

5

Wyvern

1

Card



Spellproof
(Spell Proof: Unaffected by all spells while on the feild.)

5

Dragon

4

5

Wyvern

1

Card



Spellproof
(Spell Proof: Unaffected by all spells while on the feild.)

5

Dragon

4

5

Wyvern

1

Card



Spellproof
(Spell Proof: Unaffected by all spells while on the feild.)

5

Dragon

4

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 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

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

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

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 creatures effect.)

3 Goat 2

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

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

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

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

0

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.)

0

Plant

1

0

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.)

0

Plant

1

0

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.)

0

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 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 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 oppents. 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 oppents. 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 oppents. Shuffle your deck then place the card you took out on top of your deck.

Item-Egg

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.)

Plant

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.)

Plant

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.)

Plant

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.)

Plant

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 Bounce Band



6 Ronum

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

Accessory-Band

2 Cliff Dropper



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

Elemental

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

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."

30

Armor-Chainmail

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."

40

Armor-Plate

⊕

Basic Uniform

Starting Gear

"That will do for now."

20

Armor-Cloth

⊕

Training Sword

Starting Gear

"Cheap but solid."

1

Weapon-Sword