

The Journey

Overview

Screen shots are at last page for the decks

In The Journey, a player will start by choosing one of three classes to play the game. Players will then have ten total turns to face enemies and events to get a stronger deck before facing a major boss. If players are able to make it to the end and beat the final boss they will win.

As a single player game. The player will either win it all in the end or lose everything and have their run be over.

The goal is to gain rewards like class cards and relics(items to power up your character) to be strong enough to beat all the enemies they will come across.

Rules

Select you three Classes:

Warrior-



Mage



Sage



These three classes will have their own unique decks to build with a playstyle players can play with.

Warrior- Focus on attacking with melee at the front.

Mage- Uses spells to attack enemies from a distance.

Sage- Focus on healing and attacking.



Items

- Six sided Dice(for attacks and events)
- Coin (for attacks and events)
- Blank sheet of paper (use to keep track of HP and items)

Turns

This game is turn based. The player goes first then the enemies. Players will have two actions per turn.

-Walk- Movement

- Players will land on the 3-2 sided battle board depending on what they roll with the six sided dice.
- Players will be able to move up, down, left, or right by one space each turn on the board if possible.
- Players will also have the option to stay on the same spot on the board.

-Draw

- The Player will roll a six sided dice to determine the number of cards they will draw for each turn. Players will also get one reroll if they are not satisfied with their results.
- The Player will get the option to reroll for drawing cards during battle, but will take an entire turn to do so.
- After a player turns end they will reshuffle their cards back to the deck.

-Action points

- The Player will have up to three action points.
- Each ability card will require a certain amount of action points.
- Using items does not cost action points, but only up to three items per turn can be used.

-Merchant

- Every five turns on the after enemy encounters and events. Players can visit the merchant to buy items or choose to rest to heal hp or upgrade a card (the upgrade is simplifying adding a plus one to any damage card or ability..

-Enemies

- Enemies placement will also be determined by dice roll and they will move based on what their movement is written on their card.
- Enemies' turns will be done first to give information of their action to the player.
- Enemies will have one attack and ability.
- Enemies' decisions will be based on a dice roll. If the roll is an even they will attack with their given attack. If it's odds they will use their abilities.
- Enemies will drop a gold reward when defeated.
- When a player defeats an enemy they will draw three cards from the class reward deck. They must choose one of the cards to add to their deck.

Players will go through a cycle of enemy encounter to event and back to enemies until turn 10. This is when they will face a tier boss up to three.

Players when they do an event will draw an event card to attempt to accomplish the goal the event card will tell the player or maybe get lucky and just get a reward.

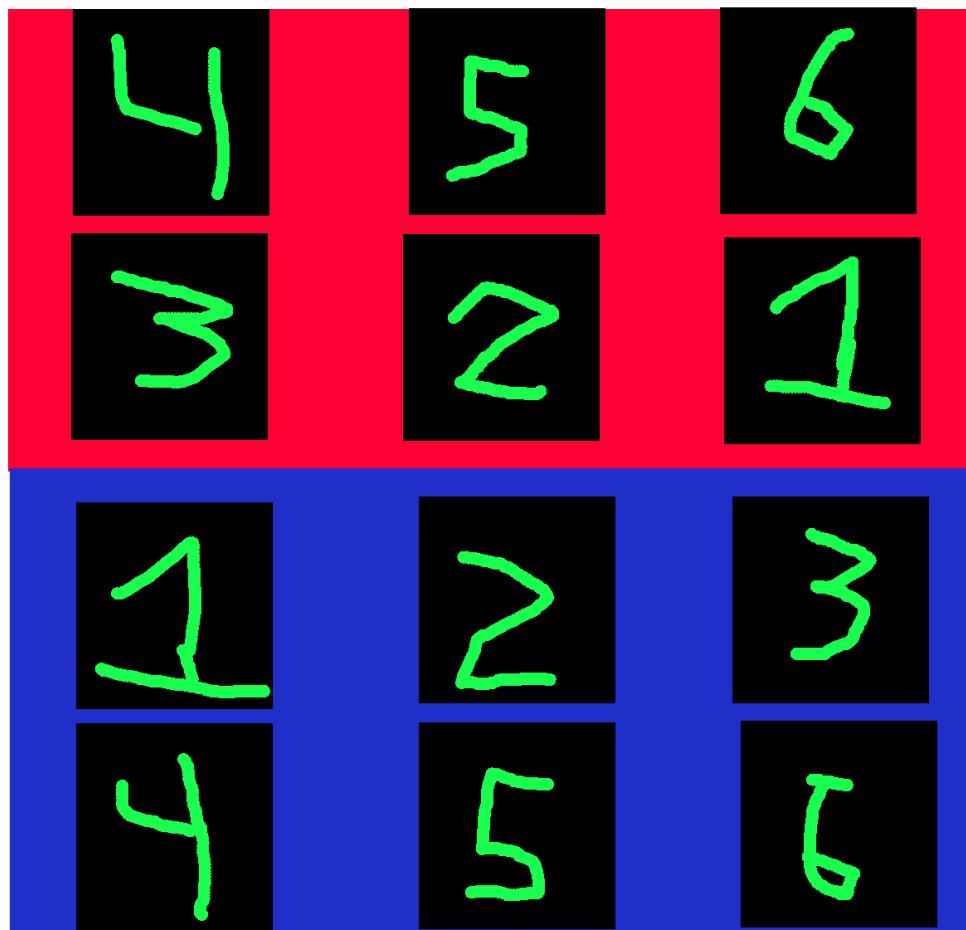
Game board

The board will mainly be used for battles. It will consist of two sides with six numbered squares. The numbers represent where the player and enemies will begin at the start of the battle based on the dice roll.

The red side is where the enemies can move and the right side is where the player can move.

Neither can cross each other's spaces. Players cannot move diagonally

Range attacks can only strike up to a single space, so for example if enemies are in the back the player must move up to strike. If enemies cannot move because of another enemy they are stuck there until they can.



Map

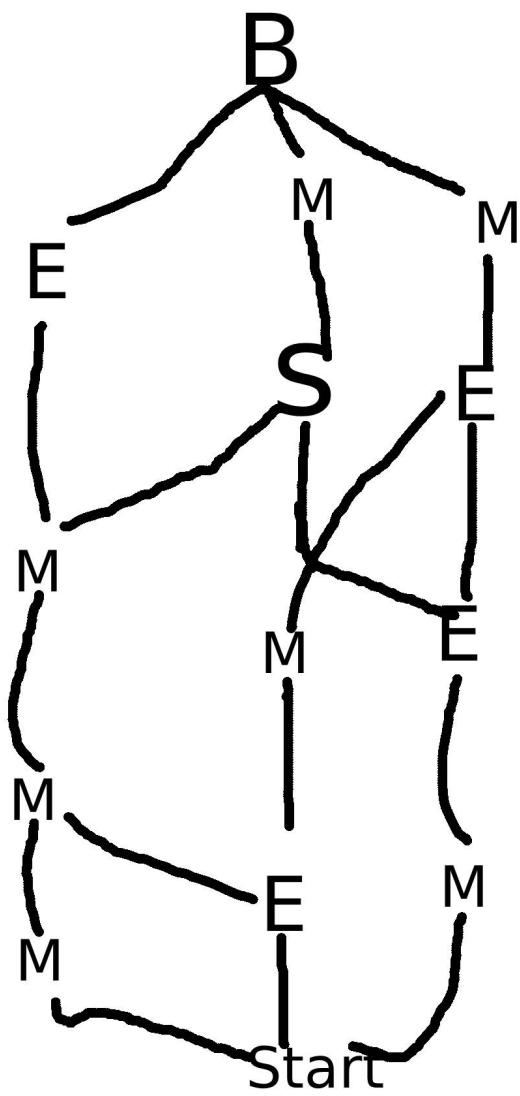
The player will start the game at the start space. After every event or battle the player will be allowed to move anywhere on the map once all the way to the boss.

M = monster encounter

E = Event

S= Shop

B= Boss

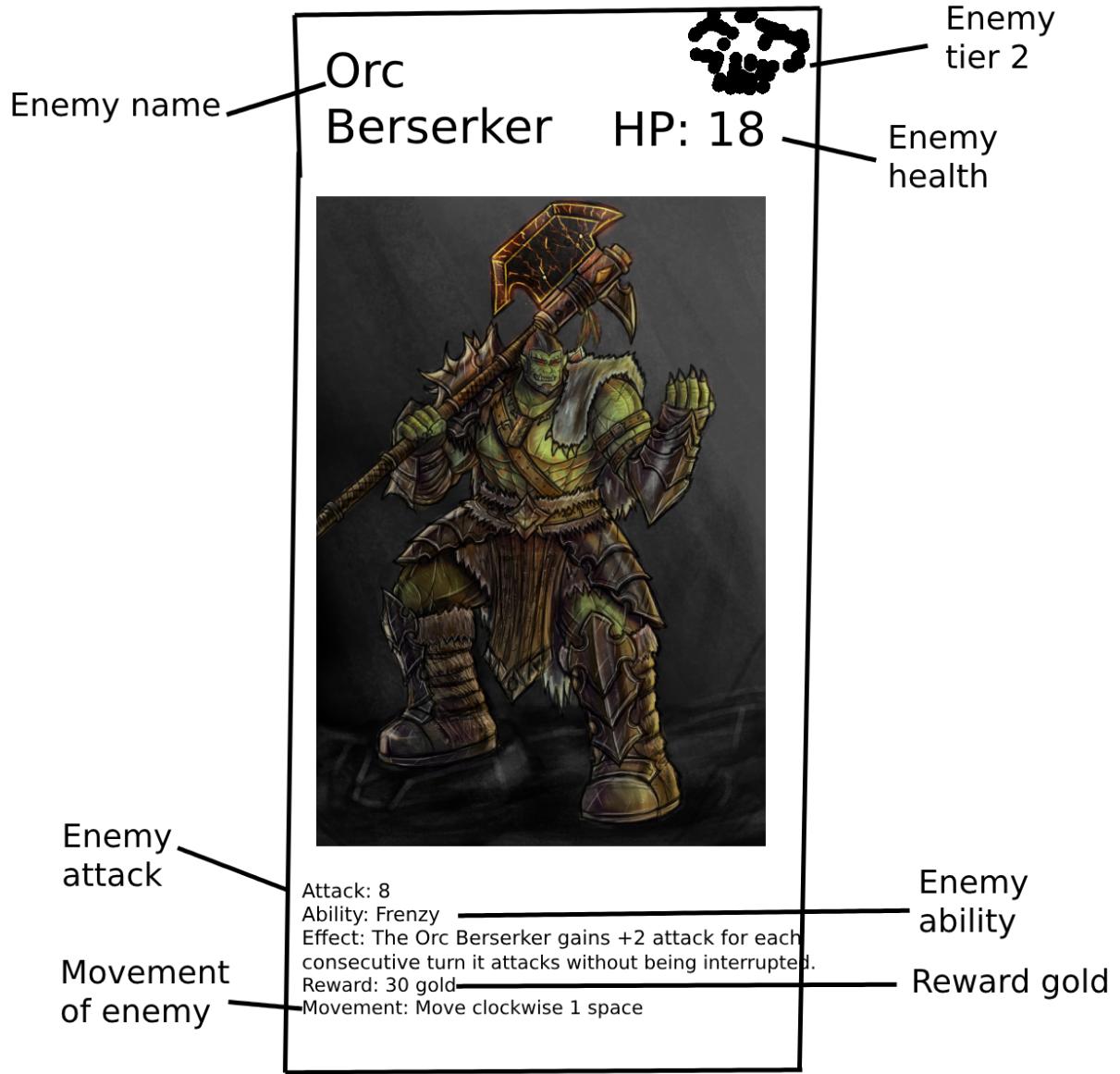


Cards

There are four types of decks for this game.

Enemy encounter cards

They will display their tier level and basic abilities similar to the class cards.



Event Cards

Title of event

Lucky Gambler's Hut



Challenge Requirement

Challenge: Players find a mysterious gambler's hut in the forest. They can choose to flip a coin. If they guess correctly, they win 10 gold. If they guess wrong, they lose 5 gold.

Reward:

Correct Guess: +50 gold

Incorrect Guess: -20 gold

Each event will have a certain reward.

Relic Card

Name

Hermit Rune



Effect:
Give the player
15 permanent Hp

Effect of
Rune

Name

Berserker's Rage

2

Require
Action
points



Effect: Embrace the berserker's rage, doubling your attack damage for one turn but taking 3 damage in return.

What the card does

Enemy Decks

(0) Hand	(8) Deck	(0) Discard	
Kobold Trickster <p>Health: 10 Attack Damage: 2 range Ability: red vomit Effect: deal 2 damage to players. Player is now burn for 1 damage per turn for two turns. Reward for Players: 20 gold Move: up and down the map each turn.</p>	Skeletal Archer <p>Health: 10 Attack Damage: 4 Range Ability: Piercing Shot Effect: The Skeletal Archer's attacks ignore 1 point of the player's temporary armor. For 2 turns Move: Move one space to the left and right only by 1. Reward for Players: 25 gold "Boneshatter Arrow": An item that can be used to deal 2 bonus damage in their next attack.</p>	Worg Prowler <p>Health: 12 Attack Damage: 3 melee Ability: Pack Hunter Effect: The Worg Prowler gains +1 attack each time this ability activates in the encounter. Move: Move counter clock wise to the right by 1. Reward for Players: 15 gold</p>	
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Skeletal Archer <p>Health: 10 Attack Damage: 4 Range Ability: Piercing Shot Effect: The Skeletal Archer's attacks ignore 1 point of the player's temporary armor. For 2 turns Move: Move one space to the left and right only by 1. Reward for Players: 25 gold "Boneshatter Arrow": An item that can be used to deal 2 bonus damage in their next attack.</p>	Swamp Slime <p>Health: 12 Attack Damage: 1 (poisonous) Ability: Acid Spit Effect: The Swamp Slime's attack inflicts poison, dealing 1 damage per turn for 3 turns. Move: clockwise by one. Reward for Players: 25 gold "Slime Residue": An item that can be used to cleanse poison effects and restore 2 health.</p>	Worg Prowler <p>Health: 12 Attack Damage: 3 melee Ability: Pack Hunter Effect: The Worg Prowler gains +1 attack each time this ability activates in the encounter. Move: Move counter clock wise to the right by 1. Reward for Players: 15 gold</p>	Kobold Trickster <p>Health: 10 Attack Damage: 2 range Ability: red vomit Effect: deal 2 damage to players. Player is now burn for 1 damage per turn for two turns. Reward for Players: 20 gold Move: up and down the map each turn.</p>
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DECK	CURRENT	AREAS		
(0) Hand	(9) Deck	(0) Discard		
Giant Spider Queen	Dwarven Rune Guard	Orc Berserker	Enchanted Treant	Orc Berserker
<p>Health: 20 Attack Damage: 5 (poisonous) Ability: Web Snare Effect: The Giant Spider Queen's attack inflicts a web snare, reducing the player's attack damage by 2 for two turns. Move: to next even number. Reward for Players: 35 gold</p>	<p>Health: 22 Attack Damage: 8 melee Ability: Runic Shield Effect: The Dwarven Rune Guard has a 50% chance to block incoming attacks, negating the damage. Move: Cannot move Reward for Players: 30 gold</p>	<p>Health: 25 Attack Damage: 10 melee Ability: Frenzy Effect: The Orc Berserker gains +2 attack for each consecutive turn it attacks without being interrupted. Move: will move to try to face the player. Reward for Players: 30 gold</p>	<p>Health: 21 Attack Damage: 8 (magical) range Effect: The Enchanted Treant's attack has a 50% chance to immobilize the player for one turn. Move: clockwise by two reward: 35 gold</p>	<p>Health: 25 Attack Damage: 10 melee Ability: Frenzy Effect: The Orc Berserker gains +2 attack for each consecutive turn it attacks without being interrupted. Move: will move to try to face the player. Reward for Players: 30 gold</p>
<input checked="" type="checkbox"/> ⚡ ⚡ / ...	<input checked="" type="checkbox"/> ⚡ ⚡ / ...	<input checked="" type="checkbox"/> ⚡ ⚡ / ...	<input checked="" type="checkbox"/> ⚡ ⚡ / ...	<input checked="" type="checkbox"/> ⚡ ⚡ / ...
Enchanted Treant	Giant Spider Queen	Fire Elemental	Dwarven Rune Guard	
<p>Health: 21 Attack Damage: 8 (magical) range Effect: The Enchanted Treant's attack has a 50% chance to immobilize the player for one turn. Move: clockwise by two reward: 35 gold</p>	<p>Health: 20 Attack Damage: 5 (poisonous) Ability: Web Snare Effect: The Giant Spider Queen's attack inflicts a web snare, reducing the player's attack damage by 2 for two turns. Move: to next even number. Reward for Players: 35 gold</p>	<p>Health: 20 Attack Damage: 5 (fire) range Ability: Inferno Burst Effect: The Fire Elemental's attack sets the player on fire, dealing 2 damage per turn for three turns. Move: Counter clockwise by 1 Reward for Players: 30 gold</p>	<p>Health: 22 Attack Damage: 8 Ability: Runic Shield Effect: The Dwarven Rune Guard has a 50% chance to block incoming attacks, negating the damage. Move: Cannot move Reward for Players: 30 gold</p>	

Event Deck

					DRAW 1 IN DECK	DISCARD ALL IN CURRENT	SHUFFLE ALL IN AREAS
(0) Hand		(19) Deck			(0) Discard		
Lucky Gambler's Hut:	Hidden Treasure Chest:	Forest Feast:	Ancient Statue:	Fey Guardian's Test:			
Challenge: Players find a mysterious gambler's hut in the forest. They can choose to flip a coin. If they guess correctly, they win 10 gold. If they guess wrong, they lose 5 gold. Reward: Correct Guess: +50 gold Incorrect Guess: -20 gold	Challenge: Players discover a hidden treasure chest. They can choose to roll a six-sided die. If they roll a 4, 5, or 6, they find a valuable gem worth 15 gold. On any other roll, they find nothing. Reward: Roll 4, 5, or 6: +15 gold Any Other Roll: No reward	Challenge: Players stumble upon a colorful mushroom patch. They can choose to try one of the mushrooms. Roll a six-sided die to determine the effect. On a 1, they are poisoned and lose 5 health. On a 2-6, they gain 5 health. Reward: Roll 2-6: +5 health Roll 1: -5 health	Challenge: Players come across an ancient statue of a legendary hero. They can choose to pay their respects by leaving an offering of 10 gold at the statue's base. If they do, they receive a blessing buff and gain +2 bonus damage on their first attack for each of their turns. Reward: Leave Offering: +2 bonus damage first attack Don't Leave Offering: No reward	Challenge: Players encounter a guardian of the Fey realm who presents them with two trials. They must choose to undertake the trial of swiftness or the trial of strength. Completing the trial of swiftness gets you a speed token grants +1 action point for the next turn, while the trial of strength you get a strength token boosts their attack by +10 for one battle.			
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Mysterious Coin Toss	Runic Shrine	Cursed Altar	Runic Circle Challenge	Labyrinth of Chance:			
Challenge: Players find a silver coin on the ground. They can choose to flip it. If it's heads, they gain 15 health. If it's tails, they lose 5 health. Reward: Heads: +15 health Tails: -5 health	Player find a shrine adorned with ancient runic symbols. They must choose to interact with the rune of strength or the rune of resilience. Activating the rune of strength boosts their next attack with +3 bonus damage, while the rune of resilience provides 6 temporary armor. Reward Options: Rune of Strength: +3 bonus damage on first attack each turn. Rune of Resilience: 4 temporary armor at the end of each your turns.	Cursed Altar: Event: Players find a cursed altar. They can choose to make an offering, losing one random relic but gaining +20 health permanently, or leave the altar untouched.	Event: Players encounter a runic circle with symbols. They must roll a even number. If they succeed, they gain access to a treasure chest containing the 'Spellbook of Knowledge' relic, which allows them to draw 1 additional card at the start of each turn.	Event: Players stumble upon a mysterious labyrinth. They must roll a six-sided die to navigate through it. If they roll a 1 or 2, they take 10 damage from traps. If they roll a 3 or 4, they find a hidden treasure chest containing the 'Mirror Shield' relic, which reflects incoming damage back to the attacker deal one damage back. If they roll a 5 or 6, they safely exit the labyrinth.			
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Ancient Altar	Trade offer	Lucky score	Sanctum	Jackpot
Event: Players stumble upon an ancient altar hidden in the woods. They can choose to make an offering of 50 gold coins. If they do, they receive a relic of their choice from the list.	You lose a relic or half your health you get one permanent action point.	You get to draw from your class reward deck.	You heal all your health	Gain 50 gold
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Mystic Spring's	Hidden Treasure Hoar	Ancient Tomb Discove	Cursed Reliquary:	
Event: At a mystical spring, you can choose to drink from it and receive the "Chalice of Regeneration" relic from the list, restoring 10 HP. However, it attracts nearby enemies, and you have to face a battle immediately.	Event: You discover a hidden treasure hoard containing the "Eagle-Eye Pendant" relic from the list. However, taking it disturbs the guardians, and you have to defeat them in battle.	Event: While exploring an ancient tomb, you find the "Lucky Charm" relic from the list. However, acquiring it triggers a trap, and you take 5 damage.	Event: You stumble upon a cursed reliquary containing the "Aegis Shield" relic from the list. You can choose to take it, but you are cursed and will lose 2 HP per turn until you defeat the next enemy.	

Warrior Cards

Warrior

DRAW 1 IN DECK
DISCARD ALL IN CURRENT
SHUFFLE ALL IN AREAS

(0) Hand
(8) Deck
(0) Discard

Defensive Stance	Defensive Stance	Defensive Stance	Basic strike	Basic strike
Gain 1 temporary armor for defense. Costs 1 action point.	Gain 1 temporary armor for defense. Costs 1 action point.	Gain 1 temporary armor for defense. Costs 1 action point.	2 damage 1 action.	2 damage 1 action.
<input checked="" type="checkbox"/> ⌂ ⌃ ⌄ ⌅ ⌆ ⌇	<input checked="" type="checkbox"/> ⌂ ⌃ ⌄ ⌅ ⌆ ⌇	<input checked="" type="checkbox"/> ⌂ ⌃ ⌄ ⌅ ⌆ ⌇	<input checked="" type="checkbox"/> ⌂ ⌃ ⌄ ⌅ ⌆ ⌇	<input checked="" type="checkbox"/> ⌂ ⌃ ⌄ ⌅ ⌆ ⌇

Berserker's Rage	"Warrior's Resilience"	"Shield Bash"	Battle Fury	Whirlwind Strike	"Mighty Roar"	"Guardian's Stance"
Effect: Embrace the berserker's rage, doubling your attack damage for one turn but taking 3 damage in return. Action Points Required: 2	Effect: Tap into your inner resilience to remove all negative status effects from yourself and gain 4 temporary armor. Action Points Required: 2	Attack Value: 2 Effect: Deal 2 damage to an enemy and stun them for one turn. Costs 1 action point.	Effect: Enter a state of battle fury, gaining +3 bonus damage for the next two turns. Combine this with your primary attack for devastating strikes. Action Points Required: 2	Effect: Unleash a whirlwind strike, dealing 4 damage to all enemies. Action Points Required: 3	Effect: Let out a mighty roar, frightening enemies and reducing their attack damage by 3 for one turn. Action Points Required: 2	Effect: Assume a defensive stance that grants you 3 temporary armor. Action Points Required: 3
<input checked="" type="checkbox"/> ⌂ ⌃ ⌄ ⌅ ⌆ ⌇	<input checked="" type="checkbox"/> ⌂ ⌃ ⌄ ⌅ ⌆ ⌇	<input checked="" type="checkbox"/> ⌂ ⌃ ⌄ ⌅ ⌆ ⌇	<input checked="" type="checkbox"/> ⌂ ⌃ ⌄ ⌅ ⌆ ⌇	<input checked="" type="checkbox"/> ⌂ ⌃ ⌄ ⌅ ⌆ ⌇	<input checked="" type="checkbox"/> ⌂ ⌃ ⌄ ⌅ ⌆ ⌇	<input checked="" type="checkbox"/> ⌂ ⌃ ⌄ ⌅ ⌆ ⌇
Adrenaline Rush	Ironclad Defense	"Whirlwind Slash"	"Titan's Roar"	"Iron Will"	Warrior's Rally	"Warrior's Fury"
Effect: Trigger an adrenaline rush, allowing you to take an additional action point in your next turn. Action Points Required: 3	Effect: Activate this ability to gain 5 temporary armor. Action Points Required: 2	Attack Value: 4 Effect: Deal 4 damage to all adjacent enemies. Costs 2 action points.	Attack Value: 3 Effect: Deal 3 damage to an enemy and gain 3 temporary armor. Costs 2 action points.	Effect: Gain 4 temporary armor and reduce incoming damage by 50% for one turn. Costs 2 action points.	Effect: Rally yourself, granting +2 temporary armor and +2 bonus damage for one turn. Action Points Required: 2	Attack Value: 5 Effect: Deal 5 damage to an enemy. If your health is below 50%, deal an additional 2 damage. Costs 3 action points.
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"Shield Bash"						
Effect: Perform a shield bash, stunning the enemy for one turn and dealing 2 damage. Action Points Required: 1						

Mage Cards

Mage					
			DRAW 1 IN DECK	DISCARD ALL IN CURRENT	SHUFFLE ALL IN AREAS
(0) Hand	(8) Deck	(0) Discard			
Magic Missile	Elemental Shield		Magic Missile	Magic Missile	Magic Missile
Deal 1 damage to an enemy. Costs 1 action point.	Gain 1 temporary defense against elemental attacks. Costs 1 action point.		Deal 1 damage to an enemy. Costs 1 action point.	Deal 1 damage to an enemy. Costs 1 action point.	Deal 1 damage to an enemy. Costs 1 action point.
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Elemental Shield	Elemental Shield		Elemental Shield	Elemental Shield	Elemental Blast
Gain 1 temporary defense against elemental attacks. Costs 1 action point.	Gain 1 temporary defense against elemental attacks. Costs 1 action point.		Gain 1 temporary defense against elemental attacks. Costs 1 action point.	Gain 1 temporary defense against elemental attacks. Costs 1 action point.	Roll one die to determine the element of your spell (fire 1-2, ice 3-4, lightning 5-6). Then roll a second die to determine the spell's power. Deal damage equal to the power rolled and apply the corresponding element effect (e.g., burn, freeze, shock). 2 action Burn does 1 damage to enemy for three turns, freeze stun for one turn,
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Design					
			DRAW 1 IN DECK	DISCARD ALL IN CURRENT	SHUFFLE ALL IN AREAS
(0) Hand	(15) Deck	(0) Discard			
"Chaos Bolt"	"Frostbite"		"Crystalize"	"Elemental Barrier"	"Arcane Infusion"
Effect: Unleash a chaotic bolt of energy that deals random damage between 1 and 8 to your target. Requires 2 action points.	Effect: Freeze your target, preventing them from taking actions for one turn, and deal 4 damage. Requires 2 action points.		Effect: Transform the environment into crystal, creating a temporary barrier that blocks all incoming damage for one turn. Requires 2 action points.	Effect: Create a protective elemental barrier that absorbs the next 10 damage you receive. Requires 3 action points.	Effect: Infuse your attacks with arcane energy, granting your next attack +4 bonus damage. Requires 2 action points.
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"Time Manipulation"	Lightning storm		"Arcane Shield"	"Pyroclasm"	"Meteor Shower"
Effect: Manipulate time to gain an extra turn immediately. Requires 3 action points and can only be used once per battle.	Effect: Unleash a chain lightning spell, dealing 10 damage to all enemies. Requires 3 action points.		Effect: Create a protective arcane shield, granting you 6 temporary armor for one turn. Requires 1 action point.	Effect: Erupt in flames, dealing 8 damage to your target and 3 damage to yourself. Requires 2 action points.	Attack Value: 5 Effect: Deal 5 damage to a single target and 2 splash damage to adjacent enemies. Costs 3 action points.
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"Chain Lightning"					"Elemental Mastery"
					Effect: Embrace elemental mastery, doubling the damage of your next elemental spell. Requires 2 action points.

"Ice Barrier"

Effect: Create a protective barrier that grants 4 temporary armor and freezes melee attackers for one turn. Costs 2 action points.

"Arcane Nova"

Attack Value: 6
Effect: Unleash a powerful arcane explosion, dealing 6 damage to all enemies. Costs 3 action points

"Elemental Mastery"

Effect: Enhance your elemental spells for two turns. All your elemental attacks deal 2 additional damage during this time. Costs 2 action points.

Sage Cards

The screenshot shows a digital card game interface titled "Sage". At the top, there's a header bar with a "Sage" icon and three buttons: "+", a pencil icon, and "...". Below the header, there are three main status indicators: "(0) Hand", "(8) Deck", and "(0) Discard". Underneath these are five cards arranged in a row:

Protective Aura	Protective Aura	Healing Touch	Protective Aura	Divine Smite
Grant an ally 1 temporary armor. Costs 1 action point.	Grant an ally 1 temporary armor. Costs 1 action point.	Restore 2 health to yourself or an ally. Costs 1 action point.	Grant an ally 1 temporary armor. Costs 1 action point.	Deal 1 damage to an enemy. Costs 1 action point.
<input checked="" type="checkbox"/> ⚔️ 🌟 ✨ ...	<input checked="" type="checkbox"/> ⚔️ 🌟 ✨ ...	<input checked="" type="checkbox"/> ⚔️ 🌟 ✨ ...	<input checked="" type="checkbox"/> ⚔️ 🌟 ✨ ...	<input checked="" type="checkbox"/> ⚔️ 🌟 ✨ ...
Divine Smite	Protective Aura	Divine Smite		
Deal 1 damage to an enemy. Costs 1 action point.	Grant an ally 1 temporary armor. Costs 1 action point.	Deal 1 damage to an enemy. Costs 1 action point.		
<input checked="" type="checkbox"/> ⚔️ 🌟 ✨ ...	<input checked="" type="checkbox"/> ⚔️ 🌟 ✨ ...	<input checked="" type="checkbox"/> ⚔️ 🌟 ✨ ...		

Below the cards are three buttons: "DRAW 1 IN DECK", "DISCARD ALL IN CURRENT", and "SHUFFLE ALL IN AREAS".

"Radiant Strike"	"Celestial Blessing"	"Eternal Flames"	"Holy Nova"	Harmonic Disruption	"Divine Resonance"
Effect: Infuse your attack with radiant energy, dealing 5 damage to your target and granting you +2 temporary armor. Requires 2 action points.	Effect: Bestow a celestial blessing upon yourself, doubling the effectiveness of your next healing ability or potion. Requires 2 action points.	Effect: Ignite eternal flames, dealing 5 fire damage to your target and an additional 2 fire damage over the next two turns. Requires 2 action points.	Effect: Unleash a holy nova, dealing 5 damage to all enemies and healing all allies for 4 health. Requires 3 action points.	Effect: Disrupt enemy magic with harmonic energy, dealing 4 damage to your target and preventing them from using abilities for one turn. Requires 3 action points.	Effect: Channel divine energy to heal yourself and all allies for 6 health points and grant +3 temporary armor. Requires 3 action points.

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"Arcane Surge"	Guardian's Embrace	"Ethereal Sanctuary"	Harmony of Elements	"Radiant Burst"	"Purifying Light"
Effect: Surge with arcane power, dealing 6 damage to your target and reducing the action point cost of your next ability by 1. Requires 3 action points.	Effect: Invoke the embrace of a guardian spirit, granting you and all allies 5 temporary armor and healing for 4 health. Requires 3 action points.	Effect: Create an ethereal sanctuary that makes all allies immune to damage for one turn. Requires 3 action points.	Effect: Attune yourself to the elements, increasing the damage of your next elemental spell by 4. Requires 2 action points.	Effect: Unleash a burst of radiant energy, dealing 2 damage to all enemies. Heal for every enemy hit. Costs 3 action points.	Effect: Inflict 2 damage to a single target and remove one negative status effect from yourself or an ally. Costs 2 action points.

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"Sage's Wisdom"	"Mass Heal"	"Barrier of Light"	
Draw 3 cards from your deck and choose one to add to your hand.	Effect: Restore 8 health. Costs 3 action points.	Effect: Create a protective barrier that grants 3 temporary armor to all allies for two turns. Costs 2 action points.	

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