

## COMBAT HAZARD

IMMEDIATE ACTION REQ'D



### DAMAGED ARMOR

The location of the hit of next attack from an opponent loses 1-point of ARV from the well placed shot. That piece of armor has to be repaired or replaced to once again have its full ARV restored.

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### EXCESS BAGGAGE

You suddenly realized you should have stopped to evacuate before heading into combat. All rolls are at -10% until you can properly relieve yourself of the excess baggage. At least it's not something else... yet!

## COMBAT HAZARD

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### EXHAUSTED

You have overexerted yourself during combat. Roll a 1d6 and subtract the number rolled from your current Endurance. If your Endurance falls to zero, you have become totally exhausted. You must rest or begin suffering the penalties for exhaustion.

## COMBAT HAZARD

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### FAULTY POSITION

You have maneuvered into your opponent's next attack. That attack will be at full damage to the rolled ARV location. Shrug it off and get back to the fight!

## COMBAT HAZARD

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### GOODNIGHT

Your weapon flies out of your hands, hitting someone in the head and knocking them unconscious. Everyone must make a LUCK ROLL, including opponents. Highest roll goes to sleep for +30-seconds. Make a REFLEX ROLL to pull a new weapon.

## COMBAT HAZARD

IMMEDIATE ACTION REQ'D



### INEFFECTIVE

The ARV at the location that is hit during the next attack from an opponent is rendered ineffective from the well placed attack. The armor will remain ineffective for the remainder of this combat. It can then be readjusted and fixed.

## COMBAT HAZARD

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### NAUSEATED

Your stomach is feeling a bit squeamish. Make a VIGOR ROLL to stay in control of your last meal. If failed, you will immediately begin vomiting with the first shot at your opponent. All combatants must make a VIGOR ROLL to avoid getting sick as well.

## COMBAT HAZARD

IMMEDIATE ACTION REQ'D



### OH THAT SMELL

Stomach pains are forcing you to be off your game during this fight. You must make a WILL ROLL to avoid from smelling up the area. If failed, everyone within your vicinity must make a WILL ROLL to avoid being at a -05% for 60-seconds as the smell clears.

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### STUMBLER

Make a REFLEX ROLL to avoid stumbling into your closet ally. If failed, a second REFLEX ROLL must be made by both parties to see if they do not fall to the ground. If then prone, it will take +20-seconds to stand back up by next turn.

## COMBAT HAZARD

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### TWISTED

You have found an uneven piece of ground and have twisted your ankle. You are at -10% to all locations until tended to by a trained medical professional or someone with First Aid Skill. Start limping!

## COMBAT HAZARD

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### WIDE OPEN

You left yourself wide open in your defense during your last attack. Your opponent gets to make a free attack against you, immediately, with a +15% bonus to the attack.

## COMBAT HAZARD

IMMEDIATE ACTION REQ'D



### WRIST TWIST

You twisted your wrist on your last attack. Roll a 1d6, (01-03 right or 04-06 left), whatever is in that hand can still be used, but at a -15% until medically tended to. This would be a good time to start kicking your opponent.

## COMBAT HAZARD

IMMEDIATE ACTION REQ'D



### CRACKED

While you were fighting, your weapon developed a hairline crack. Roll 1d10 and minus that number from the weapons WSV. If it breaks from the crack, you will have to pull out a new weapon or run away. Too Bad, So Sad.

## COMBAT TREASURE

READ ALOUD IMMEDIATELY



### LOST PAGE

Make a SPOT ROLL. Failure means stop reading this card and place it in the discard pile. If you were successful, you spot a piece of parchment on the ground. It seems to have arcane symbols scrawled on it. (The lost page is from an arcane spellbook). It has one spell on it: create it with your Lorekeeper.

## COMBAT TREASURE

READ ALOUD IMMEDIATELY



### FOUND COMBAT ITEM

Make a SPOT ROLL. Failure means stop reading this card and place it in the discard pile. If you were successful, you spot something in the ground behind your opponent. Roll a 1d100, (01-50 weapon, 51-00 armor), to see what you have discovered.

## COMBAT TREASURE

READ ALOUD IMMEDIATELY



### BURIED WEALTH

Make a REFLEX ROLL. Failure means you tripped and move down the Battle-Ring 10 additional seconds. You just discovered some buried item(s) of value. This is what you tripped over. Lorekeeper will determine what the item(s) is after combat is over.

## COMBAT TREASURE

READ ALOUD IMMEDIATELY



### GROUND GEMS

Your scuffling around in combat has kicked up a small weather-pouch scattering gems all over the ground at your feet. Roll a d10 to determine how many gems there are: smaller amounts mean bigger gems. The Lorekeeper will determine their value after combat.

## COMBAT TREASURE

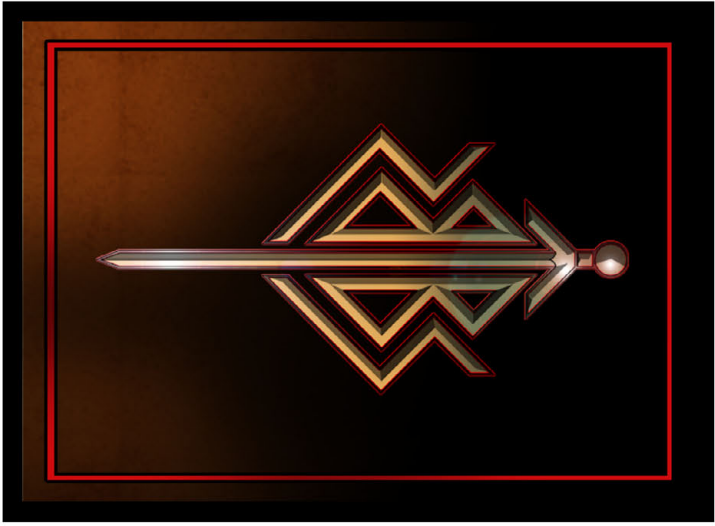
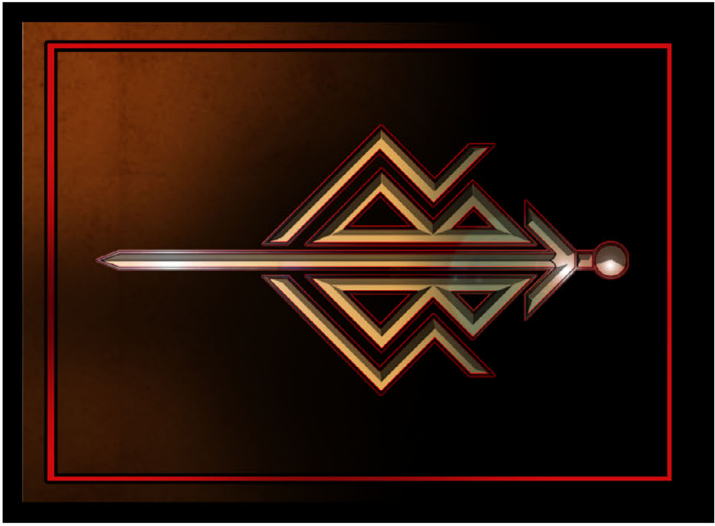
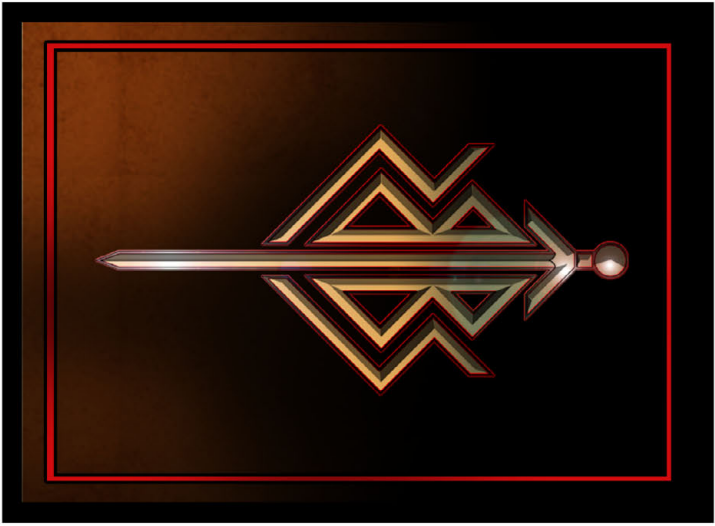
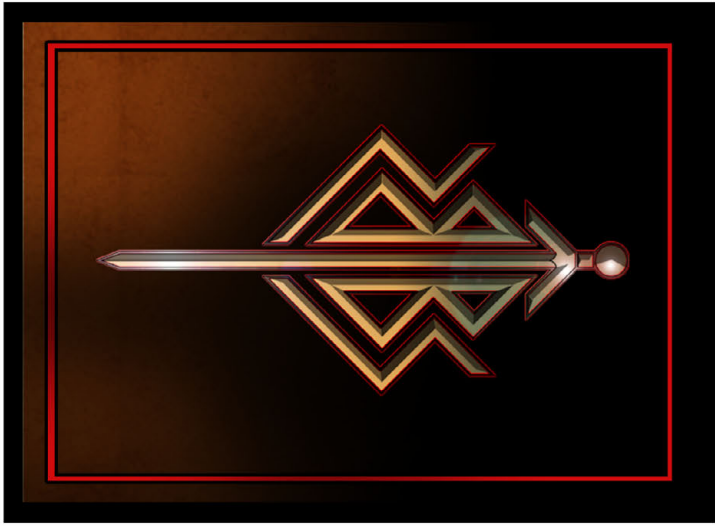
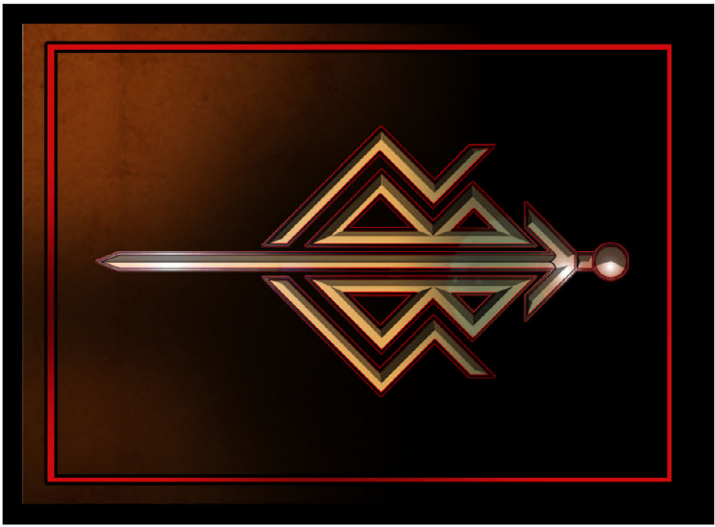
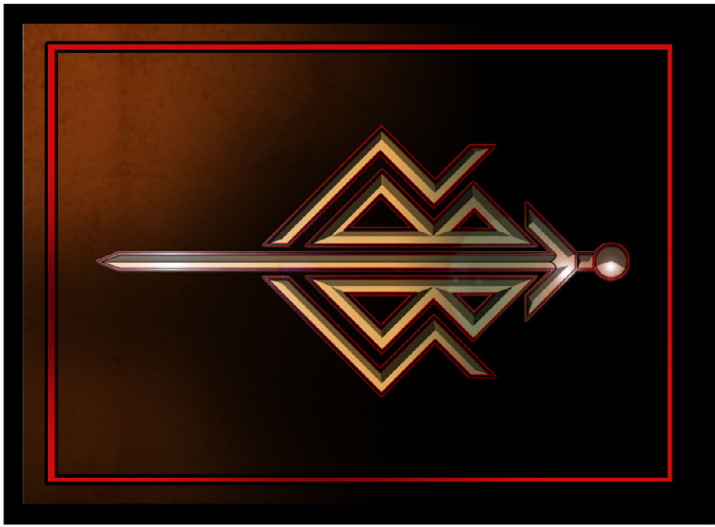
READ ALOUD IMMEDIATELY



### THE LUCKY SLICE

You slice your opponent's money pouch off their belt causing the contents to spill out onto the ground. Everyone needs to make a FOCUS ROLL to not be distracted by the monetary wealth spewing all over the area. If you are distracted, you are at a -10% to all actions next turn.







## COMBAT EVENT

READ ALOUD IMMEDIATELY



### HEIGHTENED MAGIC ZONE

The ground under your feet has become alive from an active Heightened Magic Zone. Mark a number from 01-60 on the Battle Board. This area will try whatever it can to hinder your every move... if you land here. The Lorekeeper will describe what is taking place here.

## COMBAT EVENT

READ ALOUD IMMEDIATELY



### HOT ZONE

The combat area has encountered a "Hot Zone" for Magic. Mark a number on the Battle Board 01-60. Anytime someone lands on this area, roll 1d6: (01-03) +10% to your sides action: (04-06) +10% to your opponents. The effect of the zone lasts until someone lands on it again.

## COMBAT EVENT

READ ALOUD IMMEDIATELY



### LOREKEEPER EVENT

Consult your Lorekeeper for a Combat Event that correlates to their story line. The Lorekeeper will now cinematically describe the event that is taking place. This event will affect the entire combat area.

## COMBAT EVENT

READ ALOUD IMMEDIATELY



### WILD MAGIC

The combat area has suddenly become influenced by Wild Magic. Mark a starting point on the Battle Board 01-60. Every 30-seconds, it moves down the Ring 2d10-segments. When it moves, roll 1d6, (01-03 No magic works, 04-06 magic effects are doubled), for anyone in the area.

## COMBAT EVENT

READ ALOUD IMMEDIATELY



### STRANGE MAGIC

Some type of Strange Magic is affecting the combat area. For the next 60-seconds, all combat is effected by this. Whenever you roll percentage die, read them backwards. That is the number you actually rolled, (35% is now 53%), this applies to all percentage rolls.

## COMBAT EVENT

READ ALOUD IMMEDIATELY



### STENCH OF HADES

A most unpleasant smell has wafted into the combat area. Mark a number 01-60. Anyone who lands on the marked area must make a WILL ROLL. Failure means a -20% is applied to all actions for that turn. This event lasts for the entire combat.

## ACT OF GOD

READ ALOUD IMMEDIATELY



### CRITICAL DOWNPLAY

Save this card! You have the God's Favor. The next time that you receive a Critical Strike in this combat, the gods offer you a chance to reverse it. Play this card to turn a Critical Strike into a normal attack.

## ACT OF GOD

READ ALOUD IMMEDIATELY



### MORTAL AVOIDANCE

Save this card! You have the God's Favor. The next time that you receive a Mortal Wound in this combat, the gods offer you a chance to avoid it. Play this card to turn a Mortal Wound into a Critical Strike.

## ACT OF GOD

READ ALOUD IMMEDIATELY



### POWERPLAY

The Lorekeeper will now declare to the players what Act of God has befallen the combat area. The Act of God must affect all sides, good or bad, and the Lorekeeper shall describe, cinematically, all of the events that occur.

## COMBAT ADVANTAGE

IMMEDIATE ACTION REQ'D



### COUNTERATTACK

Take a free counterattack immediately on your opponent. If you are not engaged in combat at this time, pass this card to the player on your right. Continue passing until a player can use the card. If no one can use the card, toss it into the discard pile.

## COMBAT ADVANTAGE

IMMEDIATE ACTION REQ'D



### AVOID THE DANGER

You become extremely agile during your opponent's next turn. You can dodge as much as you want without any penalties. You still must make a DDV Roll to successfully Dodge the attack.

## COMBAT ADVANTAGE

IMMEDIATE ACTION REQ'D



### AMAZING ATTACK

Play this card on your next turn. By doing so, you gain an extra attack on your opponent. Amazingly, you attack with blinding agility. There is no penalty for this extra attack. Attack at your normal percentage.

## COMBAT ADVANTAGE

IMMEDIATE ACTION REQ'D



### DEFENSES DOWN

You see an immediate opening in your opponent's defense. You surprise them with your reflexes. Take an attack right away while they are not expecting it. Your opponent cannot Parry, Block, or Dodge the attack.

## COMBAT ADVANTAGE

IMMEDIATE ACTION REQ'D



### DISTRACTED

Your opponent's attention is distracted for a moment. You gain a -5 to your WS and they receive a +5 to their WS. This gives you the Combat Advantage of first attack on your next turn.

## COMBAT ADVANTAGE

IMMEDIATE ACTION REQ'D



### REFRESHED

You just received your second wind and feel totally refreshed. Your Endurance is restored by 1d8 points. This feeling lasts for 60-seconds as you attack, dodge, parry, and block at a +10%.

## COMBAT ADVANTAGE

IMMEDIATE ACTION REQ'D



### EXHAUSTED

Your opponent loses 1d6 Endurance from overexerting themselves on their last attack. If their Endurance falls to zero, they collapse to the ground exhausted. Any attack while they are on the ground is at a +20%.

## COMBAT ADVANTAGE

IMMEDIATE ACTION REQ'D



### PERFECTION

On your next turn, you will make the perfect attack: Total Perfection. Roll the weapon damage twice and add it together. Then, add your Might Bonus to the weapon damage. This is the total amount of damage you do to your opponent this turn.

## COMBAT ADVANTAGE

IMMEDIATE ACTION REQ'D



### PERFECT POSITIONING

You will position yourself perfectly for your opponent's next attack. Your armor's ARV stops twice as much as it usually does from any damage done on your opponent's next attack.







COMBAT  
ADVANTAGE

IMMEDIATE ACTION REQ'D

PARRY AWAY

You gain a free Parry during your next turn with no penalty applied: If you need it. If you don't, too bad, this card wasn't to your advantage.

COMBAT  
ADVANTAGE

IMMEDIATE ACTION REQ'D

MIGHTY SURGE

An adrenalin surge has become so intense against your opponent your Might Bonus is doubled for your next attack. Because of this surge, you must lose 2-endurance instead of the normal 1-endurance.

COMBAT  
ADVANTAGE

IMMEDIATE ACTION REQ'D

LIGHTER THAN NORMAL

The weapon you are using seems lighter in your hands at the moment. You gain a -5 to your weapons WS this turn. You can use all, some, or none of the bonus; the choice is yours.

COMBAT  
ADVANTAGE

IMMEDIATE ACTION REQ'D

BY THE GODS

You have the Luck of the Gods with you on your next turn. Your Mortal Wound and Critical Strike chance increase by 10% on any attack that you perform.

HAND OF  
FATE

READ ALOUD IMMEDIATELY

ATTACK FATE

Roll a 1d10. This number affects either your CAV, RAV, MAV, or PAV, (choose one), according to the number you just rolled. Roll 1d6 (01-03 add result, 04-06 subtract result from your CAV, RAV, MAV, or PAV).  
This effect lasts for 30-seconds.

HAND OF  
FATE

READ ALOUD IMMEDIATELY

DEFENSE FATE

Roll a 1d10. This number affects your CDV or RDV, according to the number you just rolled. Roll 1d6 (01-03 add result, 04-06 subtract result from your CDV or RDV).  
This effect lasts for 30-seconds.

HAND OF  
FATE

READ ALOUD IMMEDIATELY

ARMOR FATE

Roll a 1d10. This number affects your ARV, according to the number you just rolled. Roll 1d6 (01-03 add result, 04-06 subtract result from your ARV).  
This effect lasts for 30-seconds.

HAND OF  
FATE

READ ALOUD IMMEDIATELY

SPEED FATE

Roll a 1d10. This number affects either your CSV, RSV, MSV, or PSV, (choose one), according to the number you just rolled. Roll 1d6 (01-03 add result, 04-06 subtract result from your CSV, RSV, MSV, or PSV).  
This effect lasts for 30-seconds.

KISS OF A  
GODDESS

READ ALOUD IMMEDIATELY

ESSENCE RESTORATION

The goddess' kiss has restored some of the Essence that you have expelled during the battle. You are refreshed and revitalized. Roll 1d100 to see who is affected (01-50 self or 51-00 all allies). Everyone affected is restored 1/2 of their total Essence.

TRAUMATIC  
MOMENT

IMMEDIATE ACTION REQ'D

JURY CONVICTION

The players will now determine your Traumatic Moment; while you leave the room. The Lorekeeper is to remain silent throughout this process. You must accept their decision. No results can immediately cause injury or death to the character.

KISS OF A  
GODDESS

READ ALOUD IMMEDIATELY

ENDURANCE REVITALIZATION

The goddess' kiss has restored all of the Endurance that you have exhausted during the battle. You are refreshed and revitalized. Roll 1d100 to see who is affected (01-50 self or 51-00 all allies).

KISS OF A  
GODDESS

READ ALOUD IMMEDIATELY

HEALTH REJUVENATION

The goddess' kiss has restored some of the Body Points that you have lost during the battle. You are refreshed and rejuvenated. Roll 1d100 to see who is affected (01-50 self or 51-00 all allies). Each person affected gains 1d8 BDP to all locations.

TRAUMATIC  
MOMENT

IMMEDIATE ACTION REQ'D

PEER PRESSURE

Roll a 1d6, (01-03 right, 04-06 left), the person to the side rolled, will now determine your Traumatic Moment. This can be comedic or tragic, depending on how they feel about your character. They have 1-minute to make this decision. It cannot outright harm or kill the character.

TRAUMATIC  
MOMENT

IMMEDIATE ACTION REQ'D

LOREKEEPER'S MOMENT

The Lorekeeper will now determine your Traumatic Moment. This moment will add to the story line they have created. Their decision is final. Their decision will not harm or kill your character, but should enhance the background for your character.

CURSE OF THE  
DARK ONE

READ ALOUD IMMEDIATELY

ARMOR DETERIORATION

A dark cloud descends upon the area for a second. The curse placed upon all combatants by the Dark One, has deteriorated worn armor by 1d6 to all locations, lasting till the end of combat. This curse takes effect now!

CURSE OF THE  
DARK ONE

READ ALOUD IMMEDIATELY

BLOOD SACRIFICE

From beyond, a dark hand beckons. Time is frozen, hours as seconds. Bodies rise in cross-like pose. Blood wicks upward, red as rose.  
All combatants lose half their remaining BDP in every location. Resistance to Nether reduces BDP drained.

CURSE OF THE  
DARK ONE

READ ALOUD IMMEDIATELY

THE SHADOW

Darkness falls across the land. Midnight hour close at hand. Harrowed feeling, sight obscured.  
The voice of death can now be heard.  
The Lorekeeper will cinematically describe the events that now unfold concerning the shadow that approaches.

CURSE OF THE  
DARK ONE

READ ALOUD IMMEDIATELY

ESSENCE DRAIN

The Dark One has taken an interest in the combat. The curse placed upon the area has drained half of all Essence. Roll a d100, (01-25 self, 26-50 allies, 51-75 opponents, 76-00 all combatants). This curse takes effect now!



