

THUNDERMACE



1. GAIN 10 LIFE
 2. ALL PLAYERS MOVE ONE SQUARE FORWARD
 3. RETRIEVE ONE LIFE CARD FROM DISCARD PILE
 4. MOVE THREE CARDS FORWARD, SQUARE OF CHOICE
 5. GO TO FULL LIFE
 6. PICK UP TWO FATE CARDS

ROLL DIE DO WHAT NUMBER ABOVE SAYS	GAIN 25 LIFE	ROLL DIE DO WHAT NUMBER ABOVE SAYS
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EXECUTIONER



1. GO TO FULL LIFE
 2. -2 LIFE TO ALL OPPONENTS
 3. -13 SQUARES TO PLAYER OF CHOICE
 4. ALL OPPONENTS ROLL TO LOSE LIFE
 5. MOVE TWO CARDS FORWARD, SQUARE OF CHOICE
 6. GAIN 10 LIFE

ROLL DIE DO WHAT NUMBER ABOVE SAYS	GAIN 15 LIFE	ROLL DIE DO WHAT NUMBER ABOVE SAYS
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FIRE DEMONESS



1. SEND PLAYER OF CHOICE BACK SIX SQUARES
 2. PICK UP TWO FATE CARDS
 3. GO TO FULL LIFE
 4. TAKE THREE LIFE FROM EACH OPPONENT
 5. TAKE TWO EXTRA TURNS
 6. MAKE ANY TWO OPPONENTS BATTLE

ROLL DIE DO WHAT NUMBER ABOVE SAYS	GAIN 10 LIFE	ROLL DIE DO WHAT NUMBER ABOVE SAYS
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CHAKAN



1. GAIN 10 LIFE
 2. PICK UP TWO FATE CARDS
 3. GO TO FULL LIFE
 4. TAKE ONE FATE CARD OR 3 LIFE FROM EACH PLAYER
 5. MOVE THREE CARDS FORWARD, SQUARE OF CHOICE
 6. TAKE THREE EXTRA TURNS

ROLL DIE DO WHAT NUMBER ABOVE SAYS	GAIN 20 LIFE	ROLL DIE DO WHAT NUMBER ABOVE SAYS
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STEPHEN DARKLORD



1. -3 SQUARES TO PLAYER OF CHOICE
 2. GO TO FULL LIFE
 3. PICK TWO FATE CARDS
 4. GAIN 10 LIFE
 5. -5 LIFE TO PLAYER OF CHOICE
 6. -3 LIFE TO ALL PLAYERS

ROLL DIE DO WHAT NUMBER ABOVE SAYS	GAIN 25 LIFE	ROLL DIE DO WHAT NUMBER ABOVE SAYS
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