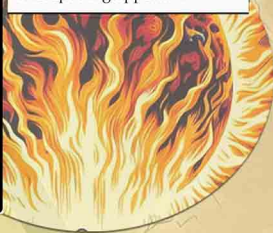
**Card Nature:** Attack.

**Play Method:** Use and discard.

**Benefit:** N/A.



**Details:** A devastating 3rd level magic spell attack at close range, the spheres have been known to wreak havoc on the unsuspecting opponent.



## S021, Special, Range

**Effect Text:** Allows an action to reach any target in the game.

**Card Type:** Tactic.

**Card Nature:** Alteration.

**Play Method:** Use and discard.

**Benefit:** N/A.



**Details:** In all conflicts, the opponent with the best ranged attack prevails. Alter even a simple hit, to surprise the unwary anywhere in the game! Unfortunately, you may not alter the key and use it at range, in case you might be considering such a thing. Perish the thought.



# Game Components

## S022, Special, Restore Health

**Effect Text:** Heal 15 life points.  
May be used on the free action.

**Card Type:** Potion.

**Card Nature:** Defense.

**Play Method:** Use and discard.

**Benefit:** N/A.



**Details:** A heal potion is a wonderful thing to have. Drink this and restore a bit of damage. Useful for any character in the game.



## S023, Special, Resupply

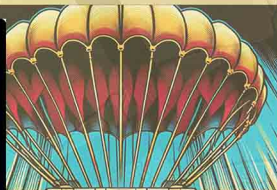
**Effect Text:** Draw 3 cards.

**Card Type:** Tactic.

**Card Nature:** Activity.

**Play Method:** Use and discard.

**Benefit:** N/A.



**Details:** The resupply card may be one of the best cards in the game.

Use it with Enforce, to draw 6 cards and start nearing the hand limit.



# Game Components

## S024, Special, Salvage

**Effect Text:** Look in the user's, or a player's, discard pile and take 1 card. You may later play the card.  
**The user shows the card taken.**  
**Range:** 2 hexes. Discard salvaged card to owner's discard pile.  
**Enforce:** Recover 2 cards or 1 card that cannot be salvaged.

**Card Type:** Tactic.

**Card Nature:** Activity.

**Play Method:** Use and discard.

**Benefit:** N/A.



**Details:** One of the favorite cards here at Shadarkem Games. Salvage not only allows you to look into your own discard pile, but it allows you to ravage another player's discard pile as well. The brutality of this card is as rough as it gets.



## S025, Special, Seekers

**Effect Text:** 2D6 Tech damage. They attack 1 monster plus any number of other players in the game.

**Card Type:** Tech-Med.

**Card Nature:** Attack.

**Play Method:** Use and discard

**Benefit:** N/A.



**Details:** "The robot wasps seek out prey" This wide-reaching medium tech attack is one of the few that hits everyone in the game, and a monster. The damage is significant, coupled with the extended range.



# Game Components

## S026, Special, Smart Missile

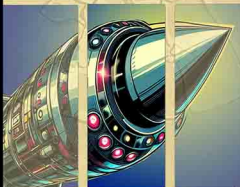
**Effect Text:** Choose 1 of the following:  
1- 4D6 Tech damage. Range: 1 hex.  
2- 3D6 Tech damage to any target in the game.

**Card Type:** Tech-High.

**Card Nature:** Attack.

**Play Method:** Use and discard.

**Benefit:** N / A.



**Details:** One of the most damaging high tech cards at close range.

## S027, Special, Sprint

**Effect Text:** The user may move up to 5 explored hexes, ignoring events, except for the last hex. The user may not sprint into an exit.

**Card Type:** Tactic.

**Card Nature:** Activity.

**Play Method:** Use and discard.

**Benefit:** N / A.



**Details:** Sprinting around the Crypt can't be beat. You may sprint through an exit to another hex, just not end in an exit.

# Game Components

## S028, Special, Steal

**Effect Text:** User steals 1 card from another player's hand or a card the target has tabled.

The user may look at the target's hand first. The user may later play the stolen card.

Discard stolen cards back to the owner's discard pile.

**Card Type:** Tactic.

**Card Nature:** Activity.

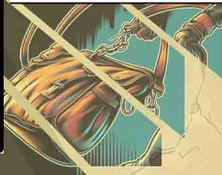
**Play Method:** Use and discard.

**Benefit:** N/A.



**Details:** Just being able to look at another player's hand is bad enough, but who doesn't need an extra card or two during a game?

Stealing is a great way to get what you want, at your opponent's expense!



## S029, Special, War Grizzly

**Effect Text:** "Never ask a grizzly for directions." Table in any hex or as a guard.

Life Points: 10, Dodge: 5 or less on 2d6, Damage: Weapon-claws 2d6. Immune to Magic.

**Card Type:** Creature.

**Card Nature:** Attack.

**Play Method:** Table until destroyed.

**Benefit:** N/A.



**Details:** This creature's immunity can be very important. Keep in mind the creature's attack is weapon damage.





# Game Components

## The Rare Cards

Each is more powerful, with a wider scope of effect.  
This group contains some of the most important cards in the game.

### R001, Rare, Chaos Grip

**Effect Text:** The target player discards 1 card from their Hand and takes 1D6 magic damage.  
Table after 1st use.  
May not be returned to hand.  
Range: 5 hexes.

**Card Type:** Item-Magic.

**Card Nature:** Attack.

**Play Method:** Table.

**Benefit:** N/A.



**Details:** "The Chaos Grip is unleashed." This is one of the magic item attack cards, that is used and then tabled after its first use. It may NOT be returned to your hand.

# Game Components

## R002, Rare, Clairvoyance

**Effect Text:** The user looks through the hexpile and picks 1 hex to attach to another hex anywhere in the game. Cannot be an exit. Shuffle hexpile afterwards.

**Card Type:** Tactic.

**Card Nature:** Activity.

**Play Method:** Use and discard.

**Benefit:** N/A.



**Details:** Control the board. Control the game. This card is a gateway to that control. Remember to shuffle the Hexpile immediately after finding the hex you wish to play in the game.



## R003, Rare, Din

**Effect Text:** Immune to poison and gas.

Table in any hex or as a guard.

Life points: 30.

Dodge: 7 or less on 2d6.

Damage: Hit for 3d6.

**Card Type:** Creature.

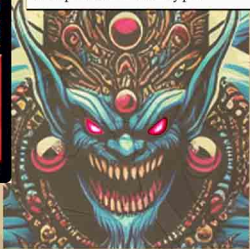
**Card Nature:** Attack.

**Play Method:** Table until destroyed.

**Benefit:** N/A.



**Details:** "Din is ready to face any enemy!" Din is a formidable creature. Stronger and faster than the characters, with a hit that is hard to match. Din is always a welcome companion in the crypt.



# The Crypt Rare Cards

# Game Components

## R004, Rare, Dogs of War

**Effect Text:** 4D6 damage. The dogs attack 1 monster, and any number of players, anywhere in the game.

**Card Type:** Tactic.

**Card Nature:** Attack.

**Play Method:** Use and discard.

**Benefit:** N/A.



**Details:** "Cry Havok, and let slip the dogs of war!" Simple and direct attack, useful on everyone in the crypt.



## R005, Rare, Echo

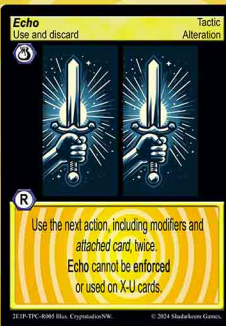
**Effect Text:** Use the next action, including modifiers and attached card, twice. Echo cannot be enforced or used on X-U cards.

**Card Type:** Tactic.

**Card Nature:** Alteration.

**Play Method:** Use and discard.

**Benefit:** N/A.



**Details:** Double the action, double the fun. This counts as the sole alteration for the action; however, the action may be modified and enhanced. Then this entire combination is played out...twice!



# Game Components

## R006, Rare, Erase Item Enchantment

**Effect Text:** Nullifies a magic item/scroll. Nullified items/scrolls are discarded.

**Range:** Any target in the game.  
Does not affect U cards.

**Card Type:** Tactic.

**Card Nature:** Attack/Defense.

**Play Method:** Use and discard.

**Benefit:** N/A.



**Details:** This can be a very effective card to take out an enemy's tabled magical defenses. The fact that you can reach anyone in the game adds to this very powerful card.

**Enforce:** Allows the destruction of 2 magic items, or a U card.



## R007, Rare, Golden Chisel

**Effect Text:** Cut through a wall of an adjacent explored hex and move into the hex. The passage collapses after use. Table upon 1st use.

**Card Type:** Magic item.

**Card Nature:** Activity.

**Play Method:** Table.

**Benefit:** N/A.



**Details:** Another table upon first use that is also magic based and would be subject to Erase Item Enchantment. The ability to move into an EXIT is very useful.



# Game Components

## R008, Rare, Luck

**Effect Text:** Use to control any dice roll or remove another Luck.  
If used to change a roll for the user, Luck attaches to the action that requires the dice roll.  
The user states what the dice should read.  
Range: Any dice roll in the game.  
Use and discard.

**Card Type:** Tactic.

**Card Nature:** Alteration.

**Play Method:** Play any time.

**Benefit:** N/A.



**Details:** The luck card is rather important to the character that wishes to exit easily. The luck card is also rather useful for stopping someone from exiting. Also useful for turning a big damage D6 attack into just a few points, as all the dice show up as 1's; how lucky for you!



## R009, Rare, Phazed Plasma Saber

**Effect Text:** 2D6 Phazed damage.  
Phazed attacks pass through tabled defenses.  
Table after 1st use.

**Card Type:** Item.

**Card Nature:** Attack.

**Play Method:** Table.

**Benefit:** N/A.



**Details:** Ahh, the trusty Phazed Plasma Saber. I remember my first. Nothing is quite like shearing through an opponent's defenses.



# Game Components

## R010, Rare, Precognition

**Effect Text:** The user looks into their deck and draws any 1 card, except the Key. The user must show the card drawn.

With Enforce, the user does not show the card and may draw the Key.

Shuffle and cut deck after use.

**Card Type:** Potion.

**Card Nature:** Activity.

**Play Method:** Use and discard.

**Benefit:** N/A.



**Details:** Any character may use this potion and forge an easy path to escape. With one or two of these cards in your deck, you're well on your way to winning the game. Providing you have the card, Enforce.



## R011, Rare, Redirection

**Effect Text:** Redirect 1 attack to any target in the game. The range remains the same.

**Card Type:** Tactic.

**Card Nature:** Defense.

**Play Method:** Use and discard.

**Benefit:** N/A.



**Details:** Depending upon the attack, or action, this could be a game changer.





# Game Components

## R012, Rare, Restoration Potion

**Effect Text:** Choose 1 of the following:

1- Activity: This revives the user to full life points after death. The potion must be tabled BEFORE death. Only one of these can be tabled at a time per user.

2- Defense: Heal 20 damage.  
May be used on the free action.  
Discard after use.

**Card Type:** Item-Magic.

**Card Nature:** Activity/Defense.

**Play Method:** Multi.

**Benefit:** N/A.



**Details:** Table this magic item to prevent defeat. Play it to heal as needed.

In both instances, discard after use.



## R013, Rare, Thwart

**Effect Text:** Negates the use of a card anywhere in the game!  
If used on a card that is already tabled, Thwart stops that single use.

Does not affect U cards.  
Use and discard.

**Card Type:** Tactic.

**Card Nature:** Modifier.

**Play Method:** Play any time.

**Benefit:** N/A.



**Details:** One of the most powerful cards in the game. Thwart allows a player to disrupt the actions of any player.

Enforce: Allows Thwart to affect U cards.



# Game Components

**R014, Rare,  
Vanguard Advantage**

**Effect Text:** +3 Actions this turn.  
Play on the free action of your turn.  
It is not attached to any card.

**Card Type:** Tactic.

**Card Nature:** Modifier.

**Play Method:** Use and discard.

**Benefit:** N/A.



**Details:** Adding three actions to your turn, for a quad. Gives you the most actions possible in a single turn.



# Game Components

Now we get to the Xtra-rare Cards.  
You can only have three in your deck.  
That alone should be a clue as to how useful they may be.

## X001, Xtra-rare, Amnesia

**Effect Text:** The scroll forces a target to place their hand and all tabled cards back into their deck. Shuffle the deck and draw 3 new cards.

**Card Type:** Scroll-Magic.

**Card Nature:** Attack.

**Play Method:** Use and discard.

**Benefit:** N/A.



**Details:** No matter when this card is played, this magic scroll may have a serious effect on the target. Cards that may not be returned to the deck are discarded.



## X002, Xtra-rare, Anti-magic Armor

**Effect Text:** Stops 15 damage. Wearer is immune to magic. Wearer may use magic. Cannot be worn with any other armor.

**Card Type:** Item.

**Card Nature:** Defense.

**Play Method:** Table until destroyed.

**Benefit:** N/A.



**Details:** An item that everyone can use.

Who doesn't want immunity to magic?





# Game Components

## X003 Xtra-rare, Gna's Greaves

**Effect Text:** The wearer moves on their free action into an explored hex.  
User ignores the event as long as they are not in the hex at the end of their turn.  
Cannot be worn with other greaves.

**Card Type:** Item-Tech.

**Card Nature:** Modifier.

**Play Method:** Table.

**Benefit:** N/A.

### Gna's Greaves

Table

Item-Tech

Modifier



The wearer moves on their free action into an explored hex.

User ignores the event as long as they are not in the hex at the end of their turn.

Cannot be worn with other greaves.

2019-TPC-X003 Hla, CryptidusNW

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**Details:** The ability to move into an explored hex, and not suffer the event; then have a remaining action to say...move out of the hex, is a great advantage.



## X004, Xtra-rare, Quick release

**Effect Text:** Quick Release stores a single action, plus attached cards. Table with the stored cards beneath this card.  
This bundle is used on a future free action and all the cards beneath are played at once.  
A player may only have one quick release tabled.  
Quick release cannot be enforced.

**Card Type:** Tactic.

**Card Nature:** Activity.

**Play Method:** Table.

**Benefit:** N/A.

### Quick Release

Table

Tactic

Activity



Quick Release stores a single action, plus attached cards.

Table with the stored cards beneath this card.

This bundle is used on a future free action

and all the cards beneath are played at once.

A player may only have one quick release tabled.

Quick release cannot be enforced.

2019-TPC-X004 Hla, CryptidusNW

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**Details:** Set up the ultimate combo with this card and release it all on the free action. If the Quick release is removed all attached cards are discarded.  
Locking the quick release, is an good way to protect the entire combination.



# Game Components

## X005, Xtra-rare, Regeneration Cloak

**Effect Text:** The wearer can survive at -5 life points. Regenerate 5 life points on the wearer's free action. May be tabled on the free action. Cannot be worn with other cloaks.

**Card Type:** Item-Tech.

**Card Nature:** Defense.

**Play Method:** Table.

**Benefit:** N/A.



**Details:** "One doesn't always fall, when defeated!"



## X006, Xtra-rare, Ring of Evasion

**Effect Text:** +2 to the wearer's dodge score.

A player may only have 1 of these tabled at a time.

**Card Type:** Item-Magic.

**Card Nature:** Modifier.

**Play Method:** Table.

**Benefit:** N/A.



**Details:** Dodging is a great way to survive.



# Game Components

## X007, Xtra-rare, The Pouch

**Effect Text:** The user may have +5 cards in hand. The user is also immune to hand-reducing effects. A player may only have 1 of these tabled at a time.

**Card Type:** Item.

**Card Nature:** Modifier.

**Play Method:** Table.

**Benefit:** N/A.



**Details:** The pouch is a useful item for any adventurer. Be sure to Lock this card as soon as possible, once in play.



## X008, Xtra-rare, Vanguard Ring

**Effect Text:** Add 2D6 to all damage inflicted by the wearer. A player may only have 1 of these tabled at a time.

**Card Type:** Item-Magic.

**Card Nature:** Modifier.

**Play Method:** Table.

**Benefit:** N/A.



**Details:** A powerful magic item for anyone in the crypt.





# Game Components

## U001, Ultra-rare, Chaos Crystal

**Effect Text:** Stops 4D6 damage.  
Roll for the amount of damage  
stopped each use.  
Treat as a shield.  
May stop phased attacks.  
May be tabled on the free action.  
Cannot be salvaged.

**Card Type:** Item-Magic.

**Card Nature:** Defense.

**Play Method:** Table.

**Benefit:** N/A.



**Details:** A fickle defender, the magic item Chaos Crystal might just save your life...or not!



## U002, Ultra-rare, Gloves of Reach

**Effect Text:** Always allows an  
action to reach any target in the  
game. Cannot be salvaged.

**Card Type:** Item-Magic.

**Card Nature:** Modifier.

**Play Method:** Table.

**Benefit:** N/A.



**Details:** Range is always a  
formidable advantage,  
especially in the Crypt!



# Game Components

## U003, Ultra-rare, Mjolnir

**Effect Text:** 3D6 damage.  
**Range:** Any target in the game.  
Cannot be salvaged.

**Card Type:** Item.

**Card Nature:** Attack.

**Play Method:** Use; return to hand.

**Benefit:** N/A.



**Details:** Let the wrath of the God of Thunder take its toll!

One of the first “action-pieces” created before the turn of the century. Mjolnir is a great card for bashing one’s adversaries.



## U004, Ultra-rare, Ring of Velocity

**Effect Text:** +1 Action a turn always.  
Cannot be salvaged.

**Card Type:** Item-Magic.

**Card Nature:** Modifier.

**Play Method:** Table.

**Benefit:** N/A.



**Details:** Movement allows one to control the battle.

