



**SPELLMANCER**

Deck Limits: 50 max-25 min. Rarity Limits: 1-U, 3-X, 7-R, 13-S.

| WEAPONS | SPELLS | TECH  |
|---------|--------|-------|
| Hvy     | 3rd ✓  | High  |
| Med     | 2nd ✓  | Med   |
| Lt ✓    | 1st ✓  | Low ✓ |

Special ability: Teleport to any hex except an exit once a game.  
May be used as a defense.

Life Points: 25. Dodge 2D6: 6 or lower. Hit: 1D6 damage.

**Order of a Player's turn:**

- 1- Draw one card from your deck.
- 2- Free Action(s). Play as many of these cards as you want.
- 3- Action(s). Do one of: Move, Hit, Play a card(s).  
     Use a special ability. Use a tabled card. Return a  
     tabled card to hand. Pick up a key. Use a Hex event.  
     Exit, or None.
- 4- Discard.

**Defense Turn:** Defend with a card or Dodge with the dice.

2E1P-SPM01 illus. DAMKAT

© 2024 Shadarkeem Games.

| WEAPONS | SPELLS | TECH  |
|---------|--------|-------|
| Hvy     | 3rd ✓  | High  |
| Med     | 2nd ✓  | Med   |
| Lt ✓    | 1st ✓  | Low ✓ |

Life Points: 25. Dodge 2D6: 6 or lower. Hit: 1D6 damage.

### Order of a Player's turn:

- 1- **Draw** one card from your deck.
  - 2- **Free Action(s).** Play as many of these cards as you want.
  - 3- **Action(s).** Do one of: Move, Hit, Play a card(s), Use a special ability, Use a tabled card, Return a tabled card to hand, Pick up a key, Use a Hex event, Exit, or None.
  - 4- **Discard.**
- Defense Turn:** Defend with a card or Dodge with the dice.

**Defense Turn:** Defend with a card or Dodge with the dice.

2E1P-SPM01 Illus. DAMKAT

© 2024 Shadarkeem Games.

**Show this card when attempting to EXIT.**  
Roll doubles to win!

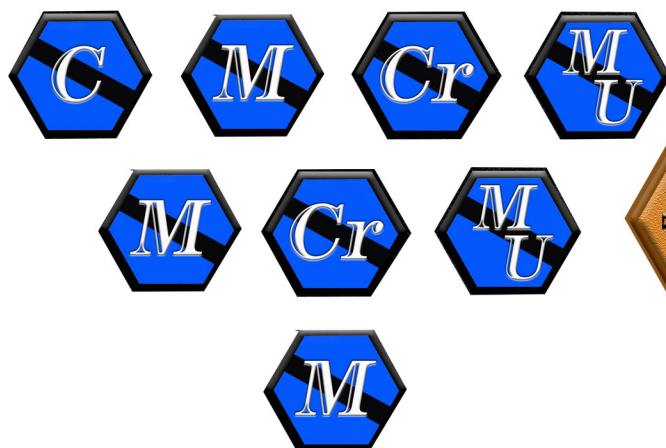
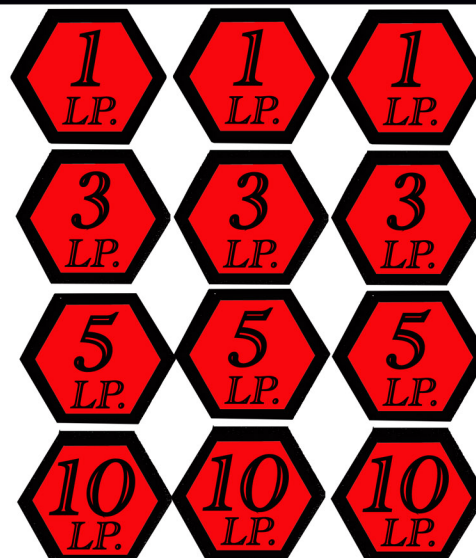


**THE KEY**  
Use, return

Item  
Activity

2E1P-H016 *Illus. DAMKAT* © 2024 Shadarkeem Games.

# EXIT



## Crypt Of Friendship

2E1P-H008 *Illus. DAMKAT* © 2024 Shadarkeem Games

**Give the player on the right the key from your deck or hand, then move into the recipient's hex.**

Hex owner: Ignore the event.





C

### Crypt Of Demons

2E1P-H006 Illus. DAMKAT © 2024 Shadarkeem Games.

Draw 1 card.

The Blue Demon appears!

Life Points: 20, Dodge: 5

Whip: 2D6 Wpn. dmg, Range: 1 hex.

Spellmancers: Ignore the demon.



S

### Shrine Of Mirrors

2E1P-H023 Illus. DAMKAT © 2024 Shadarkeem Games.

**No weapons work in  
this hex.**

Spellmancers: +1 action.



S

### Crypt Of Health

2E1P-H011 Illus. DAMKAT © 2024 Shadarkeem Games.

Your characters, military units,  
and creatures are all  
healed to full life points.



R

### Chamber Of Traps

2E1P-H003 Illus. DAMKAT © 2024 Shadarkeem Games.

Draw 1 card & roll 1D6 for the type of trap:

1-2 Spell: 2D6 Magic dmg.

3-4 Laser: 2D6 Tech dmg.

5-6 Spear: 2D6 Weapon dmg.

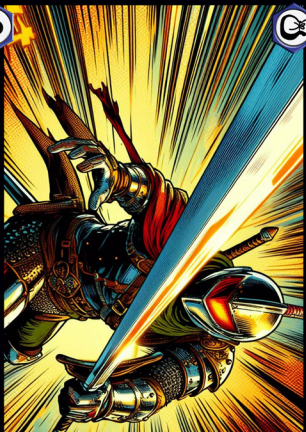
Hex owner: Ignore the traps.



**Advantage**

Use and discard

Tactic  
Modifier



**+1 Action this turn.**  
Must be played on the free action.

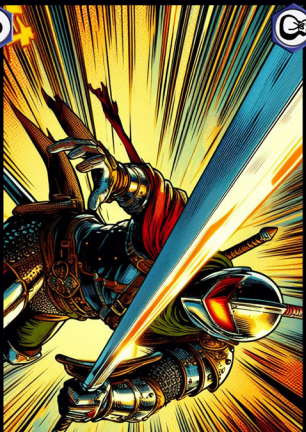
2E1P-TPC-C001 Illus. CrystallusNW.

© 2024 Shadarkcen Games.

**Advantage**

Use and discard

Tactic  
Modifier



**+1 Action this turn.**  
Must be played on the free action.

2E1P-TPC-C001 Illus. CrystallusNW.

© 2024 Shadarkcen Games.

**Heal**

Use and discard

Tactic  
Defense



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

2E1P-TPC-C024 Illus. CrystallusNW.

© 2024 Shadarkcen Games.

**Crimson Guards**

Table until destroyed

Military Unit  
Defense



*"The ancient guardians of the Crypt  
stand ready to defend you."*  
Only tabled as a defense.

Table in any hex or as a guard.

**LP: 15 DG: 5 DMG: 1 Weapon/LP**

2E1P-TPC-C013 Illus. CrystallusNW.

© 2024 Shadarkcen Games.

**Evasion**

Use and discard

Tactic  
Defense enhancement



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

2E1P-TPC-C018 Illus. CrystallusNW.

© 2024 Shadarkcen Games.

**Block**

Use and discard

Tactic  
Defense



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

2E1P-TPC-C005 Illus. CrystallusNW.

© 2024 Shadarkcen Games.



### Hex Protection

Tactic  
Defense



Protects the user from  
hex events.  
Discard when leaving hex.

2E1P-TPC-C025 Illus. CrystallinosNW.

© 2024 Shindaken Games.

### Counter Attack

Tactic  
Defense



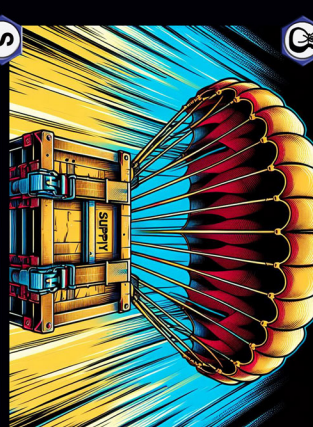
Evoke the attack  
and then attack back.  
Does not affect U cards.

2E1P-TPC-SM6 Illus. CrystallinosNW.

© 2024 Shindaken Games.

### Resupply

Tactic  
Activity



Draw 3 cards.

2E1P-TPC-S023 Illus. CrystallinosNW.

© 2024 Shindaken Games.

### Heal

Tactic  
Defense



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

2E1P-TPC-C024 Illus. CrystallinosNW.

© 2024 Shindaken Games.

### Berserker Rage

Tactic  
Modifier



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

2E1P-TPC-S001 Illus. CrystallinosNW.

© 2024 Shindaken Games.

### Enforce

Tactic  
Modifier



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.

2E1P-TPC-S012 Illus. CrystallinosNW.

© 2024 Shindaken Games.

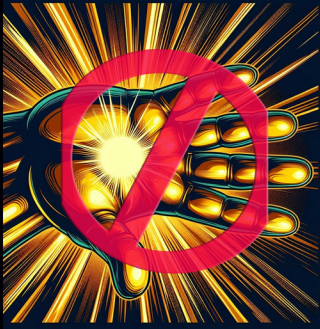


Thwart

Play any time

Tactic Modifier

R



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.

2E1P-TPC-R013 Illus. CryptodustNW.

© 2024 Shindaken Games.

Magnificent Defender

Table until destroyed

Spell-Magic: 2nd lvl.  
Defense

M



**Stops 15 damage.**  
Stops 20 damage for a Spellmancer.  
A player may only have 1 of these  
tabled at a time.

2E1P-TPC-C037 Illus. CryptodustNW.

© 2024 Shindaken Games.

The Dune Warlocks

Table until destroyed

Military Unit  
Attack

S



**"The sands are filled with power!"**  
Phazed dng bypasses tabled defenses.  
Table in any hex or as a guard.  
LP: 10 DG: 5 DMG: 1 Phazed/LP

2E1P-TPC-S011 Illus. CryptodustNW.

© 2024 Shindaken Games.

Luck

Play any time

Tactic Alteration

R



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.

2E1P-TPC-R008 Illus. CryptodustNW.

© 2024 Shindaken Games.

Helm

Table until destroyed

Weapon-Lvl.  
Defense

C



**Stops 5 damage  
except gas/poison.**  
Stops 10 points for the Engineer or Warlord.  
The user may only have 1 of these tabled.

2E1P-TPC-C023 Illus. CryptodustNW.

© 2024 Shindaken Games.

Codex Warp

Use and discard

Spell-Magic: 1st lvl  
Activity/Defense

S



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

2E1P-TPC-S005 Illus. CryptodustNW.

© 2024 Shindaken Games.



**Burning Spear**

Spell-Magic: 1st IV.  
Attack



**1D6 Magic damage.**

Range: 1 hex.  
Spellmancers: 1D6+5.

2E1P-TPC-C008 Illus. Crypt StudiosNW.

© 2024 Shadokken Games.

**Prometheus Touch**

Spell-Magic: 2nd IV.  
Attack



*"The fiery grasp is drenched with magical might."*

**2D6+2 Magic damage.**

2E1P-TPC-C043 Illus. Crypt StudiosNW.

© 2024 Shadokken Games.

**Damage Transformation**

Scroll  
Defense



**The damage inflicted heals the user.**

A player cannot go above their maximum life points.  
This does not heal agents.

2E1P-TPC-S009 Illus. Crypt StudiosNW.

© 2024 Shadokken Games.

**Binding**

Spell-Magic: 3rd IV.  
Attack



**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.

2E1P-TPC-C003 Illus. Crypt StudiosNW.

© 2024 Shadokken Games.

**Mirror**

Spell-Magic: 3rd IV.  
Defense



**Reflects 1 MAGIC attack to a target.**  
The range remains the same.  
Does not affect phazed actions  
or X-U cards.

2E1P-TPC-C038 Illus. Crypt StudiosNW.

© 2024 Shadokken Games.

**Restore Health**

Potion  
Defense



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

2E1P-TPC-S022 Illus. Crypt StudiosNW.

© 2024 Shadokken Games.