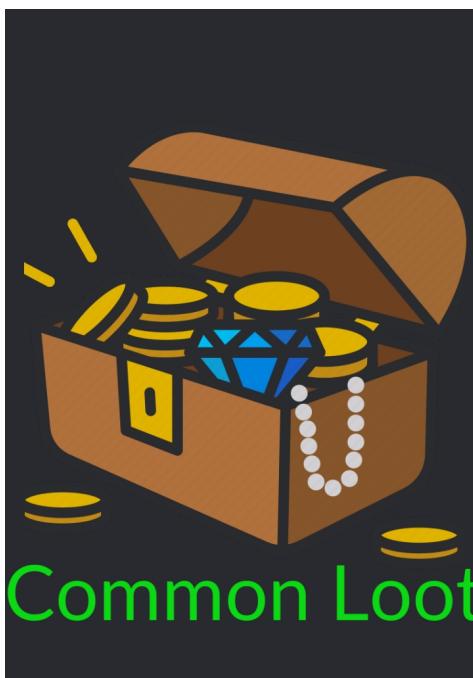
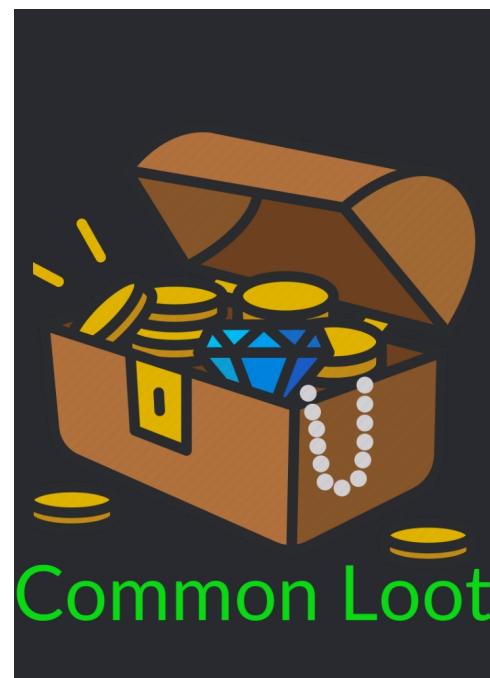




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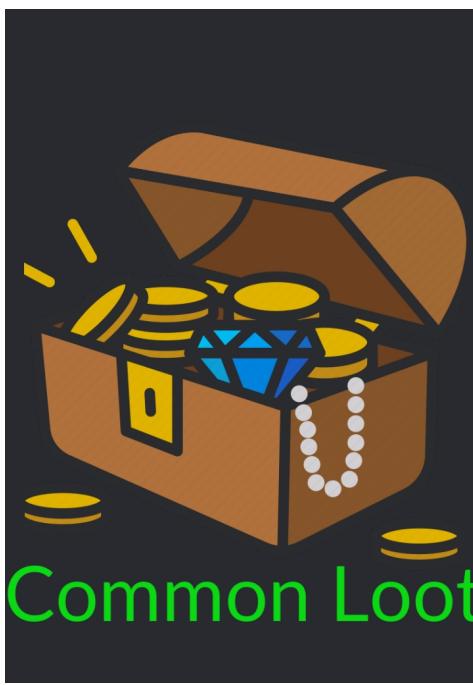
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Common Loot



Common Loot



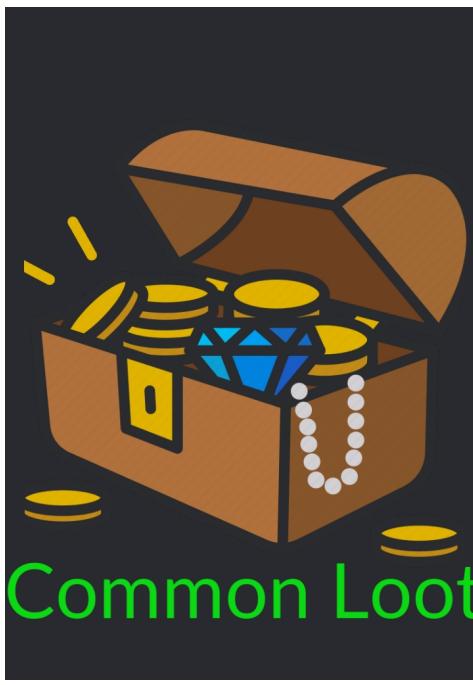
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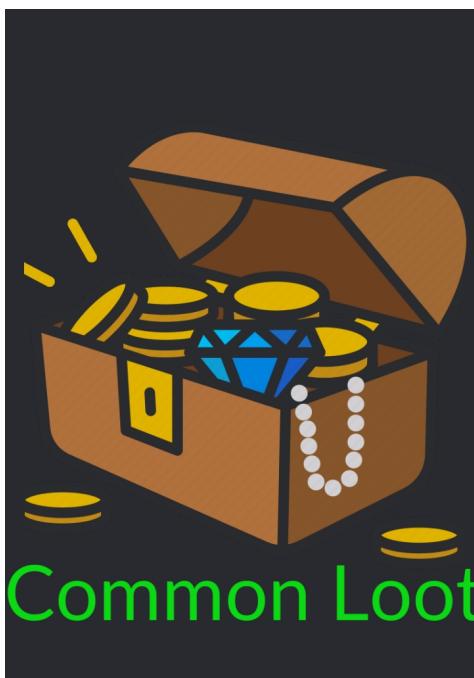
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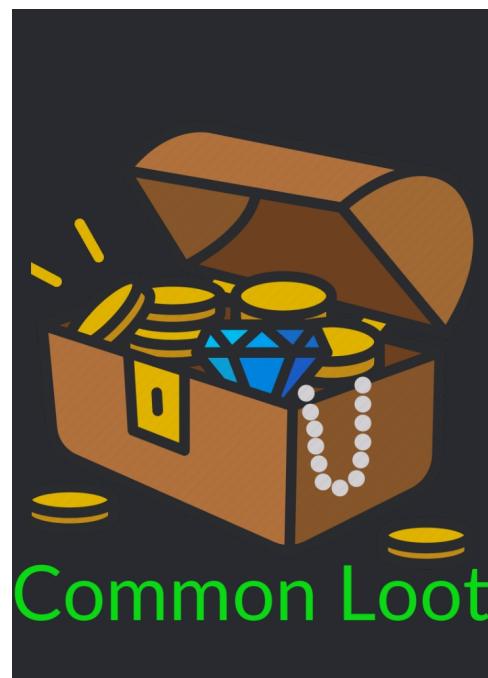
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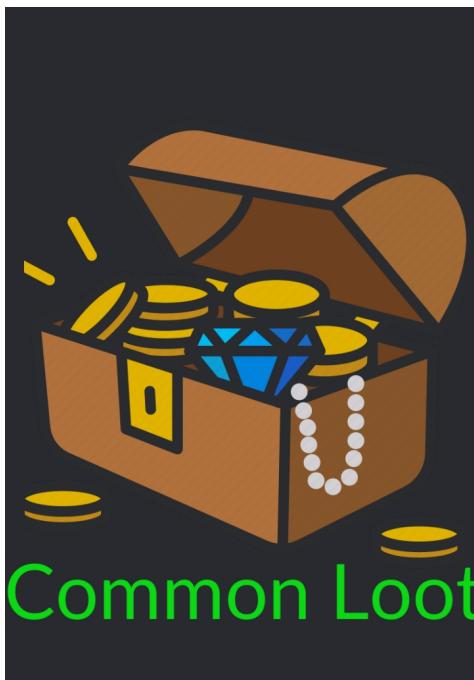
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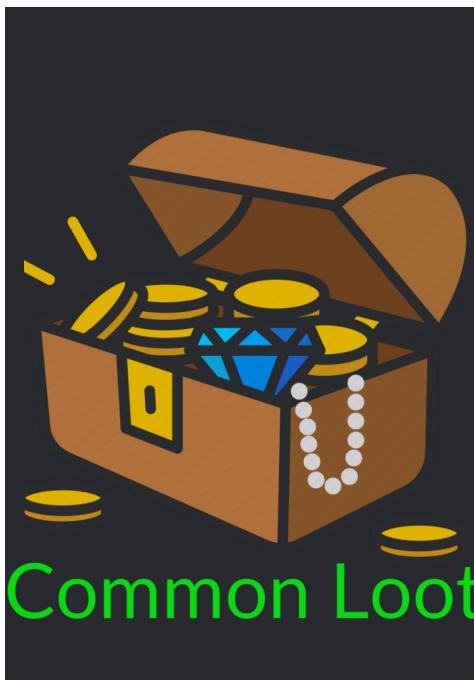
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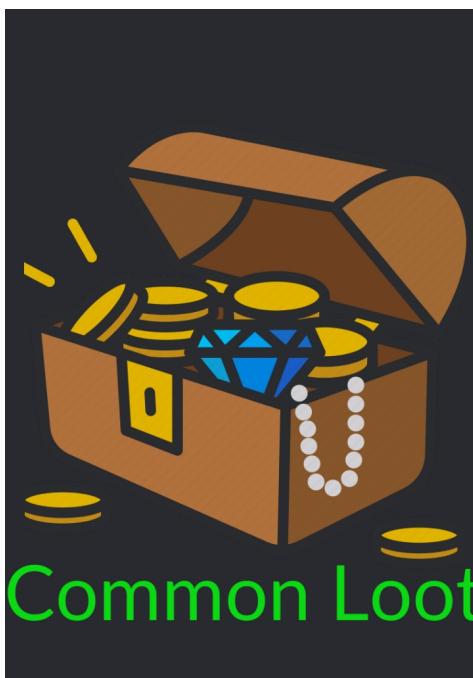
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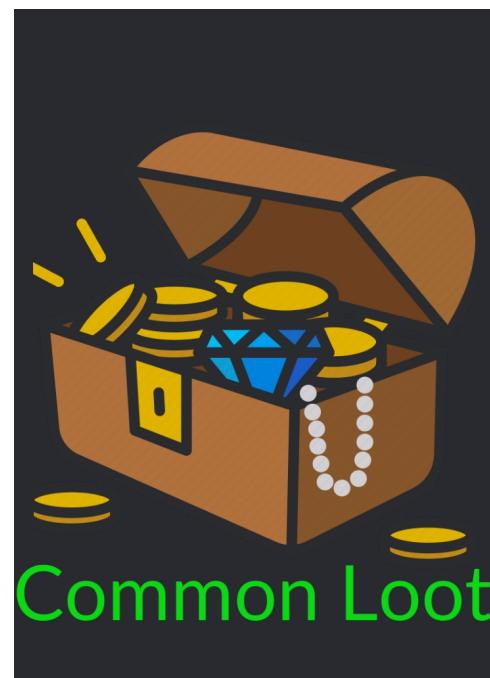
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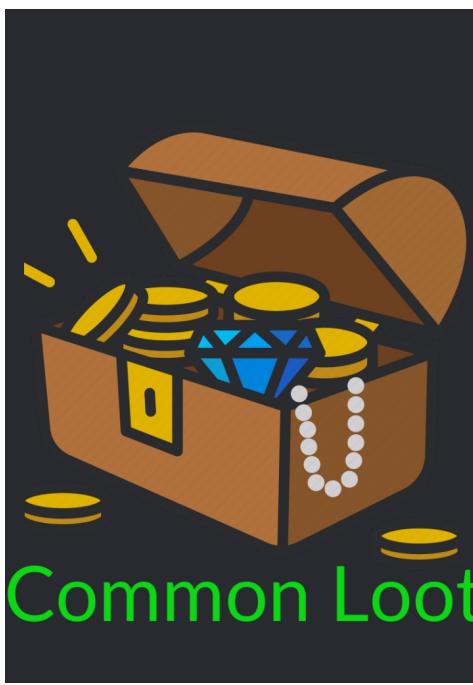
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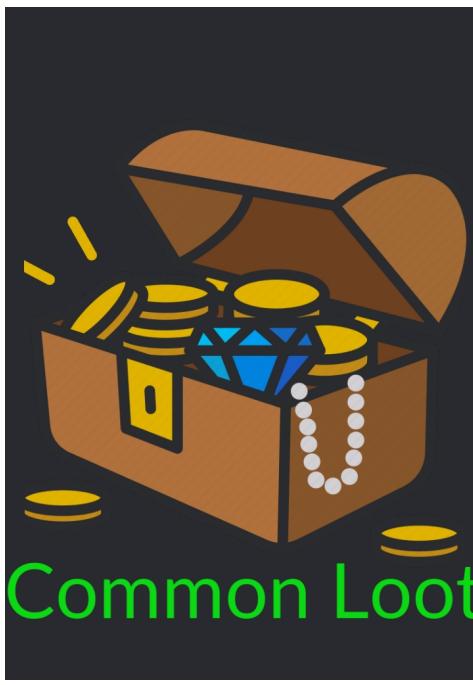
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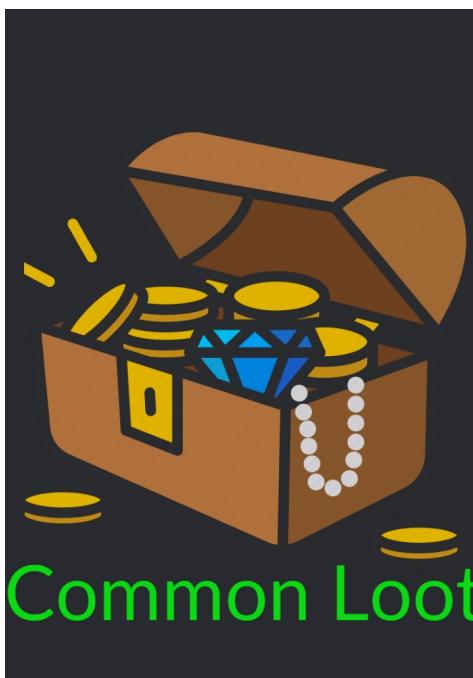
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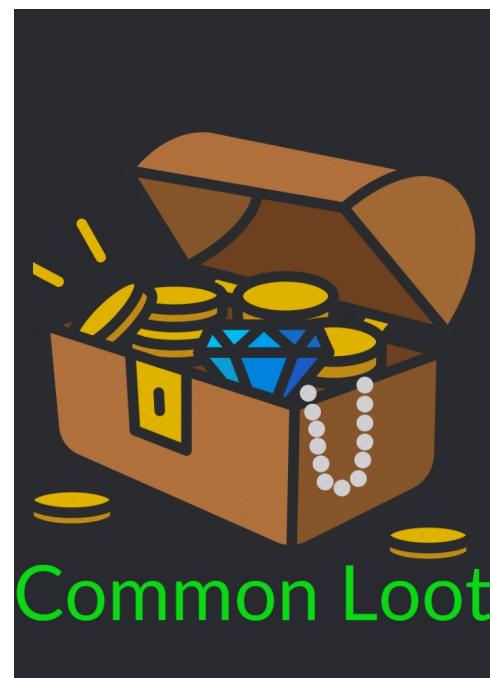
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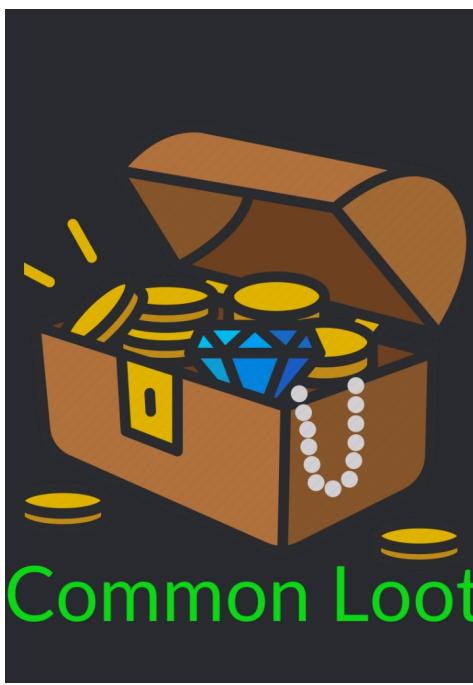
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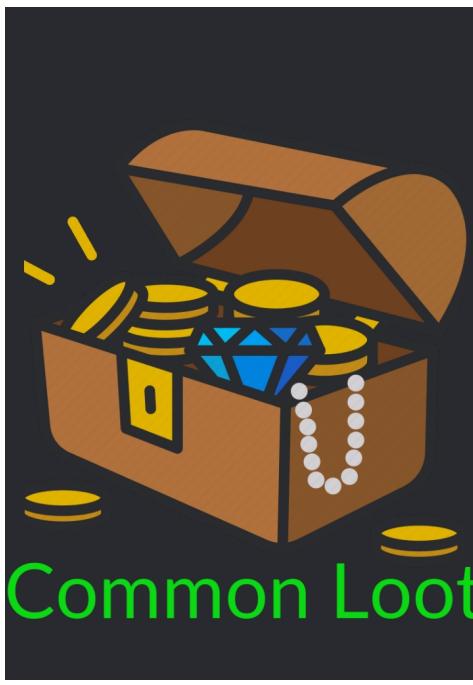
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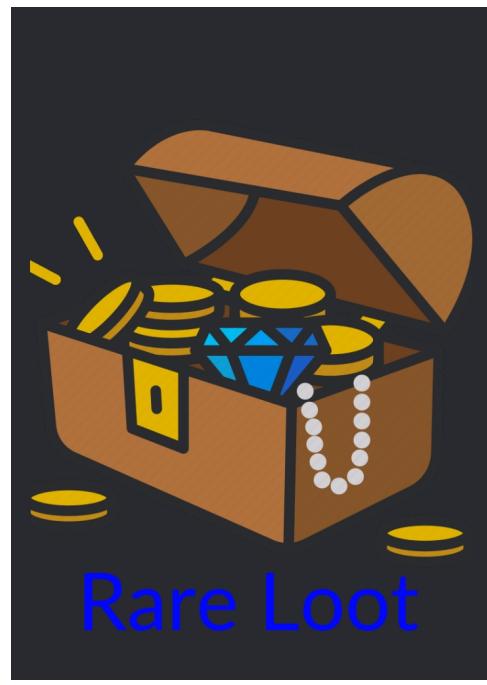
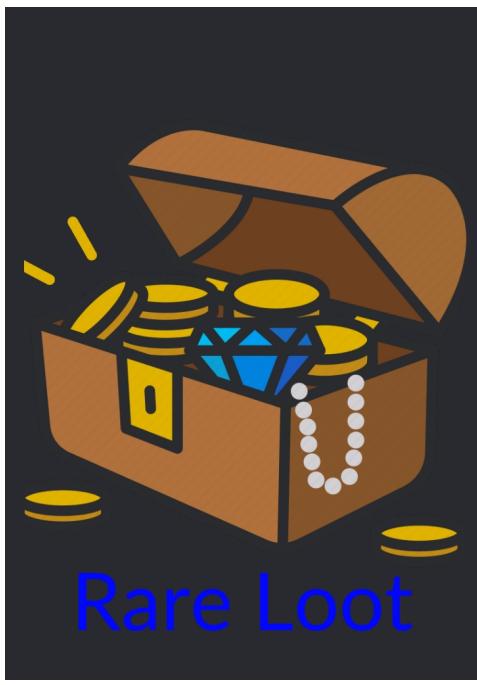
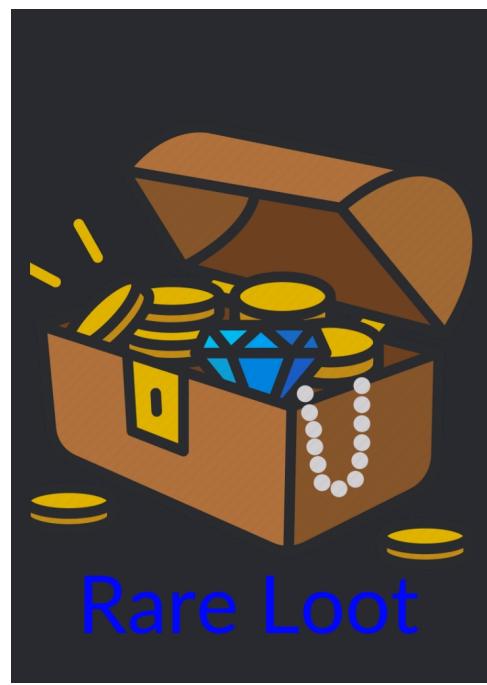
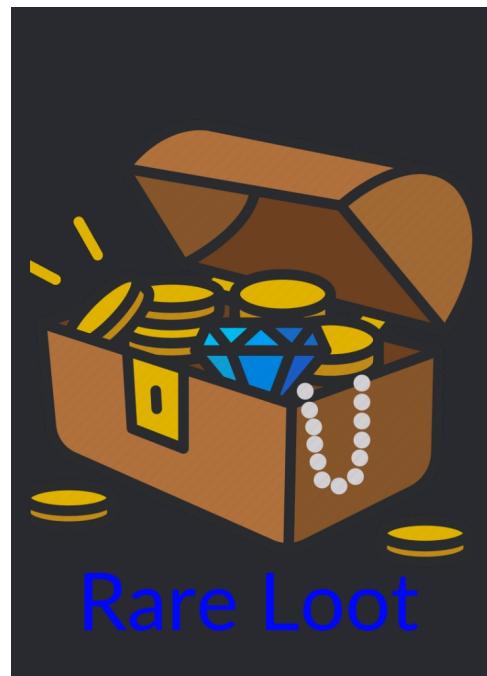
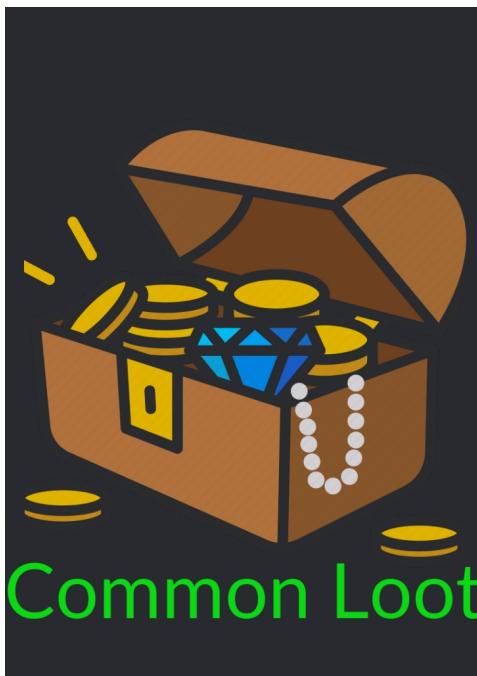
Common Loot



Common Loot



Common Loot





Rare Loot



Rare Loot



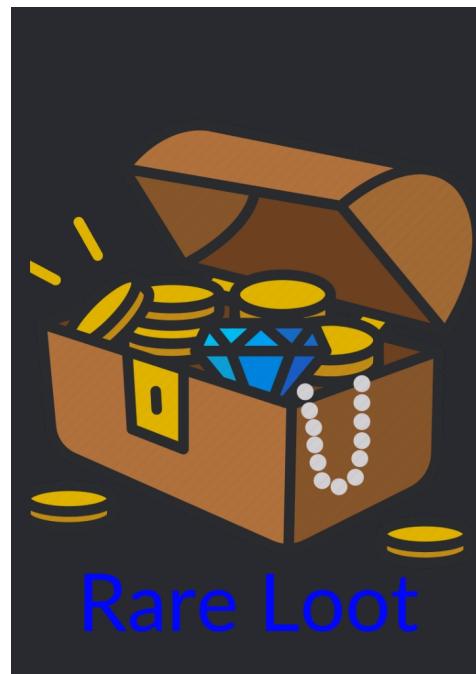
Rare Loot



Rare Loot



Rare Loot



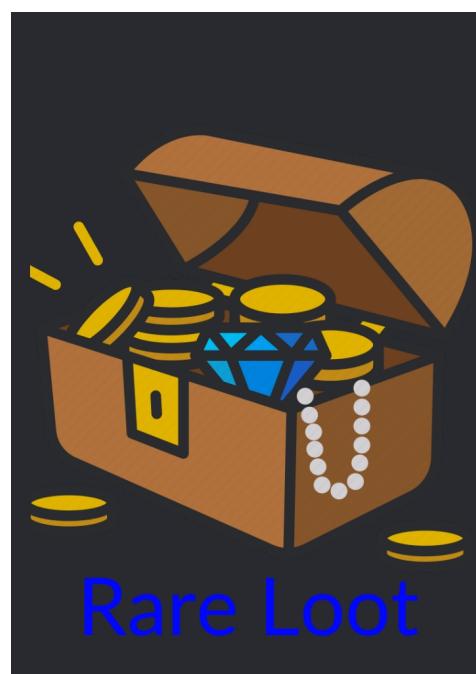
Rare Loot



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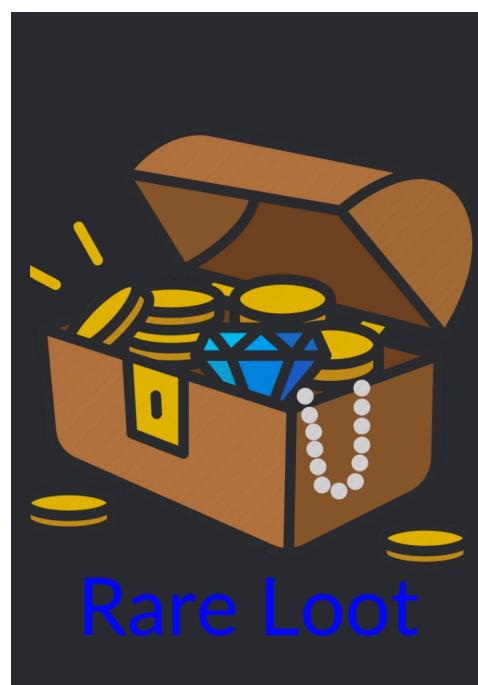
Rare Loot



Rare Loot



Rare Loot



Rare Loot



Gain 3 gold

Gain 1 gold

Gain 1 gold

Gain 1 gold

Gain 5 gold

Gain 5 gold

Gain 5 gold

Gain 1 Soul

Gain 1 Soul

Consumable

Get 1 more
action this turn

Consumable

Heal yourself by 3

Consumable

Increase your next
damage by 1.

Armor

Every start of your
turn, heal yourself
1 HP.

Armor

Every start of your turn, heal yourself 1 HP.

Armor

Every start of your turn, heal yourself 1 HP.

Armor

Every start of your turn, heal yourself 1 HP.

Armor

Every start of your turn, heal yourself 1 HP.

Armor

Every start of your turn, heal yourself 2 HP.

Armor

After you kill a monster, heal yourself 4 HP.

Armor

After you kill a monster, heal yourself 4 HP.

Armor

After you kill a monster, heal yourself 4 HP.

Armor

After you kill a monster, heal yourself 4 HP.

Armor

Each time you take damage, reduce it by 1.

Armor

Each time you take damage, reduce it by 1.

Armor

Each time you take damage, reduce it by 1.

Armor

Each time you take damage, reduce it by 1.

Armor

Each time you take damage, reduce it by 1.

Armor

Each time you take damage, reduce it by 2.

Ring

Every start of your turn, get 1 extra action.

Ring

Every start of your turn, get 1 extra action.

Ring

Every start of your turn, get 1 extra action.

Ring

Ring

Ring

Every start of your turn,
get 1 extra action.

Every start of your turn,
get 1 extra action.

Every start of your turn,
get 2 extra action.

Ring

Ring

Ring

Everytime you deal
damage, increase it by 1.

Everytime you deal
damage, increase it by 1.

Everytime you deal
damage, increase it by 1.

Ring

Ring

Ring

Everytime you deal
damage, increase it by 1.

Everytime you deal
damage, increase it by 1.

Everytime you deal
damage, increase it by 2.

Ring

After you kill a monster,
gain 3 gold.

Ring

After you kill a monster,
gain 3 gold.

Warlock Skill



Warlock Skill



Warlock Skill



Warlock Skill



Warlock Skill



Priest Skill



Priest Skill



Priest Skill



Priest Skill



Priest Skill



Priest Skill



Rogue Skill



Rogue Skill



Rogue Skill



Rogue Skill



Rogue Skill



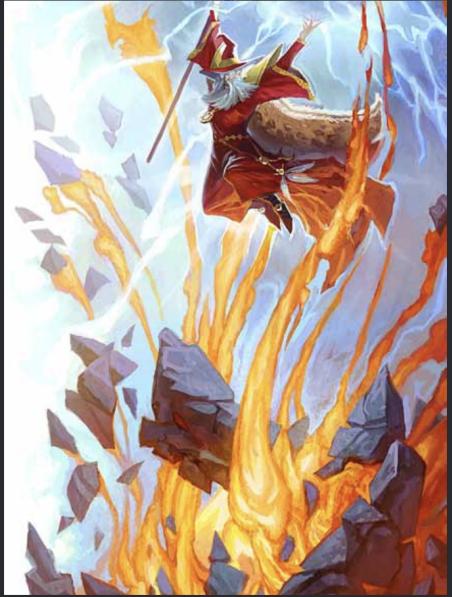
Wizard Skill



Wizard Skill



Wizard Skill



Wizard Skill



Wizard Skill



Wizard Skill



Wizard Skill



Wizard Skill



Monk Skill



Monk Skill



Monk Skill



Monk Skill



Monk Skill



Barbarian Skill



Barbarian Skill



Barbarian Skill



Barbarian Skill



Barbarian Skill



Ranger Skill



Ranger Skill



Ranger Skill



Ranger Skill



Ranger Skill



Knight Skill



Knight Skill



Knight Skill



Knight Skill



Knight Skill



Shadow Bolt

Cost: 1 and 1 HP

Range: 1

Battle Skill

You deal 3 damage to a target.

Devil's Bargain

Cost: 1

Range: Unlimited

You start trading with a player, as long as both trading players agree with the trade.

Siphon Life

Cost: 5 and 2 HP

Range: 1

Battle Skill

You deal 5 damage to the target, and you heal yourself the amount of the target's HP lost. (HP won't go below 0)

Horror Swing

Cost: 2 and 1 HP

Range: 0

Battle Skill

You deal 5 damage to a target.

Blood Exchange

Cost: 0

Auto-Activated

Your skill will cost your HP, and if your HP is under or equal to 5, when you heal yourself, you heal 4 extra.

Heal

Cost: 4

Range: 1

Battle Skill

Holy Spell

Heal the target for 4 HP.

Bash

Cost: 1

Range: 0

Battle Skill

You deal 2 damage to a target.

Light/Dark

Cost:

Auto-Activated

After you determine the number of actions you can spend in a turn, you need to choose between Light and Dark. Light means you can cast Holy Spell this turn, Dark means you can cast Shadow Spell this turn.

Shadow Demon

Cost: 6

Range: 1

Battle Skill

Shadow Spell

Send a shadow demon to a target (Mark * 3). At the start of the target's next 3 turns, you deal 3 damage to the target.

Holy Barrier

Cost: 2

Range: 1

Holy Spell

The next time your target take damage, before they lost HP, reduce the damage by 2.

Despair

Cost: 2

Range: 1

Battle Skill

Shadow Spell

You deal 4 damage to a target.

Assassination

Cost: 2

Range: 0

Battle Skill

You deal 5 damage to a target that is under or equal to 50% (round up) of their HP.

Stab

Cost: 0

Range: 0

Battle Skill

You deal 2 damage to a target.

Sprint

Cost: 1

Range: 0

You can only use this once in a turn.

Move 2 spaces.

Sneaky

Cost: 0

Auto-Activated

Each time you are dealing damage to a target for the first time, increase the damage by 2.

Poisonous Dagger

Cost: 1

Range: 0

Can only use 1 time each turn.

Increase the next damage you deal by 1. (Can stack this to 2, so it increase by 2)

The Master of Kung Fu

Cost: 0

Auto-Activated

Every time after you use a battle skill or "Meditate", get a Ki point . (Max stack 3, never expire)

Shadow Punch

Cost: 4 and 1 气 point

Range: 0

Battle Skill

You deal 3 damage 2 times to a target.

Dragon's Rage

Cost: 5 and 3 气 points

Range: 1

Battle Skill

You deal 10 damage to a target.

Deny!

Cost: 3 and 2 气 points

Range: 0

Until the start of your next turn, cancel the first damage deal to you.

Punch

Cost: 2

Range: 0

Battle Skill

You deal 4 damage to a target.

Axe Sharpening

Cost: 1

Range: 0

Can only use 1 time each turn.

Your next attack deal 1 more damage.

Onslaught

Cost: 4

Range: 0

Battle Skill

You deal 6 damage to a target.

Barbaric

Cost: 0

Auto-Activated

If you did not equip armor, all your damage dealt +3, all your damage taken +1.

Swirl

Cost: 2

Range: 0

Battle Skill

You deal 2 damage to all monsters and other players that are in the same room with you.

Chop

Cost: 0

Range: 0

Battle Skill

You deal 2 damage to a target.

Triple Shot

Cost: 4

Range: 1

Battle Skill

You deal 2 damage 3 times, you can assign targets yourself.

Stay Focused

Cost: 2

Range: 0

In your next turn, you can move 2 space without cost anything.

Swiftly

Cost: 0

Auto-Activated

Every start of your turn, gain 1 extra action.

Spike

Cost: 1

Range: 0

Battle Skill

You deal 2 damage to a target. Next time the target is moving, you roll a die. If it is 4-6, the target failed this movement.

Arrow

Cost: 1

Range: 1

Battle Skill

You deal 2 damage to a target.

Justice!

Cost: 6

Range: 0

Battle Skill

You deal 15 damage to a target.

Strike

Cost: 1

Range: 0

Battle Skill

You deal 3 damage to a target.

Shield up!

Cost: 2

Range: 0

Until the start of your next turn, reduce the first two damage taken by 1.

Toughness

Cost: 0

Auto-Activated

Everytime you take damage, reduce it by 1.

Strong Strike

Cost: 3

Range: 0

Battle Skill

You deal 5 damage to a target.

Fire Blade

Cost: 1

Range: 0

Red Spell

You next "Bonk" skill deal 2 extra damage.

Star Power

Cost: 1

Range: 0

Green Spell

You can use 1 more battle skill in this turn.

Bonk

Cost: 0

Range: 0

Battle Skill

You deal 1 damage to a target.

Speed up!

Cost: 0

Range: 0

Green Spell

You can only use this once in a turn.

Your next player action "Move" cost 1 less.

Zap

Cost: 1

Range: 1

Battle Skill

Blue Spell

You deal 3 damage to a target.

Flash of Brilliance

Cost: 0

Auto-Activated

Every start of your turn, before you roll the dice, draw 4 card from your "Spell Source" Deck. If you get any 2 same color card, you can use [This Color] spell this turn. Put all cards back after you finish.

Fireball

Cost: 3

Range: 1

Battle Skill

Red Spell

You deal 5 damage to a target.

Thunder Storm

Cost: 4

Range: 1

Battle Skill

Blue Spell

You deal 5 damage to all monsters and players(including yourself) in a room within your range. After you cast this spell, you can't move this turn.