

A card titled "Basic Uniform" with a starting gear icon. It features a pixelated illustration of a brown tunic and pants. A torn paper effect contains the text "That will do for now." The card is framed by a dark, textured border with gold accents. The bottom right corner has a gold shield icon with the number 20.

A card titled "Good Sword" with a cost of 4 and 8 Ronum. It features an illustration of a sword and a quote: "That's a decently good sword." The card is numbered 3 in a red hexagon and labeled "Weapon-Sword".

A card titled "Training Sword" with a starting gear icon. The card features an illustration of a sword with a brown hilt and a silver blade. Below the illustration is a torn piece of parchment with the text "Cheap but solid." The card is numbered "1" in a red hexagon and is categorized as "Weapon-Sword".

6

Up and Away

2

Cards



Return a creature back to its owners hand.

"Wow that bear went way up there!"

Spell-Wind

6

Up and Away

2

Cards



Return a creature back to its owners hand.

"Wow that bear went way up there!"

Spell-Wind

6

Up and Away

2

Cards



Return a creature back to its owners hand.

"Wow that bear went way up there!"

Spell-Wind

2

Switch



Return one creature you control back to it's owners hand. Then summon a creature of the same Ronum value. If the creature that was returned was the target of an attack, spell, item or ability. The new creature is the new target.

Spell-Location

2

Switch



Return one creature you control back to it's owners hand. Then summon a creature of the same Ronum value. If the creature that was returned was the target of an attack, spell, item or ability. The new creature is the new target.

Spell-Location

2

Switch



Return one creature you control back to it's owners hand. Then summon a creature of the same Ronum value. If the creature that was returned was the target of an attack, spell, item or ability. The new creature is the new target.

Spell-Location

6

Swift Foot

2

Cards



Fast Hand
 (Fast Hand: In combat this card deals damage first when attacking.)
 During combat with this card. Flip a coin and call heads/tails or roll a dice and call even/odds. If this cards controler wins, combat damage to this card is reduced to 0.

7

Beast

3

6

Swift Foot

2

Cards



Fast Hand
 (Fast Hand: In combat this card deals damage first when attacking.)
 During combat with this card. Flip a coin and call heads/tails or roll a dice and call even/odds. If this cards controler wins, combat damage to this card is reduced to 0.

7

Beast

3

6

Swift Foot

2

Cards



Fast Hand
 (Fast Hand: In combat this card deals damage first when attacking.)
 During combat with this card. Flip a coin and call heads/tails or roll a dice and call even/odds. If this cards controler wins, combat damage to this card is reduced to 0.

7

Beast

3

6 Swift Foot

2 Ronum



Fast Hand
 (Fast Hand: In combat this card deals damage first when attacking.)
 During combat with this card. Flip a coin and call heads/tails or roll a dice and call even/odds. If this cards controler wins, combat damage to this card is reduced to 0.

7 Beast **3**

3 Swift Dagger

6 Ronum



Off Hand
 (Off Hand: Ignoring the rule of only having one equipment type. You may equip a second equipment with Off Hand. Weapons attack at the same time.)
 If you have 2 Swift Dagger equiped gain Fast Hand.
 (Fast Hand: In combat this card deals damage first when attacking.)

2 Weapon-Dagger **2**

3 Swift Dagger

6 Ronum



Off Hand
 (Off Hand: Ignoring the rule of only having one equipment type. You may equip a second equipment with Off Hand. Weapons attack at the same time.)
 If you have 2 Swift Dagger equiped gain Fast Hand.
 (Fast Hand: In combat this card deals damage first when attacking.)

2 Weapon-Dagger **2**

6 Swift Cloth

12 Ronum



During combat with this card. Flip a coin and call heads/tails or roll a dice and call even/odds. If this cards controler wins, combat damage to this card is reduced to 0.

Armor-Cloak **30**

1 Spring Stepper



When this card goes from Offguard to Onguard. You may put it back in your hand.

1 Beast **1**

1 Spring Stepper



When this card goes from Offguard to Onguard. You may put it back in your hand.

1 Beast **1**

1 Spring Stepper



When this card goes from Offguard to Onguard. You may put it back in your hand.

1 Beast **1**

3 Quick Eye



Give a creature Reflex.
 (Reflex: In combat this card deals damage first when getting attacked.)

Spell-Enhance

3 Quick Eye



Give a creature Reflex.
 (Reflex: In combat this card deals damage first when getting attacked.)

Spell-Enhance

3 Quick Eye



Give a creature Reflex.
(Reflex: In combat this card deals damage first when getting attacked.)

Spell-Enhance

3 Quick Eye



Give a creature Reflex.
(Reflex: In combat this card deals damage first when getting attacked.)

Spell-Enhance

3 Harpie



Fast Hand
(Fast Hand: In combat this card deals damage first when attacking.)

2 Bird 3

3 Harpie



Fast Hand
(Fast Hand: In combat this card deals damage first when attacking.)

2 Bird 3

3 Harpie



Fast Hand
(Fast Hand: In combat this card deals damage first when attacking.)

2 Bird 3

3 Harpie



Fast Hand
(Fast Hand: In combat this card deals damage first when attacking.)

2 Bird 3

1 Dandemouse



Last Breath: Summon 1 Dandetoken to targets opponents field. Dandetoken has 0 Ronum, 0 Attack, 1 Health, Plant Type with the ability "This card can not attack." (Last Breath: Activate when destroyed by battle or card effect.)

1 Plant 1

1 Dandemouse



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1

Plant

1

3

Dandecatcher

If a Dandetoken is ment to be summoned, you may draw 1 card instead.

Item-Trap

3

Dandecatcher

If a Dandetoken is ment to be summoned, you may draw 1 card instead.

Item-Trap

3

Gryphen

"A hefty bird."

3

Bird

3

3

Gryphen

"A hefty bird."

3

Bird

3

3

Gryphen

"A hefty bird."

3

Bird

3

2

Goat

Slayer: Target opponent sends the top card of their deck to the graveyard.
(Slayer:If this card sends a creature to the graveyard by battle then activate this creatures effect.)

3

Goat

2

2

Goat

Slayer: Target opponent sends the top card of their deck to the graveyard.
(Slayer:If this card sends a creature to the graveyard by battle then activate this creatures effect.)

3

Goat

2

2

Goat

Slayer: Target opponent sends the top card of their deck to the graveyard.
(Slayer:If this card sends a creature to the graveyard by battle then activate this creatures effect.)

3

Goat

2

2 Goat



Slayer: Target opponent sends the top card of their deck to the graveyard.
(Slayer: If this card sends a creature to the graveyard by battle then activate this creature's effect.)

3 Goat **2**

2 Cliff Dropper



Hidden (Hidden: Opponent's can not choose this card for attacks, spells, items or card abilities.)

2 Elemental **2**

2 Cliff Dropper



Hidden (Hidden: Opponent's can not choose this card for attacks, spells, items or card abilities.)

2 Elemental **2**

2 Cliff Dropper



Hidden (Hidden: Opponent's can not choose this card for attacks, spells, items or card abilities.)

2 Elemental **2**

2 Cliff Dropper



Hidden (Hidden: Opponent's can not choose this card for attacks, spells, items or card abilities.)

2 Elemental **2**

3 Bounce Band



6 Ronum

Skill: Send 1 card from the material zone to the graveyard. Then return one creature you control back to its owner's hand.
(Skill: During your Main Quest Phase you can turn this card Off Guard to resolve the effect.)

Accessory-Band

7 Giant Hawk



2 Card

Flight
(Flight: Is uneffect by Protector unless the Protector has flight.)
Welcome: Return 2 cards that are not equipment to their owner's hands.
(Welcome: Activate when the card enters the battlefield.)

5 Bird **4**

7 Giant Hawk



2 Card

Flight
(Flight: Is uneffect by Protector unless the Protector has flight.)
Welcome: Return 2 cards that are not equipment to their owner's hands.
(Welcome: Activate when the card enters the battlefield.)

5 Bird **4**

7 Giant Hawk



2 Card

Flight
(Flight: Is uneffect by Protector unless the Protector has flight.)
Welcome: Return 2 cards that are not equipment to their owner's hands.
(Welcome: Activate when the card enters the battlefield.)

5 Bird **4**

7 Giant Hawk

2 Card



Flight
(Flight: Is uneffect by Protector unless the Protector has flight.)
Welcome: Return 2 cards that are not equipment to their owners hands.
(Welcome: Activate when the card enters the battlefield.)

5 Bird 4

1 Dragonling



Flight (Flight: Is uneffect by Protector unless the Protector has flight.)

2 Dragon 1

1 Dragonling



Flight (Flight: Is uneffect by Protector unless the Protector has flight.)

2 Dragon 1

1 Dragonling



Flight (Flight: Is uneffect by Protector unless the Protector has flight.)

2 Dragon 1

1 Dragonling



Flight (Flight: Is uneffect by Protector unless the Protector has flight.)

2 Dragon 1

Dandetoken



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

Plant 1

Dandetoken



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

Plant 1

4 Dandex

1 Card



When this card attacks or is attacked. Summon 1 Dandetoken to target opponents field. Dandetoken has 0 Ronum, 0 Attack, 1 Health, Plant Type with the ability "This card can not attack."

3 Beast 4

4 Dandex

1 Card



When this card attacks or is attacked. Summon 1 Dandetoken to target opponents field. Dandetoken has 0 Ronum, 0 Attack, 1 Health, Plant Type with the ability "This card can not attack."

3 Beast 4

4

Dandeox

1 Card

When this card attacks or is attacked. Summon 1 Dandetoken to target opponents field. Dandetoken has 0 Ronum, 0 Attack, 1 Health, Plant Type with the ability "This card can not attack."

3

Beast

4

4

Dandeox

1 Card

When this card attacks or is attacked. Summon 1 Dandetoken to target opponents field. Dandetoken has 0 Ronum, 0 Attack, 1 Health, Plant Type with the ability "This card can not attack."

3

Beast

4

4

Blown Off Path

1 Card

When your opponent goes to summon a creature from the hand. Prevent the summon of that creature and send it to the Graveyard.

Spell-Wind

4

Blown Off Path

1 Card

When your opponent goes to summon a creature from the hand. Prevent the summon of that creature and send it to the Graveyard.

Spell-Wind

4

Blown Off Path

1 Card

When your opponent goes to summon a creature from the hand. Prevent the summon of that creature and send it to the Graveyard.

Spell-Wind

4

Blown Off Path

1 Card

When your opponent goes to summon a creature from the hand. Prevent the summon of that creature and send it to the Graveyard.

Spell-Wind

1

Bird's Nest

Take 1 Bird type creature out of your deck and show your oppnts. Shuffle your deck then place the card you took out on top of your deck.

Item-Egg

1

Bird's Nest

Take 1 Bird type creature out of your deck and show your oppnts. Shuffle your deck then place the card you took out on top of your deck.

Item-Egg

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Bird's Nest

Take 1 Bird type creature out of your deck and show your oppnts. Shuffle your deck then place the card you took out on top of your deck.

Item-Egg