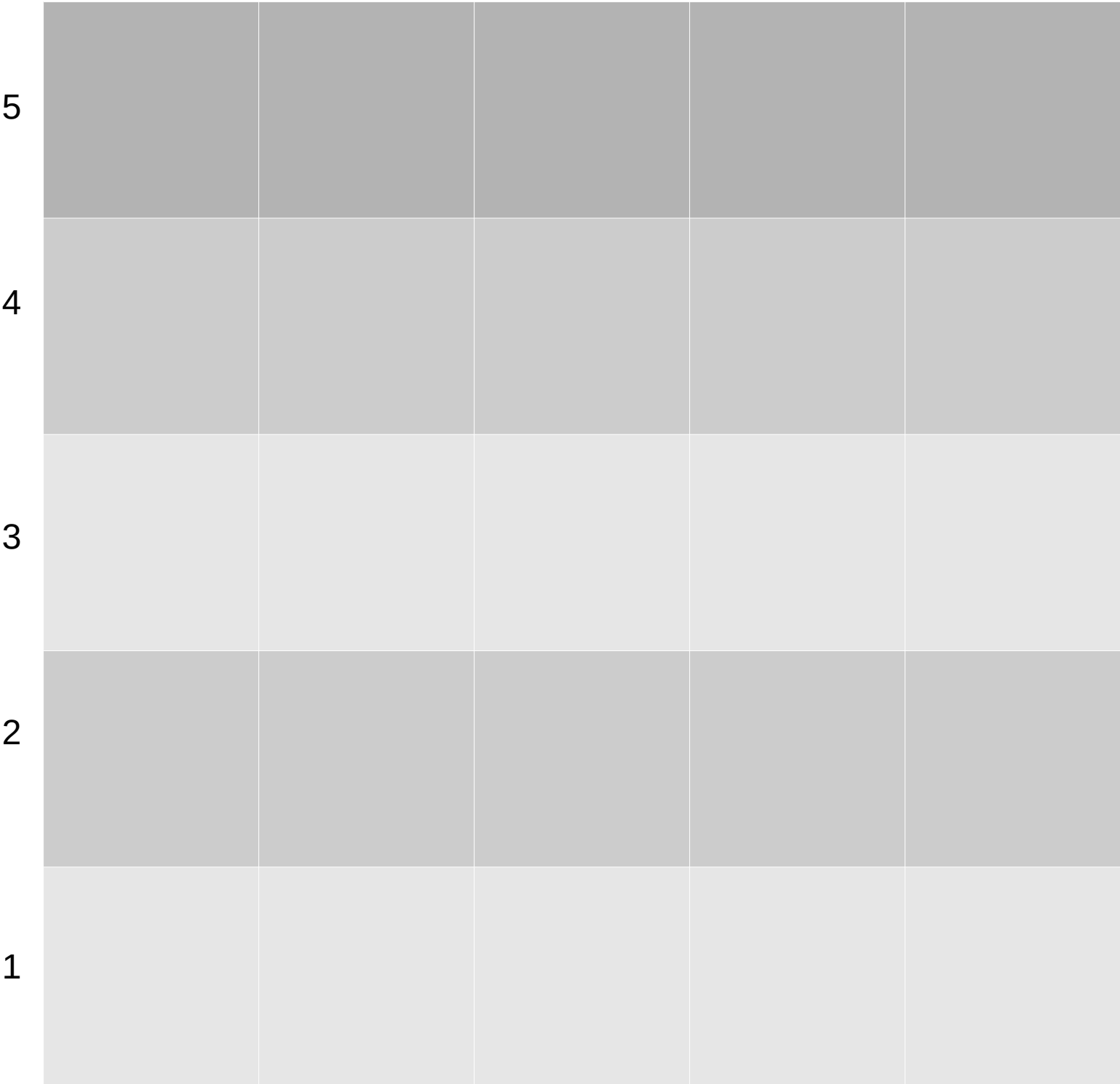


Enemy Side



a

b

c

d

e

Player Side

D4

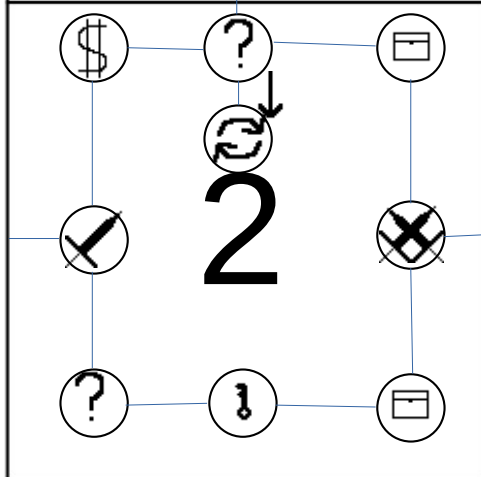
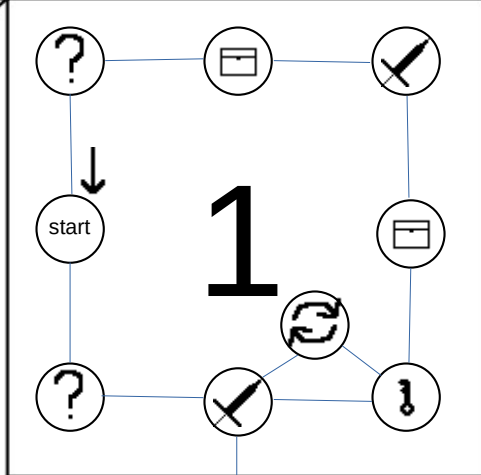
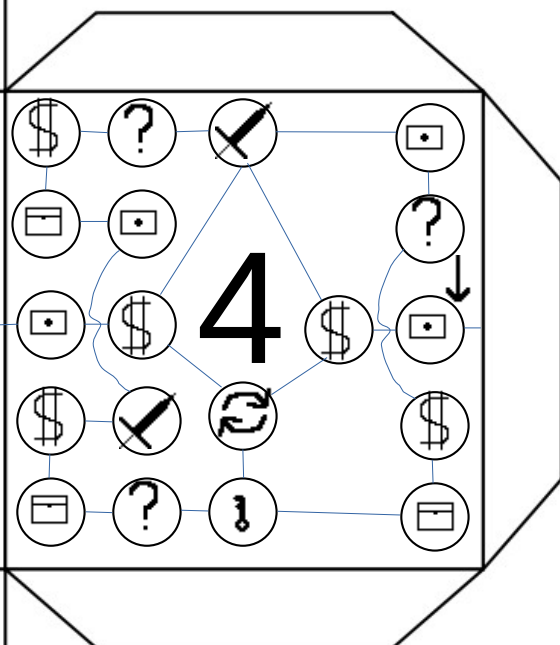
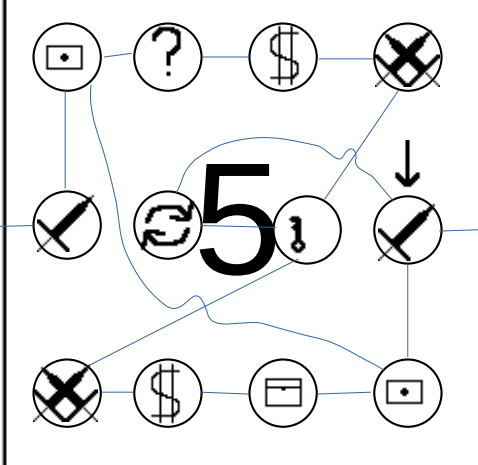
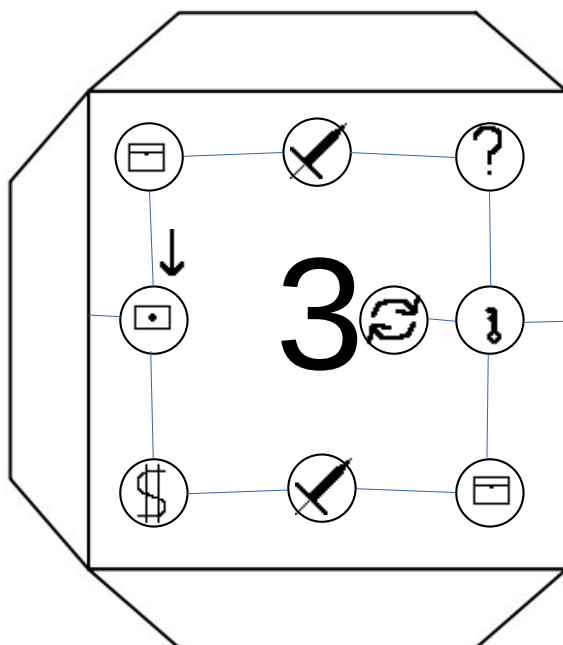
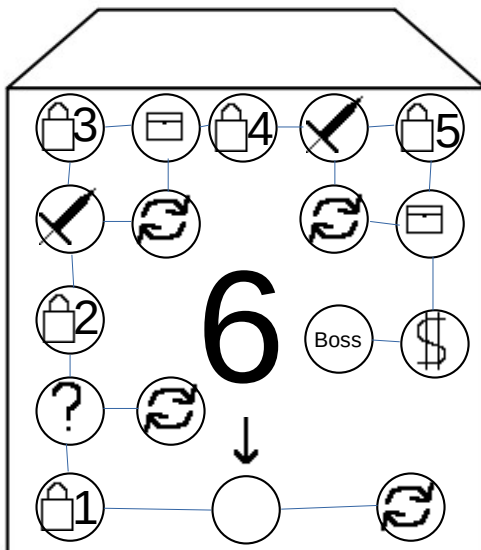
D6

D8

D10

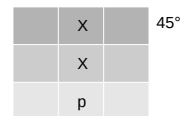
D12

D20



## Stab

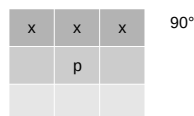
D6 dmg



\$ 10

## Sweeping Blow

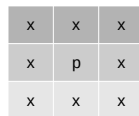
D4+Pow dmg



\$10

## Whirlwind

D6+Pow dmg



\$25

## Dice God Prayer

Heal D4+Rgn HP

\$30

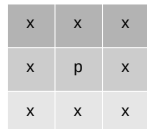
## Boulder Punch

This card may only be used adjacent to an obstacle. Punch the obstacle in a straight line away from you until it hits another obstacle or enemy. Crush any hit obstacles including punched one. Deal D10+Pow dmg to enemies hit.

\$20

## Stomp

D4+Pow dmg, crush



\$15

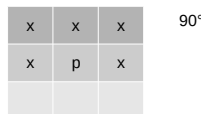
## Charge

Charge ahead up to 3 spaces, or until hitting an enemy, stopping in the tile before. Crush all obstacles in your way. D8+Pow dmg. 90°

\$20

## Two Swords

D4 dmg



\$10

## Parry

Negate the next hit taken and reflect D2+Pow dmg if the attack came from an enemy.

\$15

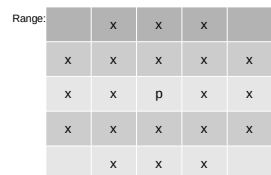
## Blood Knight's Oath

Take 1 dmg. Your Pow is doubled for the next 3 rounds.

\$20

## Throwing Axes

Throw 2 axes, each at Any enemy in range. Each axe deals D4+Pow dmg. Blocked.



\$40

## Healing Draught

Heal D2+Rgn HP.

\$15

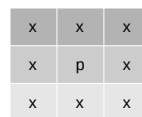
## Thorns

Reflect the next enemy hit you take entirely.

\$20

## Channel Lightning

D10 dmg, crush



\$40

## Deus Ex Machina

Raise obstacles in all 8 spaces around you that last for 3 rounds. You become immobile for 3 rounds. Heal D2+Rgn HP each round. Getting hit ends these effects, excluding the raised obstacles, which stay up for all 3 rounds.

\$40

## Harden

Half all incoming dmg (rounding up) for the next 2 rounds.

\$10

## Fighting Rage

Gain +1 Energy for the next 2 rounds.

\$15

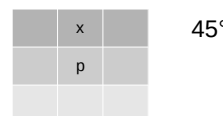
## Deal with the Dice God

Fully Heal. Half your outgoing damage on your next skill turn.(rounding down)

\$30

## Head Bash

D6 dmg



\$5

## Bear Trap

Place a bear trap in Any of the 8 of your adjacent spaces; it must be unoccupied. You or any enemy who walks on it takes D12 dmg. This destroys the bear trap.

\$25

## Sharp Fury

Attack 6 times in Random, adjacent directions. Roll D8+Pow dmg for the spaces affected. Roll 2D8 for which spaces are NOT affected.



\$40

## Ankle Breaker

D2+Pow dmg, enemy is completely immobilized, including teleporting movement.



\$5

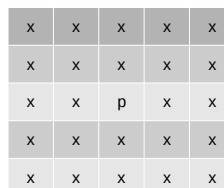
## Mind Leech

Deal Pow dmg to any enemy every round until you move in any way. Each of these rounds, heal for 1 HP. Limit of 4 rounds.

\$35

## Marksman's Arrow

Deal D4 dmg to any enemy in range.



\$10

## Volcanic Rumble

Explode any adjacent obstacles. Any obstacles adjacent to it also explode in a chain reaction. Each enemy adjacent to an exploding obstacle takes D4 dmg for each adjacent obstacle. Roll for every instance of dmg. Crush all exploding obstacles.

\$40