



2 Stone



Deal 2 damage to target creature or player.

Item-Rock

2 Stone



Deal 2 damage to target creature or player.

Item-Rock

4 Stone Wall

1 Card



Prevent the next damage that would be dealt to you and/or creatures you control.

Spell-Conjuration

4 Stone Wall

1 Card



Prevent the next damage that would be dealt to you and/or creatures you control.

Spell-Conjuration

4 Stone Wall

1 Card



Prevent the next damage that would be dealt to you and/or creatures you control.

Spell-Conjuration

4 Stone Wall

1 Card



Prevent the next damage that would be dealt to you and/or creatures you control.

Spell-Conjuration

5 Stone Golemn

1 Card



Last Breath: Add a non-creature card with "Stone" in the name from your discard to your hand.
(Last Breath: Activate when destroyed by battle or card effect.)

4 Golemn **5**

5 Stone Golemn

1 Card



Last Breath: Add a non-creature card with "Stone" in the name from your discard to your hand.
(Last Breath: Activate when destroyed by battle or card effect.)

4 Golemn **5**

5 Stone Golemn

1 Card



Last Breath: Add a non-creature card with "Stone" in the name from your discard to your hand.
(Last Breath: Activate when destroyed by battle or card effect.)

4 Golemn **5**

5 Stone Golemn

1 Card



Last Breath: Add a non-creature card with "Stone" in the name from your discard to your hand.
(Last Breath: Activate when destroyed by battle or card effect.)

4 Golemn **5**

3 Shield Goblin



Goblin Protector
(Protector: Must be Attacked before other targets on your side of the field including you. Only Protects certain things if specified.)

"???????"-Sheild Goblin

1 Goblin **5**

3 Shield Goblin



Goblin Protector
(Protector: Must be Attacked before other targets on your side of the field including you. Only Protects certain things if specified.)

"???????"-Sheild Goblin

1 Goblin **5**

3 Shield Goblin



Goblin Protector
(Protector: Must be Attacked before other targets on your side of the field including you. Only Protects certain things if specified.)

"???????"-Sheild Goblin

1 Goblin **5**

3 Shield Goblin



Goblin Protector
(Protector: Must be Attacked before other targets on your side of the field including you. Only Protects certain things if specified.)

"???????"-Sheild Goblin

1 Goblin **5**

1 Scared Goblin



When this card takes damage search your Deck for a Goblin creature, reveal it, then add it to your hand. Then Shuffle deck.

"(Loud Screaming)"-Scared Goblin

1 Goblin **1**

1 Scared Goblin



When this card takes damage search your Deck for a Goblin creature, reveal it, then add it to your hand. Then Shuffle deck.

"(Loud Screaming)"-Scared Goblin

1 Goblin **1**

1 Scared Goblin



When this card takes damage search your Deck for a Goblin creature, reveal it, then add it to your hand. Then Shuffle deck.

"(Loud Screaming)"-Scared Goblin

1 Goblin **1**

1 Scared Goblin



When this card takes damage search your Deck for a Goblin creature, reveal it, then add it to your hand. Then Shuffle deck.

"(Loud Screaming)"-Scared Goblin

1 Goblin **1**

4 Rogue Goblin

1 Card



Hidden
(Hidden: Opponent's can not choose this card for attacks, spells, items or card abilities.)
Fast Hand
(Fast Hand: In combat this card deals damage first when attacking.)

"???????"-Rogue Goblin

5 Goblin **2**

4 Rogue Goblin

1 Card



Hidden
(Hidden: Opponent's can not choose this card for attacks, spells, items or card abilities.)
Fast Hand
(Fast Hand: In combat this card deals damage first when attacking.)

"???????"-Rogue Goblin

5 Goblin **2**

4 Rogue Goblin

1 Card



Hidden
(Hidden: Opponent's can not choose this card for attacks, spells, items or card abilities.)
Fast Hand
(Fast Hand: In combat this card deals damage first when attacking.)

"???????"-Rogue Goblin

5 Goblin **2**

4 Rogue Goblin

1 Card



Hidden
(Hidden: Opponent's can not choose this card for attacks, spells, items or card abilities.)
Fast Hand
(Fast Hand: In combat this card deals damage first when attacking.)

"???????"-Rogue Goblin

5 Goblin **2**

6 Reassembling Armor

12 Ronum



Reduce damage taken by 1.

Armor-Plate **35**

3 Mineral Golemn



Material: This card counts as having 5 Ronum.
(Material: Takes effect when being used to play cards from the Forge Deck.)

3 Golemn **3**

3 Mineral Golemn



Material: This card counts as having 5 Ronum.
(Material: Takes effect when being used to play cards from the Forge Deck.)

3 Golemn **3**

3 Mineral Golemn



Material: This card counts as having 5 Ronum.
(Material: Takes effect when being used to play cards from the Forge Deck.)

3 Golemn **3**

3 Mineral Golemn



Material: This card counts as having 5 Ronum.
(Material: Takes effect when being used to play cards from the Forge Deck.)

3 Golemn **3**

2

Iron Pickaxe

4 Ronum

Skill: Put a monster from your deck to your Material zone. Then shuffle your deck.
(Skill: During your Main Quest Phase you can turn this card Off Guard to resolve the effect.)

2

Weapon-Pickaxe

3

Healing Band

6 Ronum

Skill: Pay 2 cards to heal 4.
(Skill: During your Main Quest Phase you can turn this card Off Guard to resolve the effect.)

Accessory-Band

7

Great Treant

2 Cards

"Even the trees walk here!" -????

7

Treant

7

7

Great Treant

2 Cards

"Even the trees walk here!" -????

7

Treant

7

7

Great Treant

2 Cards

"Even the trees walk here!" -????

7

Treant

7

7

Great Treant

2 Cards

"Even the trees walk here!" -????

7

Treant

7

2

Fractured Golemn

(This card can not start in your deck and is removed from the game completely when removed from the feild.)

2

Golemn

3

2

Fractured Golemn

(This card can not start in your deck and is removed from the game completely when removed from the feild.)

2

Golemn

3

6

Earthquake

2 Cards

All creatures and players take 2 damage. Then all creatures and players become Off Guard.
You and creatures you control become uneffected if an additional 2 cards are used to cast this card.

Spell-Destruction

6

Earthquake

2

Cards



All creatures and players take 2 damage. Then all creatures and players become Off Guard.

You and creatures you control become uneffected if an additional 2 cards are used to cast this card.

Spell-Destruction

1

Dwarf Miner



Welcome: Put the top card of your deck into the material zone.

(Welcome: Activate when the card enters the battlefield.)

1

Dwarf

2

1

Dwarf Miner



Welcome: Put the top card of your deck into the material zone.

(Welcome: Activate when the card enters the battlefield.)

1

Dwarf

2

1

Dwarf Miner



Welcome: Put the top card of your deck into the material zone.

(Welcome: Activate when the card enters the battlefield.)

1

Dwarf

2

1

Dwarf Miner



Welcome: Put the top card of your deck into the material zone.

(Welcome: Activate when the card enters the battlefield.)

1

Dwarf

2

2

Archer Goblin



Skill: Deal 1 damage to a target.

(Skill: During your Main Quest Phase you can turn this card Off Guard to resolve the effect.)

“?????”-Archer Goblin

2

Goblin

2

2

Archer Goblin



Skill: Deal 1 damage to a target.

(Skill: During your Main Quest Phase you can turn this card Off Guard to resolve the effect.)

“?????”-Archer Goblin

2

Goblin

2

2

Archer Goblin



Skill: Deal 1 damage to a target.

(Skill: During your Main Quest Phase you can turn this card Off Guard to resolve the effect.)

“?????”-Archer Goblin

2

Goblin

2

2

Archer Goblin



Skill: Deal 1 damage to a target.

(Skill: During your Main Quest Phase you can turn this card Off Guard to resolve the effect.)

“?????”-Archer Goblin

2

Goblin

2

6

Boulder Golemn

2 Cards

Last Breath: Summon 2 Fractured Golemn tokens that are Earth, 2 Ronum, 2 attack and 3 health.
 (Last Breath: Activate when destroyed by battle or card effect.)

4

Golemn

6

6

Boulder Golemn

2 Cards

Last Breath: Summon 2 Fractured Golemn tokens that are Earth, 2 Ronum, 2 attack and 3 health.
 (Last Breath: Activate when destroyed by battle or card effect.)

4

Golemn

6

6

Boulder Golemn

2 Cards

Last Breath: Summon 2 Fractured Golemn tokens that are Earth, 2 Ronum, 2 attack and 3 health.
 (Last Breath: Activate when destroyed by battle or card effect.)

4

Golemn

6

6

Boulder Golemn

2 Cards

Last Breath: Summon 2 Fractured Golemn tokens that are Earth, 2 Ronum, 2 attack and 3 health.
 (Last Breath: Activate when destroyed by battle or card effect.)

4

Golemn

6

4

False Ground

1 Card

Can only be activated when an opponent summons a creature with 3 or less Ronum.
 Destroy that creature.

Item-Trap

4

False Ground

1 Card

Can only be activated when an opponent summons a creature with 3 or less Ronum.
 Destroy that creature.

Item-Trap

4

False Ground

1 Card

Can only be activated when an opponent summons a creature with 3 or less Ronum.
 Destroy that creature.

Item-Trap

3

Discover

Add a creature with 3 or less Ronum from your deck to your hand. Then shuffle your deck.

 "Found ya!"-

Spell-Locational

3

Discover

Add a creature with 3 or less Ronum from your deck to your hand. Then shuffle your deck.

 "Found ya!"-

Spell-Locational

3 Discover



Add a creature with 3 or less Ronum from your deck to your hand. Then shuffle your deck.

"Found ya!"

Spell-Locational

3 Discover




Add a creature with 3 or less Ronum from your deck to your hand. Then shuffle your deck.

"Found ya!"

Spell-Locational

4 Good Sword

8 Ronum



"That's a decently good sword."

3 Weapon-Sword

4 Good Armor

8 Ronum




"That's a decently good armor."

Armor-Chainmail

30

7 Better Sword

14 Ronum



"That's better than the other sword."

5 Weapon-Sword

7 Better Armor

14 Ronum



"That's better than the other armor."

Armor-Plate

40

⊕ Basic Uniform

Starting Gear




"That will do for now."

Armor-Cloth

20

⊕ Training Sword

Starting Gear



"Cheap but solid."

1 Weapon-Sword