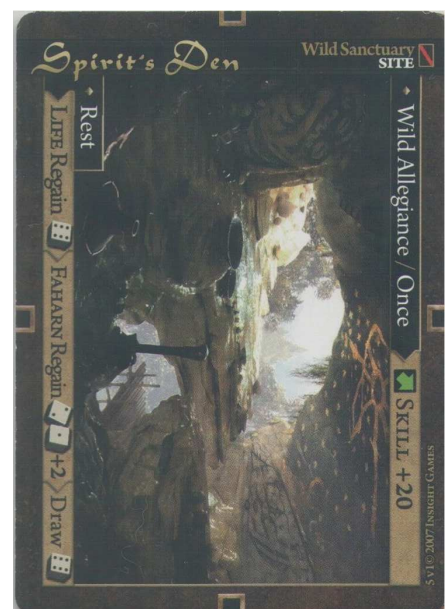
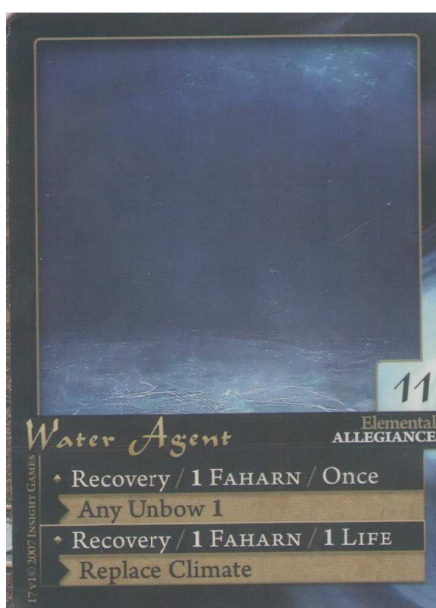
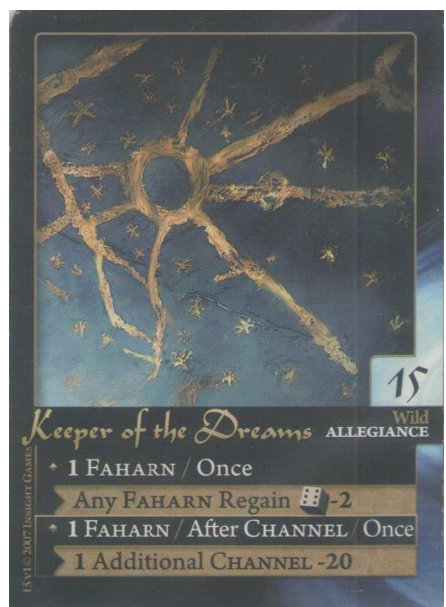
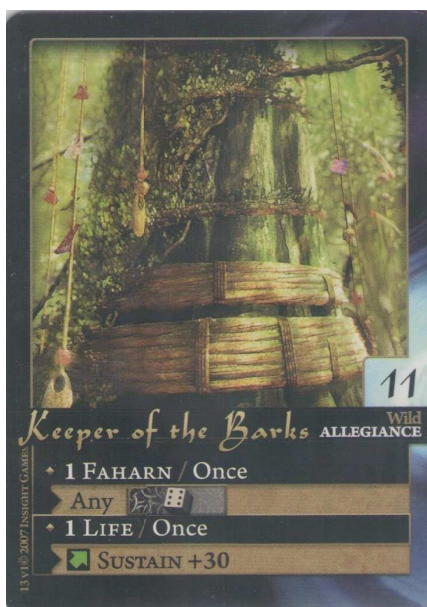
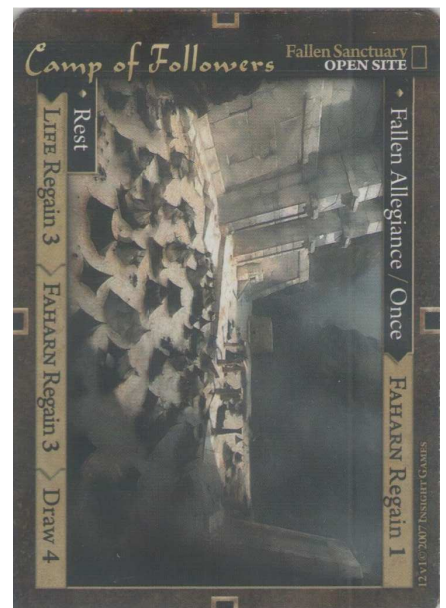






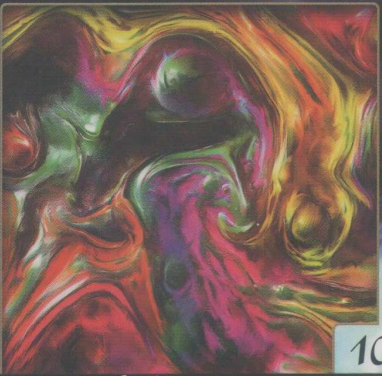


9

Herald of Destruction Chaos ALLEGIANCE

- ♦ 1 FAHARN / Once
- ♦ Any ATTACK Critical +5
- ♦ 1 FAHARN / Wound / Once

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10

Herald of Chaos Chaos ALLEGIANCE

- ♦ 2 FAHARN / Once
- ♦ Any Failed Dice Switch
- ♦ 1 FAHARN

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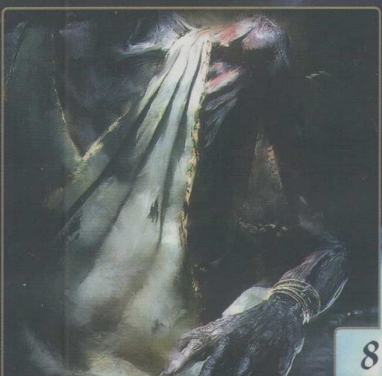


11

Herald of Creation Chaos ALLEGIANCE

- ♦ 1 FAHARN
- ♦ Any SKILL +10
- ♦ Recovery / Any 1 Advantage Card / Once
- ♦ LIFE Regain 1 / FAHARN Regain 2

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8

Eternal Guardian Fallen ALLEGIANCE

- ♦ 1 FAHARN / Once
- ♦ Any SUSTAIN +25
- ♦ 1 FAHARN / Wound / Once
- ♦ Weakening -1

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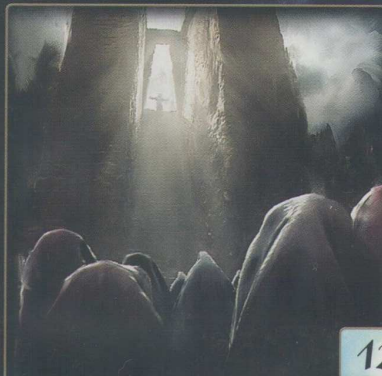


10

Blood Lord Fallen ALLEGIANCE

- ♦ 1 LIFE / Once
- ♦ Any ATTACK +3
- ♦ 1 FAHARN / Physical Wound / Once
- ♦ LIFE Regain -3

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12

Follower of Levlin Fallen ALLEGIANCE

- ♦ 1 FAHARN / Recovery / Once
- ♦ Any FAHARN Regain 2
- ♦ 1 FAHARN / After CHANNEL / Once
- ♦ 1 Additional CHANNEL -15

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War Staff ATTACK ITEM



- ♦ DEFENSE +15
- ♦ / Item ATTACK
- ♦ ATTACK +15

25 V1 © 2007 INSIGHT GAMES

1 rank

Contact

Dagger ATTACK ITEM



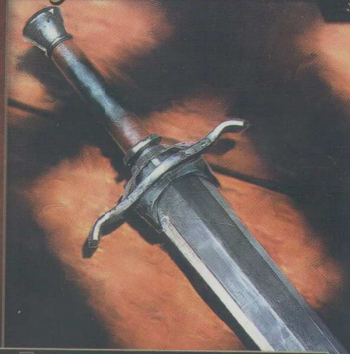
- ♦ / Riposte
- ♦ Riposte +10
- ♦ / After ATTACK
- ♦ 2 Additional Item ATTACK -30

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1 rank

Contact

Large Sword ATTACK ITEM



- ♦ / Riposte
- ♦ Riposte -10
- ♦ / Item ATTACK
- ♦ ATTACK +10

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1 rank

Contact

Medium Shield SHIELD ITEM



DEFENSE +20

+2 -2 -2

Contact 2 rank

28V10 2007 INSIGHT GAMES

Throwing Knives THROW ITEM



/ After THROW
1 Additional Item THROW -10

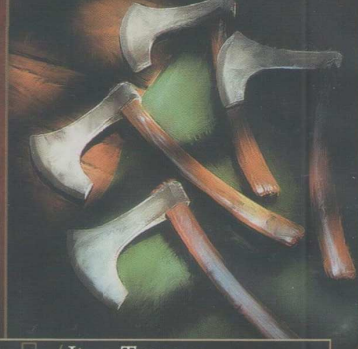
/ Item Wound
-2

+1

Medium Range 1 rank

29V10 2007 INSIGHT GAMES

Throwing Axes THROW ITEM



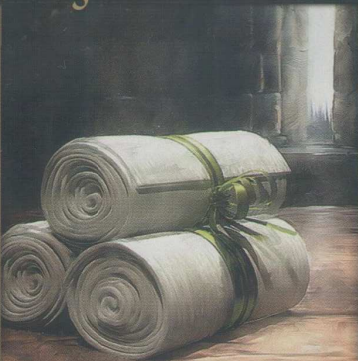
/ Item THROW
THROW +10

/ Item Damage
-2

Medium Range 1 rank

30V10 2007 INSIGHT GAMES

Bandages ITEM

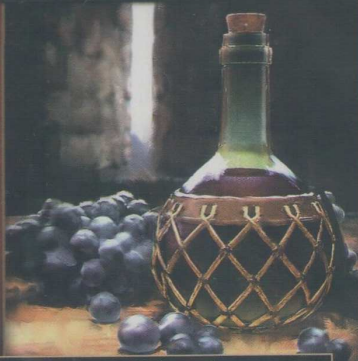


Recovery / Discard / Bow Initiative
LIFE Regain -1

1 rank

31V10 2007 INSIGHT GAMES

Black Wine ITEM



Recovery / Discard
LIFE Regain
Self Weakening 1
Discard 1 Burden Substance

2 rank

32V10 2007 INSIGHT GAMES

Leather Cloak ITEM



Discard / Move / Contact
MOVE -30

Discard
-1 +2 +2

1 rank

33V10 2007 INSIGHT GAMES

Strong Wind CLIMATE



Place
Any ARCHERY -10
Any THROW -10

34V10 2007 INSIGHT GAMES

Heavy Rain CLIMATE



Place
Any CHANNEL -10

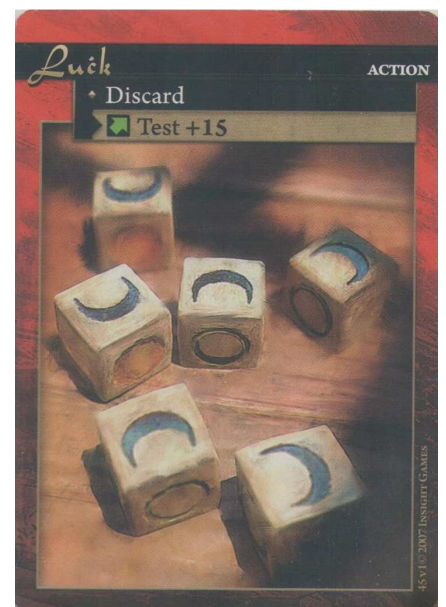
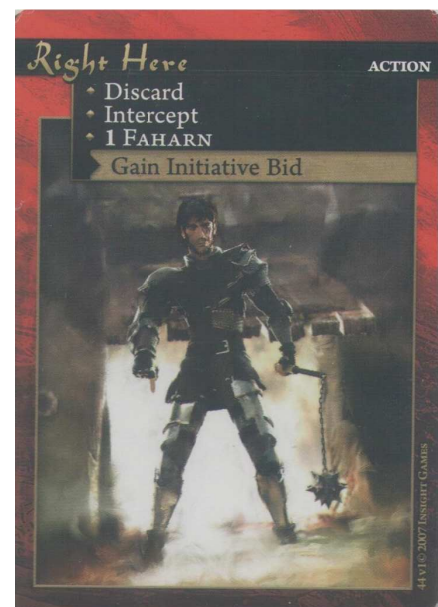
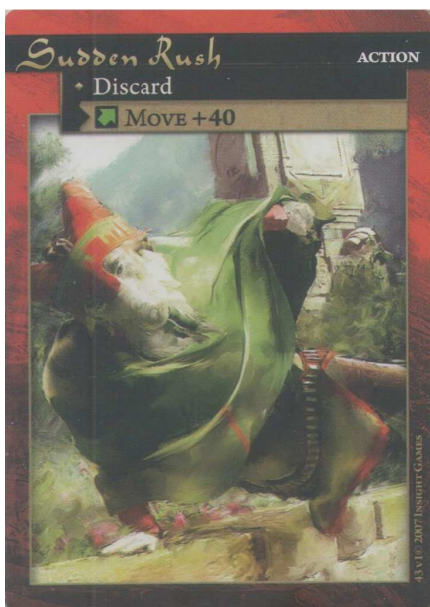
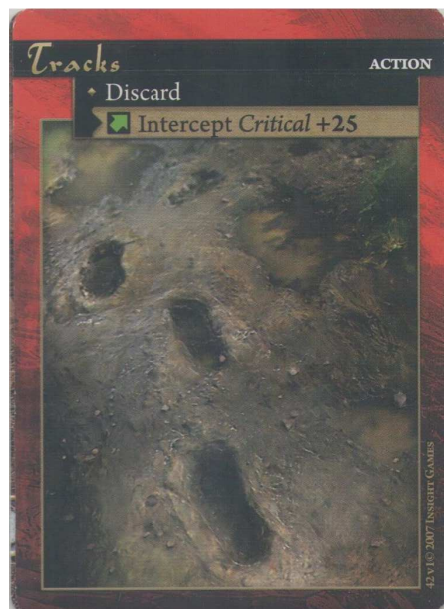
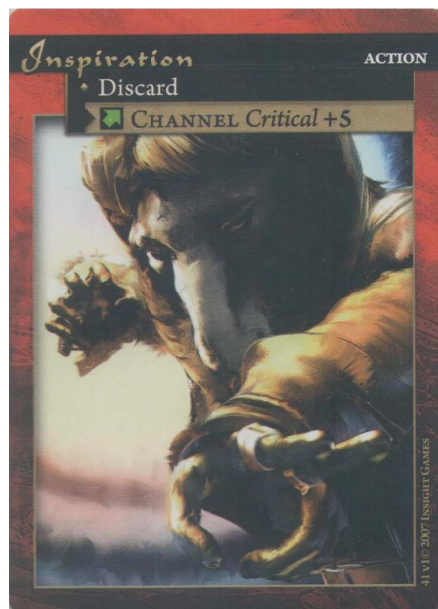
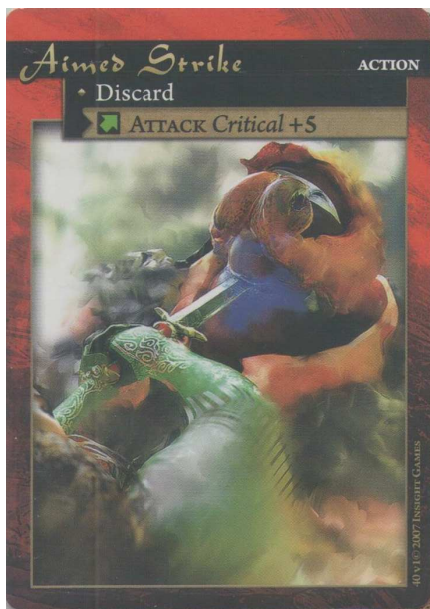
35V10 2007 INSIGHT GAMES

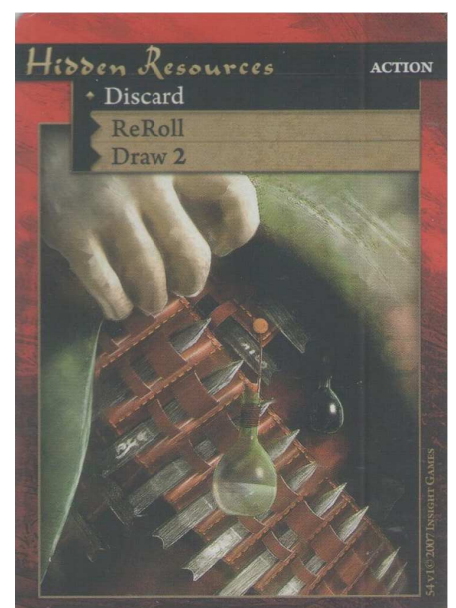
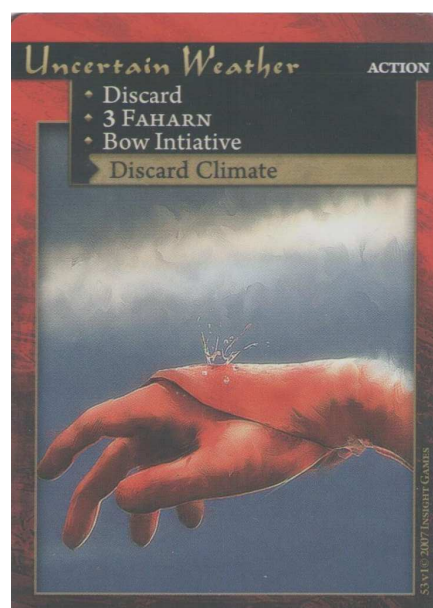
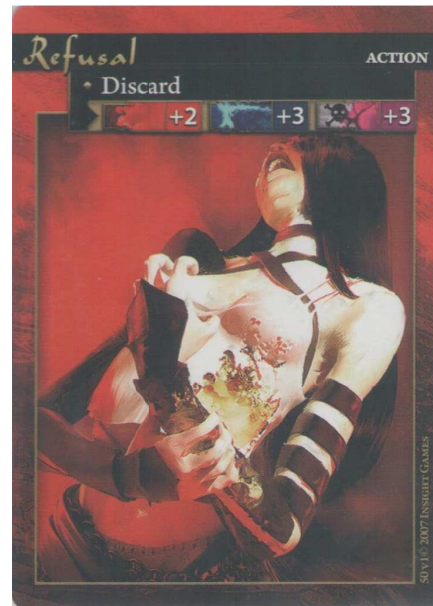
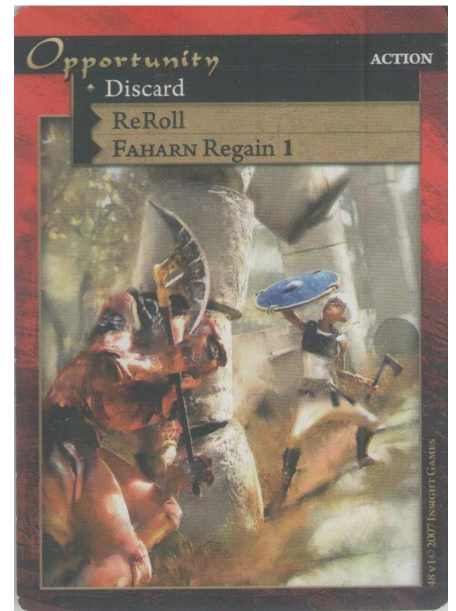
Bright Sunshine CLIMATE

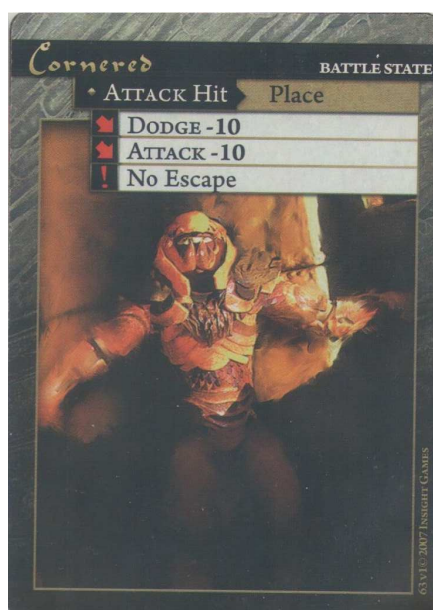
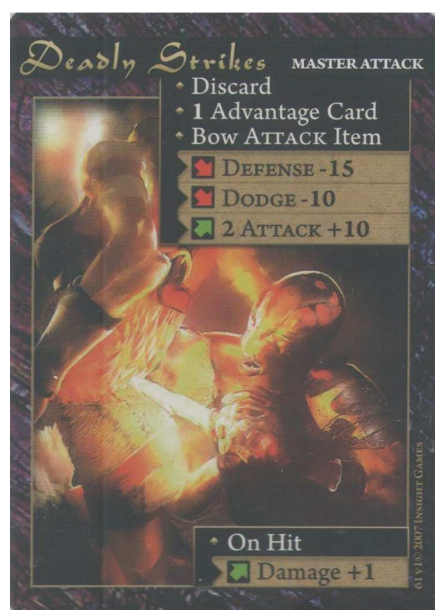
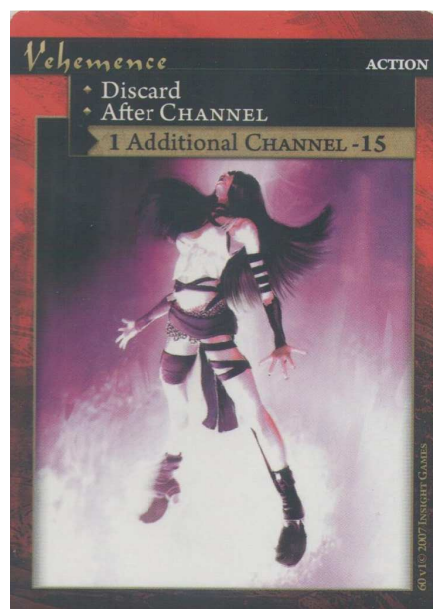
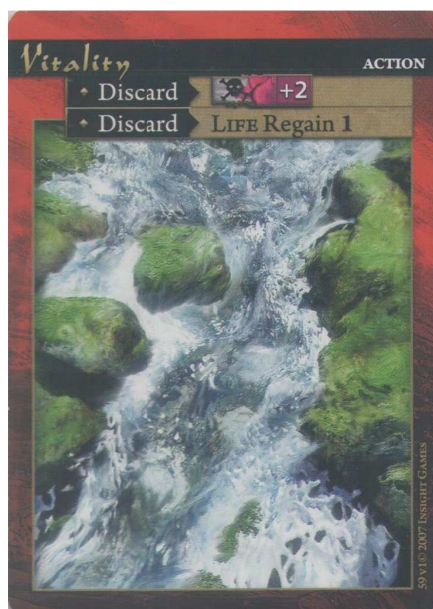
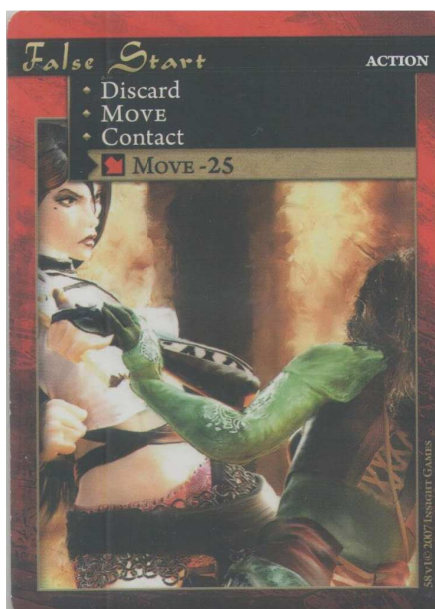
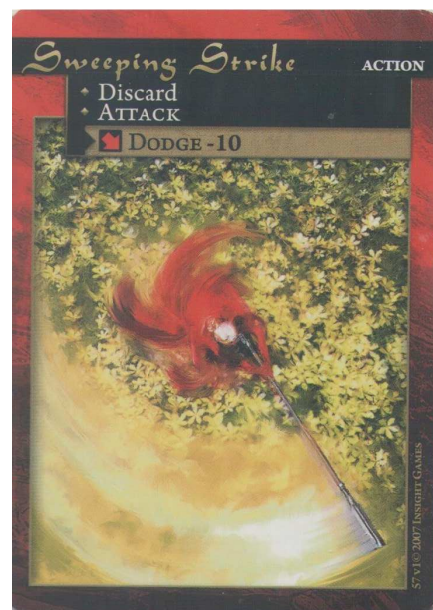
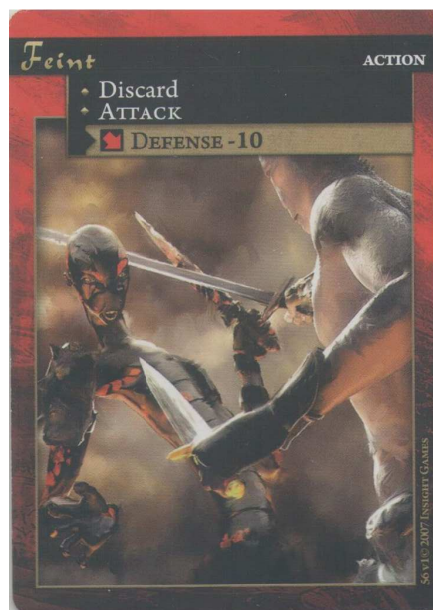
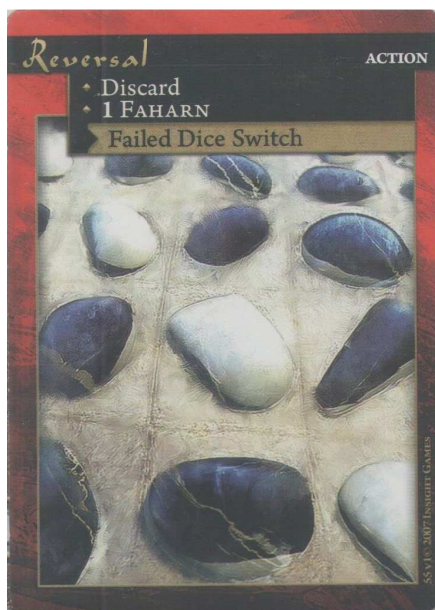


Place
Any ARCHERY +10
Any THROW +10

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Overwhelmed BATTLE STATE

♦ ATTACK Hit Place

♥ DEFENSE -10

♥ DODGE -10

! No Escape

64 VIC © 2007 INSIGHT GAMES

Imbalanced BATTLE STATE

♦ ATTACK Hit Place

♥ DEFENSE -10

♥ ATTACK -10

! No Escape

65 VIC © 2007 INSIGHT GAMES

Sundered Armor EFFECT

♦ Physical or Thermal Damage Place

ET -2

66 VIC © 2007 INSIGHT GAMES

Powerless EFFECT

♦ Physical or Thermal Damage Place

♥ ATTACK ET -2

67 VIC © 2007 INSIGHT GAMES

Shattered EFFECT

♦ Physical or Thermal Damage Place

Periodic 2B -2

68 VIC © 2007 INSIGHT GAMES

Dazed EFFECT

♦ Physical or Thermal Damage Place

♥ ATTACK -10

♥ CHANNEL -10

69 VIC © 2007 INSIGHT GAMES

Exposed EFFECT

♦ Physical or Thermal Damage Place

♥ RESIST -5

♥ ATTACKER ATTACK Critical +5

70 VIC © 2007 INSIGHT GAMES

Hysel Orn Meern Defiler CHARACTER

11 13

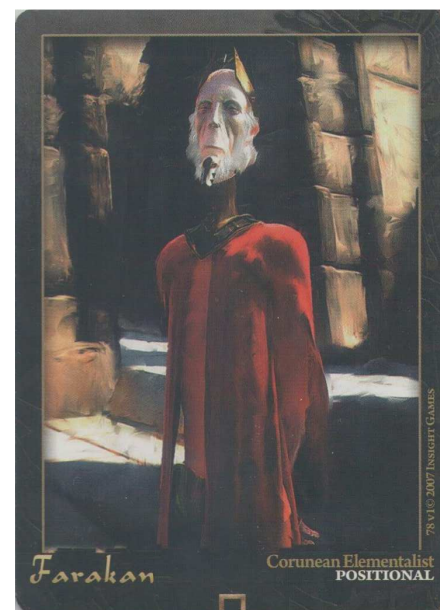
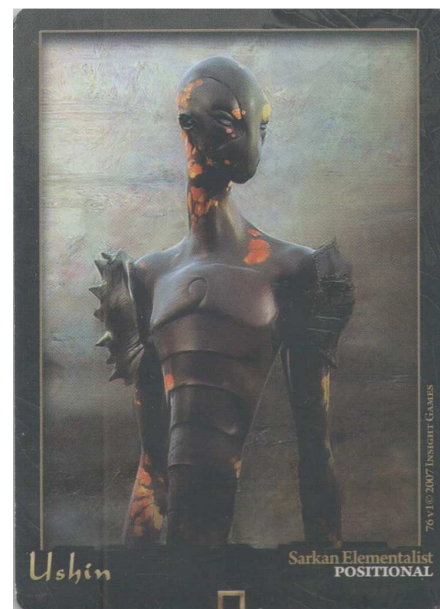
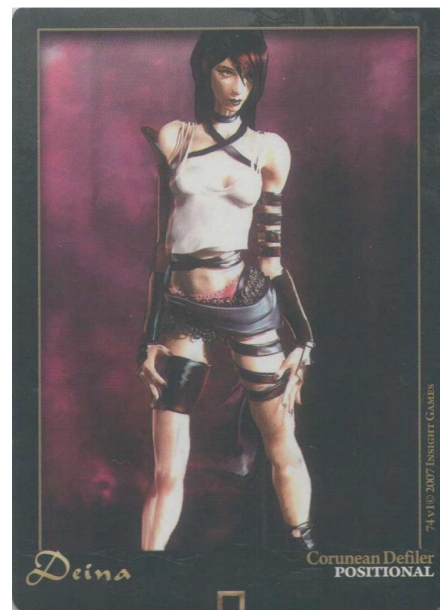
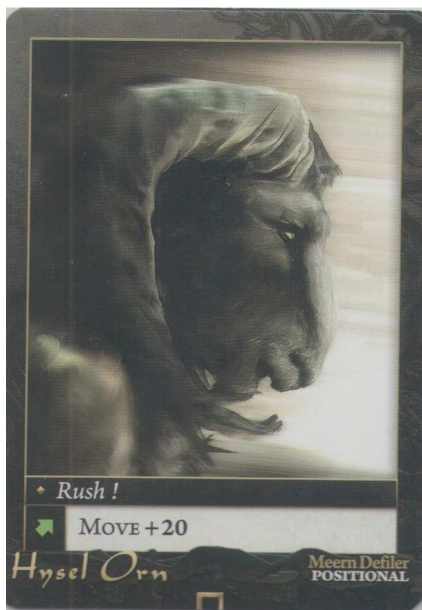
65 ATTACK	40 DEFENSE
40 MOVE	25 DODGE
80 CHANNEL	30 SUSTAIN

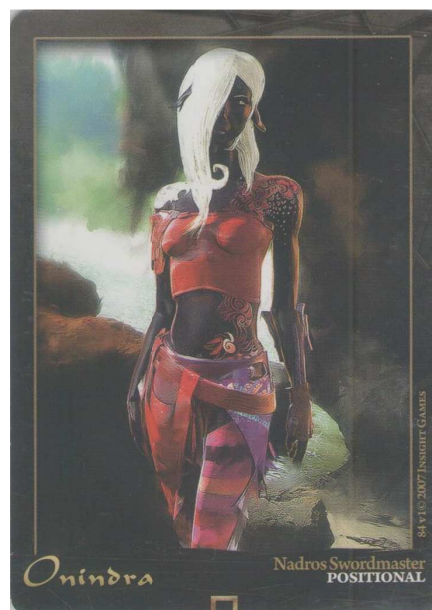
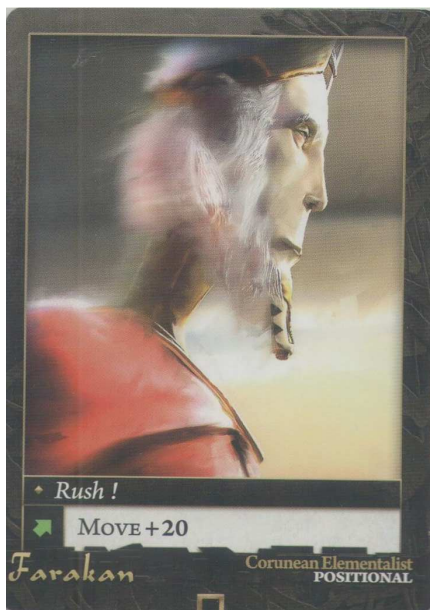
ET +2 2B +1 2B +1 E F

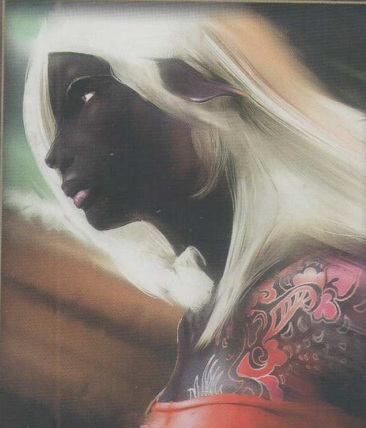
71 VIC © 2007 INSIGHT GAMES

Hysel Orn Meern Defiler POSITIONAL

72 VIC © 2007 INSIGHT GAMES







♦ Rush !

MOVE +20

Onindra Nadros Swordmaster
POSITIONAL



13 **Laen** Sinkin Swordmaster
CHARACTER

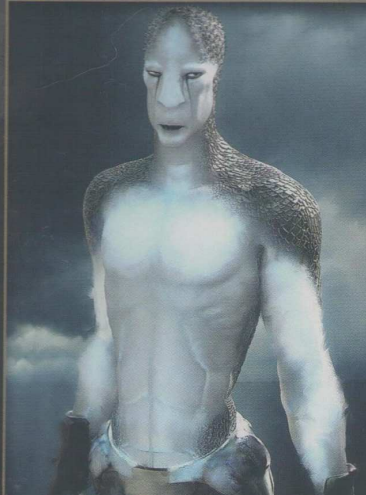
70 ATTACK	50 DEFENSE
50 MOVE	40 DODGE
35 SUSTAIN	

1 1

-1 -1 -1

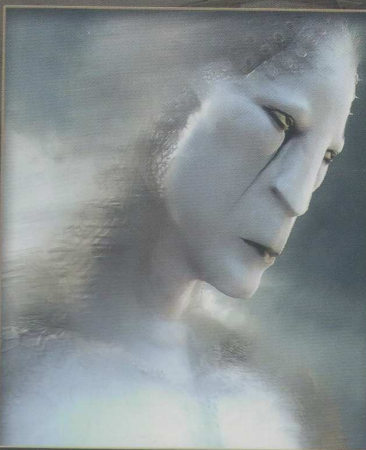
W^C

85 V1 © 2007 INSIGHT GAMES



Laen Sinkin Swordmaster
POSITIONAL

85 V1 © 2007 INSIGHT GAMES



♦ Rush !

MOVE +20

Laen Sinkin Swordmaster
POSITIONAL



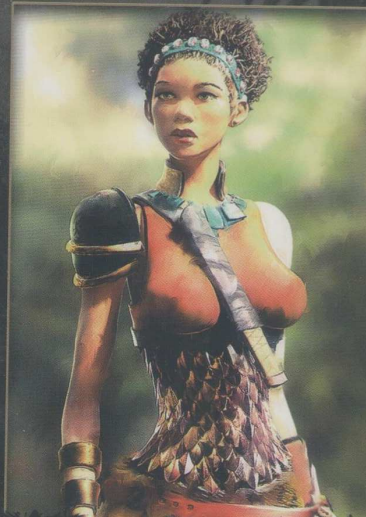
11 **Shenen** Mezai Warden
CHARACTER

55 ATTACK	45 DEFENSE
50 MOVE	30 DODGE
60 CHANNEL	20 SUSTAIN
65 ARCHERY	

0 -1 -1

W^C_E

87 V1 © 2007 INSIGHT GAMES



Shenen Mezai Warden
POSITIONAL

88 V1 © 2007 INSIGHT GAMES



♦ Rush !

MOVE +20

Shenen Mezai Warden
POSITIONAL



6 **Ooe** Tendrel Warden
CHARACTER

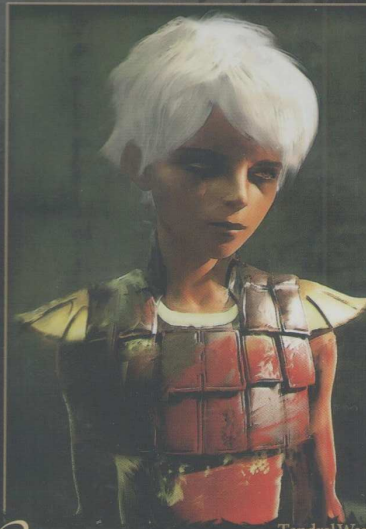
60 ATTACK	30 DEFENSE
45 MOVE	50 DODGE
75 CHANNEL	55 SUSTAIN
50 ARCHERY	

1 2

+1

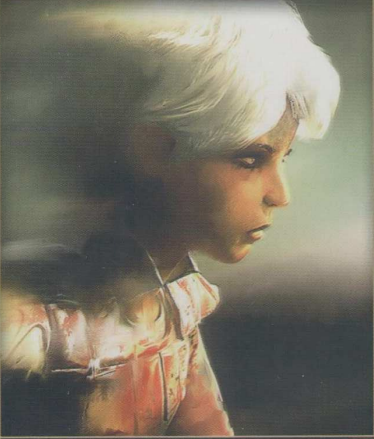
W^C_E

89 V1 © 2007 INSIGHT GAMES



Ooe Tendrel Warden
POSITIONAL

90 V1 © 2007 INSIGHT GAMES



♦ Rush !

➤ MOVE +20

Ooe Tendrel Warden
POSITIONAL

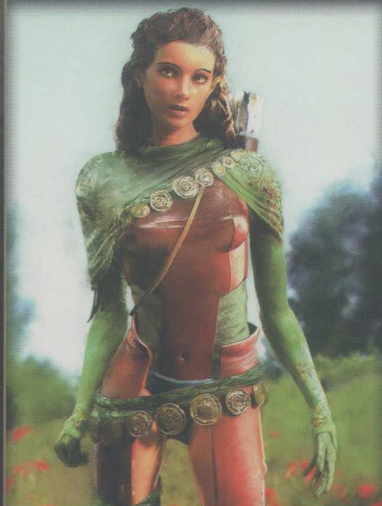


10 11

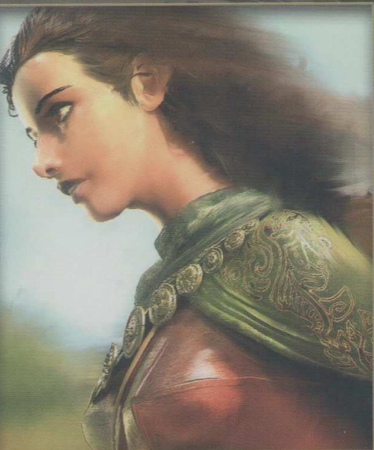
Lassa Hakren Shade
CHARACTER

70	ATTACK	50	DEFENSE
60	MOVE	45	DODGE
55	CHANNEL		
70	ARCHERY	20	SUSTAIN

W C F
E



Lassa Hakren Shade
POSITIONAL



♦ Rush !

➤ MOVE +20

Lassa Hakren Shade
POSITIONAL



12 9

Shyl'Naoo Meern Shade
CHARACTER

75	ATTACK	55	DEFENSE
55	MOVE	40	DODGE
45	CHANNEL		
70	THROW	25	SUSTAIN

W C F
E



Shyl'Naoo Meern Shade
POSITIONAL



♦ Rush !

➤ MOVE +20

Shyl'Naoo Meern Shade
POSITIONAL

Wall Stance Defender
ABILITY



♦  Block

♦  MOVE +20

♦  SKILL +10

Tower Stance Defender
ABILITY



♦ 1 LIFE

♦  Barrier

♦  DEFENSE +20

♦  /Recovery/3 LIFE

♦ Discard 1 Burden Affliction

Gate Stance Defender ABILITY

♦ /ATTACK Hit / 1 FAHARN
 Stun 2
 ♦ /ATTACK
 ♦ DODGE -15
 ♦ /ATTACK Hit / 1 Advantage Card
 Flip 1 ATTACK Item

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Morning Star Defender ATTACK ITEM

♦ /Item ATTACK
 ♦ DEFENSE -20
 ♦ /Item ATTACK
 ♦ ATTACK Critical +10

0 +4 Contact 4 rank

98 V1 © 2007 INSIGHT GAMES

Great Axe Defender ATTACK ITEM

♦ DEFENSE +10
 ♦ /Item ATTACK
 ♦ DEFENSE -15

2 4 Contact 4 rank

99 V1 © 2007 INSIGHT GAMES

Heavy Shield Defender SHIELD ITEM

♦ DEFENSE +15
 ♦

0 -1 0 -1 Contact 2 rank

100 V1 © 2007 INSIGHT GAMES

War Axe Defender ATTACK ITEM

♦ /Item ATTACK
 ♦ ATTACK Critical +10
 ♦ /Item Damage
 -3

0 +2 Contact 3 rank

101 V1 © 2007 INSIGHT GAMES

Heavy Mace Defender ATTACK ITEM

♦ /Item ATTACK
 ♦ DEFENSE -15
 ♦ /Item Damage
 Stun 1

0 +2 Contact 2 rank

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Slam Defender MASTER ATTACK

♦ Discard
 ♦ 2 Advantage Card
 ♦ Bow Shield Item
 ♦ DEFENSE -40
 ♦ DODGE -30
 ♦ 1 Shield ATTACK +30

♦ On Hit
 ♦ Damage -1
 Flip Item 2
 Weakening 4

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Cleave Defender MASTER ATTACK

♦ Discard
 ♦ 1 Advantage Card
 ♦ Bow ATTACK Item
 ♦ DEFENSE -35
 ♦ DODGE -20
 ♦ 1 ATTACK +20

♦ On Hit
 -5
 ♦ Damage +1
 Stun 1

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The Red Veil Defender SUBSTANCE

♦ Physical Wound Place
 ♦ MOVE -10
 ♦ DODGE -15
 ♦ Periodic -3

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Battle Vigor Defender ACTION

- ♦ 1 FAHARN
- ♦ Discard
- Regain LIFE -1

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Obstruction Defender BATTLE STATE

♦ ATTACK Hit Place

ATTACK -3

! No Escape

107 V1 © 2007 INSIGHT GAMES

Wrong Guard Defender BATTLE STATE

♦ ATTACK Hit Place

ATTACK -15

! No Escape

108 V1 © 2007 INSIGHT GAMES

Armor Cleave Defender EFFECT

♦ Physical or Thermal Damage Place

-3

109 V1 © 2007 INSIGHT GAMES

Pain Lust Defiler ABILITY

- ♦ / ATTACK
- ♦ ATTACK Critical +10
- ♦ SUSTAIN +25
- ♦ / Physical Wound
- FAHARN Regain -1

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Dark Pacts Defiler ABILITY

- ♦ 1 FAHARN / CHANNEL / Once
- 1 Additional Shadow CHANNEL -25
- ♦ Any Shadow CHANNEL +20
- ♦ / CHANNEL
- ♦ Shadow CHANNEL Critical +10

111 V1 © 2007 INSIGHT GAMES

Confusion Defiler ABILITY

- ♦ 1 FAHARN / MOVE / Contact
- ♦ MOVE -25
- ♦ / CHANNEL
- Any Weakening 1
- ♦ / CHANNEL
- ♦ Shadow Resist -15

112 V1 © 2007 INSIGHT GAMES

Staff of Agony Defiler ATTACK ITEM

- ♦ / Item ATTACK
- ♦ ATTACK Critical +10
- ♦ / Item Damage
- Stun 1

+3

Contact 2 rank

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Sacrificial Blade Defiler ATTACK ITEM

- ♦ / Item ATTACK
- ♦ DEFENSE -10
- ♦ / Item ATTACK
- 1 Additional ATTACK -10

+3

Contact 1 rank

114 V1 © 2007 INSIGHT GAMES

Suffering Defiler
SHADOW AFFLICTION

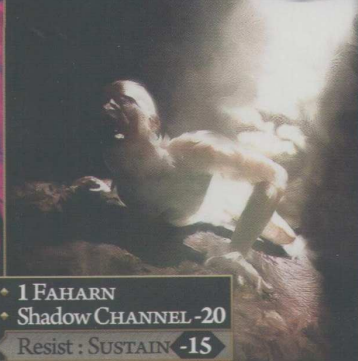


1 FAHARN
Shadow CHANNEL -20
Resist : MIND x2
Place
SKILL -15

1 rank

115 V1 © 2007 INSIGHT GAMES

Exhaustion Defiler
SHADOW AFFLICTION

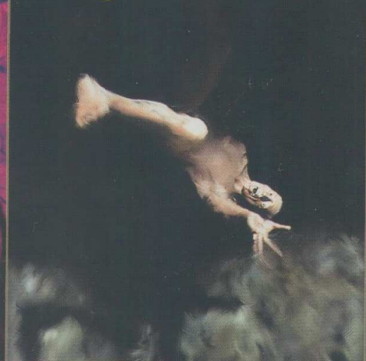


1 FAHARN
Shadow CHANNEL -20
Resist : SUSTAIN -15
Place
ATTACK -15
DEFENSE -15
DODGE -15
ATTACK -3

1 rank

116 V1 © 2007 INSIGHT GAMES

Uncertain Balance Defiler
SHADOW AFFLICTION



1 FAHARN
Shadow CHANNEL -20
Resist : SUSTAIN -10
Place
Attacker ATTACK Critical +15

1 rank

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Mind Rending Defiler
SHADOW AFFLICTION



1 FAHARN
Shadow CHANNEL -25
Resist : MIND x2
Place
Periodic -4

1 rank

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Despair Defiler
SHADOW SPELL



1 FAHARN
Shadow CHANNEL -10
Resist : MIND x2
Weakening 1
Random Discard 1
Stun 1

1 rank

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Instability Defiler
CHAOS SPELL



2 FAHARN
Chaos CHANNEL -40
Discard 1 Placed Card or 1 Climate

1 rank

120 V1 © 2007 INSIGHT GAMES

Eluding Ward Defiler
VOID GIFT

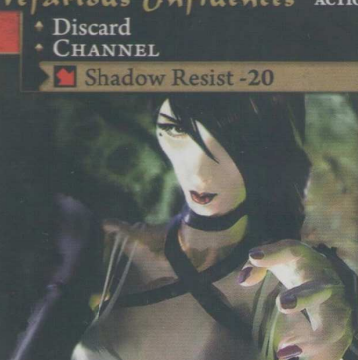


1 FAHARN
Void CHANNEL -10
Place
DODGE +5
Discard When Placed

1 rank

121 V1 © 2007 INSIGHT GAMES

Nefarious Influences Defiler
ACTION

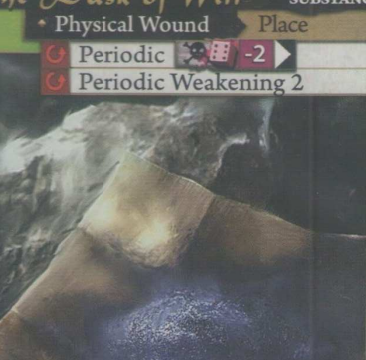


Discard
CHANNEL
Shadow Resist -20

1 rank

122 V1 © 2007 INSIGHT GAMES

The Dusk of Will Defiler
SUBSTANCE



Physical Wound Place
Periodic -2
Periodic Weakening 2

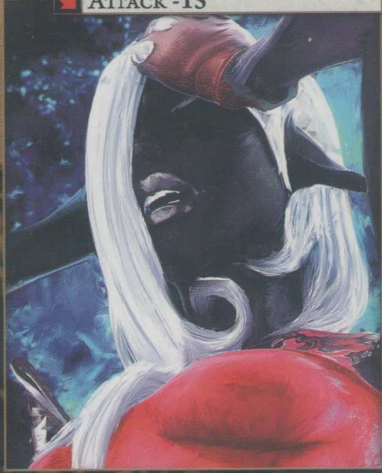
1 rank

123 V1 © 2007 INSIGHT GAMES

Paralysing Pain Defiler
EFFECT

♦ Physical or Thermal Damage Place

♦ **ATTACK -15**



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Lava Blood Elementalist
ABILITY



♦  Any CHANNEL Critical +5

♦  / 1 LIFE / CHANNEL

FAHARN Regain 3

♦  / CHANNEL

1 Additional Fire CHANNEL -10

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Lava Blood Elementalist
ABILITY



♦  Any CHANNEL Critical +5

♦  / 1 LIFE / CHANNEL

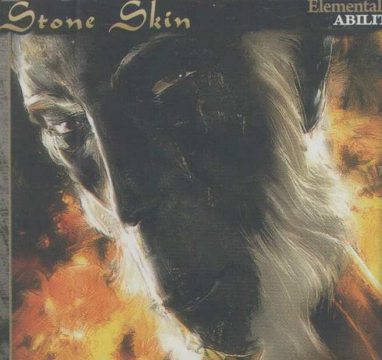
FAHARN Regain 3

♦  / CHANNEL

1 Additional Fire CHANNEL -10

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Stone Skin Elementalist
ABILITY



♦ 1 FAHARN

♦  +3  +3

♦  Any CHANNEL +15

♦  Any CHANNEL Provide 1 FAHARN

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Stone Skin Elementalist
ABILITY



♦ 1 FAHARN

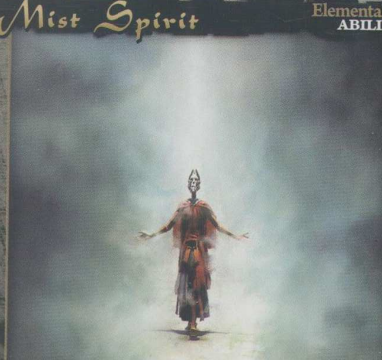
♦  +3  +3

♦  Any CHANNEL +15

♦  Any CHANNEL Provide 1 FAHARN

126 V1 © 2008 INSIGHT GAMES

Mist Spirit Elementalist
ABILITY



♦ 2 FAHARN

♦  Any Resist +20

♦  / After CHANNEL

1 Additional CHANNEL -15

♦  / Recovery / 3 FAHARN

Replace Climate

127 V1 © 2007 INSIGHT GAMES

Mist Spirit Elementalist
ABILITY



♦ 2 FAHARN

♦  Any Resist +20

♦  / After CHANNEL

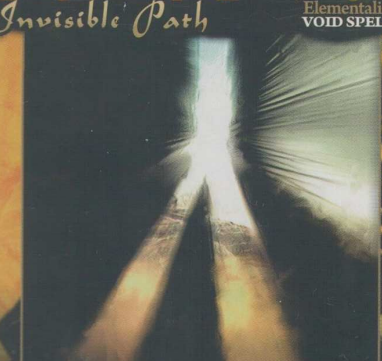
1 Additional CHANNEL -15

♦  / Recovery / 3 FAHARN

Replace Climate

127 V1 © 2008 INSIGHT GAMES

Invisible Path Elementalist
VOID SPELL



♦ 2 FAHARN

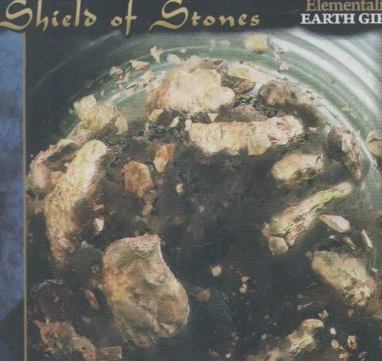
♦ Void CHANNEL -30

Change Position

1 rank

128 V1 © 2007 INSIGHT GAMES

Shield of Stones Elementalist
EARTH GIFT



♦ 1 FAHARN

♦ Earth CHANNEL -10

Place

♦  +2

♦ Discard When Placed

1 rank

129 V1 © 2007 INSIGHT GAMES

Rock Shards Elemental
EARTH SPELL



133 V1 © 2007 Insight Games

- 1 FAHARN
- Earth CHANNEL -10

Resist: DODGE -20

+4

1 rank

Call of Fire Elemental
FIRE SPELL



133 V1 © 2007 Insight Games

- 1 FAHARN
- Fire CHANNEL -20

Resist: DODGE -20

+2

Stun 1

Range 1 rank

Ashes of Time Elemental
FIRE SPELL



133 V1 © 2007 Insight Games

- 1 FAHARN
- Fire CHANNEL -20

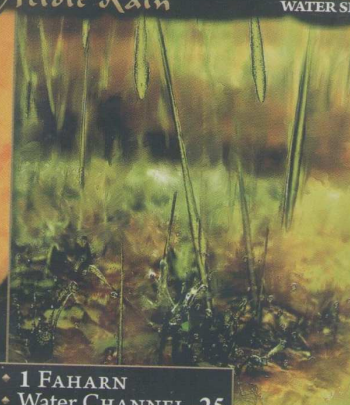
Resist: BODY x2

-3

Weakening 1

Contact Area 1 rank

Acidic Rain Elemental
WATER SPELL



133 V1 © 2007 Insight Games

- 1 FAHARN
- Water CHANNEL -25

Resist: MOVE -20

+2

Random Discard 1

Range Area 1 rank

Blood Flow Elemental
WATER AFFLICTION



133 V1 © 2007 Insight Games

- 1 FAHARN
- Water CHANNEL -20

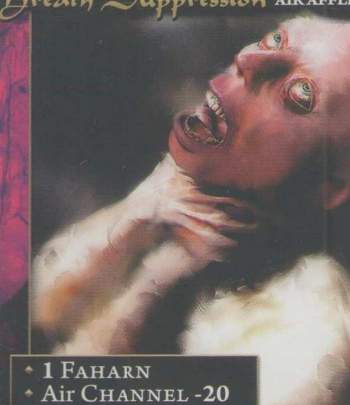
Resist: BODY x2

Place

Periodic -2

1 rank

Breath Suppression Elemental
AIR AFFLICTION



133 V1 © 2007 Insight Games

- 1 FAHARN
- Air CHANNEL -20

Resist: MIND x2

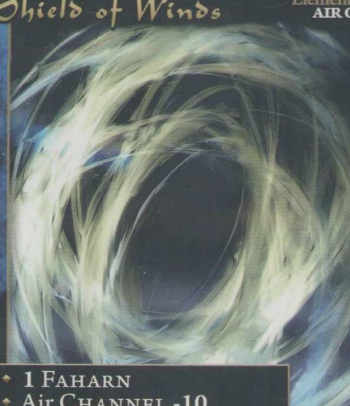
Place

ATTACK -15

CHANNEL -15

1 rank

Shield of Winds Elemental
AIR GIFT



133 V1 © 2007 Insight Games

- 1 FAHARN
- Air CHANNEL -10

Place

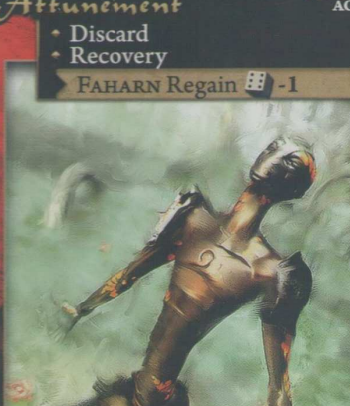
MOVE +5

Discard When Placed

+2

1 rank

Attunement Elemental
ACTION

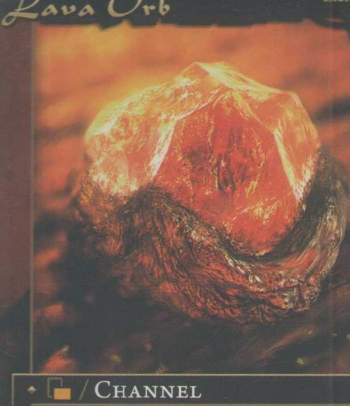


133 V1 © 2007 Insight Games

- Discard
- Recovery

FAHARN Regain -1

Lava Orb Elemental
ITEM



133 V1 © 2007 Insight Games

- / CHANNEL
- Fire CHANNEL Critical +10
- / CHANNEL
- Resist -10

1 rank

Fire Blade Elementalist
ATTACK ITEM



♦ / Item ATTACK
 ♦ DEFENSE -15
 ♦ / 1 FAHARN / Item Wound
 Weakening -1

Contact 1 rank

139 V1 © 2007 INSIGHT GAMES

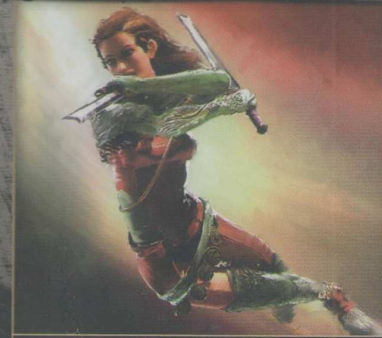
Secrets of Movement Shade
ABILITY



♦ / 1 FAHARN
 ♦ DODGE Critical +30
 ♦ / 2 FAHARN
 Discard 1 Burden Battle State
 ♦ ATTACK / 1 Advantage Card
 ♦ DODGE -20

140 V1 © 2007 INSIGHT GAMES

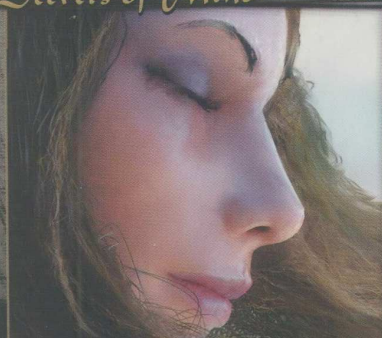
Secret Stance Shade
ABILITY



♦ ATTACK / 1 Advantage Card
 ♦ ATTACK Critical +20
 ♦ ATTACK / 1 Advantage Card
 ♦ DEFENSE -20
 ♦ / Physical Damage / 1 Advantage Card
 -4

141 V1 © 2007 INSIGHT GAMES

Secrets of Mind Shade
ABILITY



♦ CHANNEL +15
 ♦ / 1 FAHARN
 ♦ Test +10
 ♦ / 1 FAHARN
 Discard 2 Burden Menace

142 V1 © 2007 INSIGHT GAMES

Sister Swords Shade
ATTACK ITEM



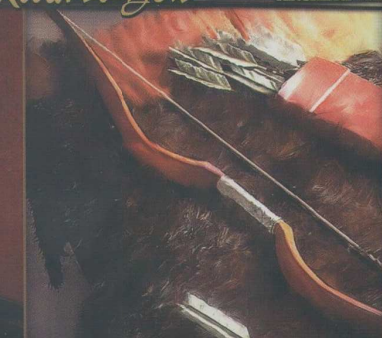
♦ / After ATTACK
 2 Additional ATTACK -20
 ♦ / Riposte
 ♦ DEFENSE -15
 Riposte +10

+1

Contact 2 rank

143 V1 © 2007 INSIGHT GAMES

Recurve Bow Shade
ARCHERY ITEM



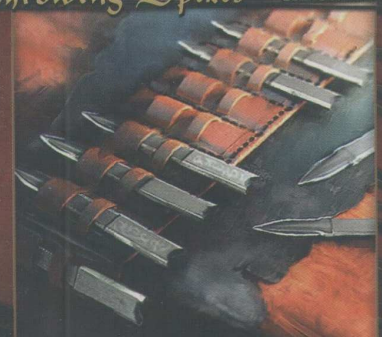
♦ Item ARCHERY
 Long Range ARCHERY -10
 ♦ / Item ARCHERY / 1 Advantage Card
 ♦ ARCHERY Critical +20

+3

Medium Range 3 rank

144 V1 © 2007 INSIGHT GAMES

Throwing Spikes Shade
THROW ITEM



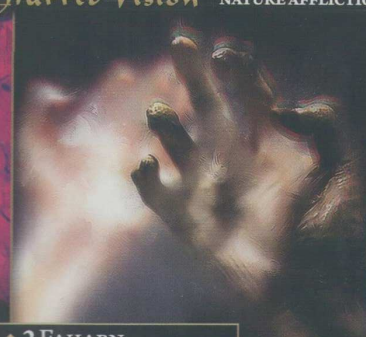
♦ / After THROW
 2 Additional Item THROW -20
 ♦ / Item Wound
 -2

+2

Contact Medium Range 2 rank

145 V1 © 2007 INSIGHT GAMES

Blurred Vision Shade
NATURE AFFLICTION

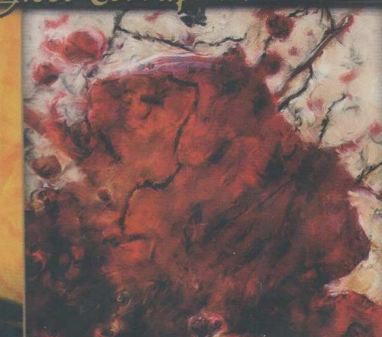


♦ 2 FAHARN
 ♦ Nature CHANNEL -10
 Resist: MIND x2
 Place
 ♦ ARCHERY -20
 ♦ THROW -20
 ♦ ATTACK -10

1 rank

146 V1 © 2007 INSIGHT GAMES

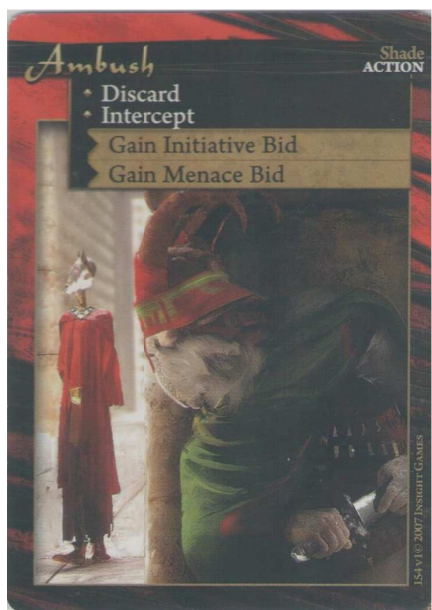
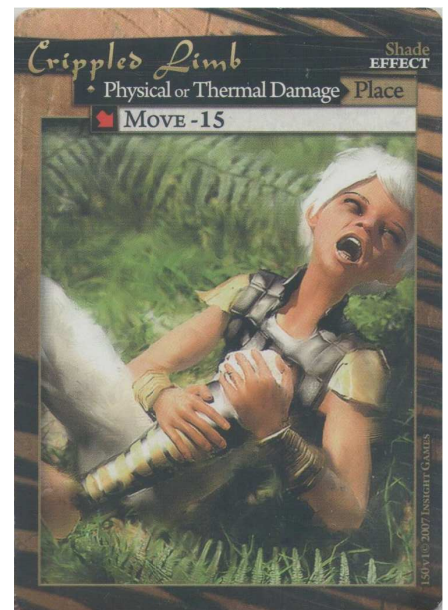
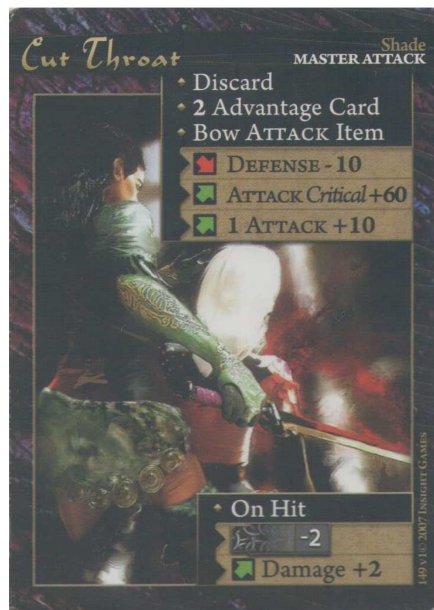
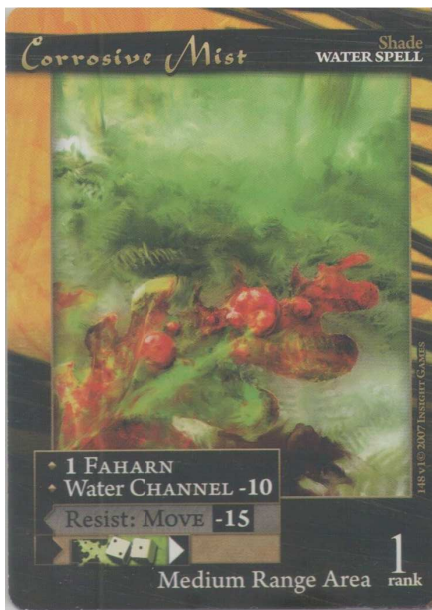
Blood Corruption Shade
SHADOW SPELL



♦ 1 FAHARN
 ♦ Shadow CHANNEL -15
 Resist: Mind x2
 -4

Contact Area 1 rank

147 V1 © 2007 INSIGHT GAMES



Way of Preservation Swordmaster ABILITY



♦ 1 FAHARN

♦ DEFENSE Critical +20

♦ DODGE +20

♦ Block

157 V1 © 2007 INSIGHT GAMES

Long Sword Swordmaster ATTACK ITEM



♦ / After ATTACK

♦ 1 Additional Item ATTACK -15

♦ / Item ATTACK

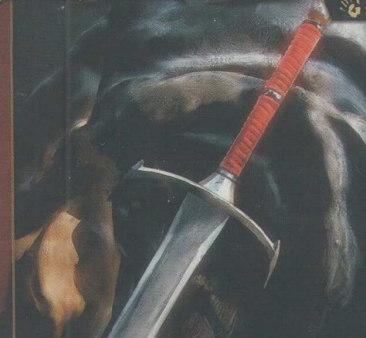
♦ DEFENSE -20

+1

Contact 2 rank

158 V1 © 2007 INSIGHT GAMES

Great Sword Swordmaster ATTACK ITEM



♦

♦ DEFENSE +15

♦ / Item ATTACK

♦ ATTACK Critical +10

+4

Contact 4 rank

159 V1 © 2007 INSIGHT GAMES

Twin Blades Swordmaster ATTACK ITEM



♦ / After ATTACK

♦ 2 Additional Item ATTACK -15

♦ / Item ATTACK

♦ ATTACK Critical +15

+1

Contact 3 rank

160 V1 © 2007 INSIGHT GAMES

Light Shield Swordmaster SHIELD ITEM



♦

♦ DEFENSE +25

♦ +1 -1 -1

+1

Contact 2 rank

161 V1 © 2007 INSIGHT GAMES

Slice Swordmaster MASTER ATTACK



♦ Discard

♦ 2 Advantage Card

♦ Bow ATTACK Item

♦ DEFENSE -40

♦ DODGE -30

♦ 1 ATTACK +20

♦ On Hit

♦ -5

♦ Damage +2

♦ Random Discard 3

162 V1 © 2007 INSIGHT GAMES

Blade Fury Swordmaster MASTER ATTACK



♦ Discard

♦ 2 Advantage Card

♦ Bow ATTACK Item

♦ DEFENSE -20

♦ DODGE -15

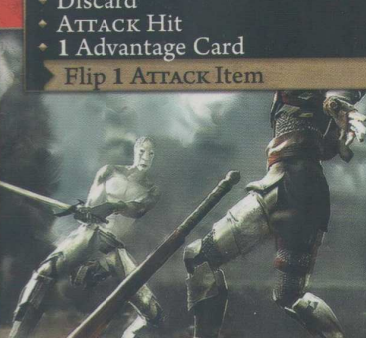
♦ 3 ATTACK -10

♦ On Hit

♦ Damage +1

163 V1 © 2007 INSIGHT GAMES

Disarm Swordmaster ACTION



♦ Discard

♦ ATTACK Hit

♦ 1 Advantage Card

♦ Flip 1 ATTACK Item

164 V1 © 2007 INSIGHT GAMES

Uneven Ground Swordmaster BATTLE STATE



♦ ATTACK Hit Place

♦ DEFENSE -15

♦ No Escape

165 V1 © 2007 INSIGHT GAMES

Lower Ground Swordmaster
BATTLE STATE

♦ ATTACK Hit Place

♦ **ATTACK -15**

♦ **No Escape**

166 V1 © 2007 INSIGHT GAMES

No Turning Back Swordmaster
BATTLE STATE

♦ ATTACK Hit Place

♦ **DODGE -15**

♦ **No Escape**

167 V1 © 2007 INSIGHT GAMES

Exposed Skin Swordmaster
EFFECT

♦ Physical or Thermal Damage Place

♦ **-3**

168 V1 © 2007 INSIGHT GAMES

Head Blow Swordmaster
EFFECT

♦ Physical or Thermal Damage Place

♦ **CHANNEL -20**

169 V1 © 2007 INSIGHT GAMES

Nature's Wrath Warden
ABILITY

♦ / ATTACK

♦ **DEFENSE -15**

♦ / After ATTACK

♦ **2 Additional ATTACK -20**

♦ / ATTACK Hit

♦ **Stun 1**

170 V1 © 2007 INSIGHT GAMES

Life Flow Warden
ABILITY

♦ / 2 FAHARN

♦ **Any Test +15**

♦

♦ **Nature CHANNEL +20**

♦ / 1 LIFE

♦ **Resist +15**

171 V1 © 2007 INSIGHT GAMES

Nature's Balance Warden
ABILITY

♦

♦ **Discard 1 Placed Menace**

♦ / Recovery / Once

♦ **Draw 2**

♦

♦ **MOVE +20**

172 V1 © 2007 INSIGHT GAMES

Hunting Bow Warden
ARCHERY ITEM

♦ **Item ARCHERY**

♦ **Long Range ARCHERY -15**

♦ / Item Wound

♦ **-2**

♦ **+2**

♦ **Medium Range**

♦ **2 rank**

173 V1 © 2007 INSIGHT GAMES

Twisted Spear Warden
ATTACK ITEM

♦

♦ **DEFENSE -15**

♦ / Item Wound

♦ **-1**

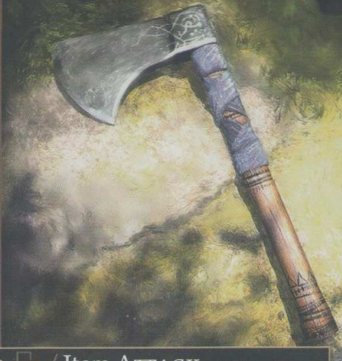
♦ **4**

♦ **Contact**

♦ **2 rank**

174 V1 © 2007 INSIGHT GAMES

Light Axe Warden
ATTACK ITEM



♦ / Item ATTACK
 ♦ ATTACK Critical +5
 ♦ / Item Damage
 -2

0 +3

Contact 1 rank

175 V1 © 2007 INSIGHT GAMES

Maul Warden
MASTER ATTACK



♦ Discard
 ♦ 1 Advantage Card
 ♦ Bow ATTACK Item
 ♦ DEFENSE -35
 ♦ DODGE -20
 ♦ 1 ATTACK +50

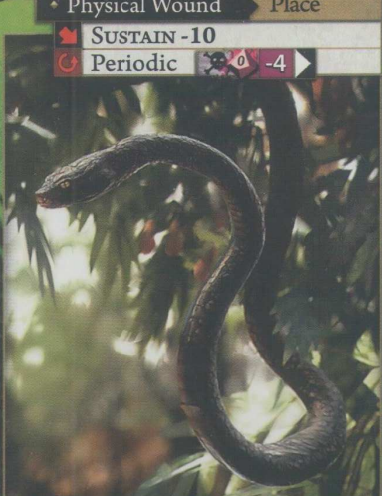
♦ On Hit
 ♦ Damage +3
 Stun 2
 Weakening 3

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Black Viper Venom Warden
SUBSTANCE

♦ Physical Wound Place

♦ SUSTAIN -10
 ♦ Periodic 0 -4



177 V1 © 2007 INSIGHT GAMES

Vivacity Warden
NATURE GIFT

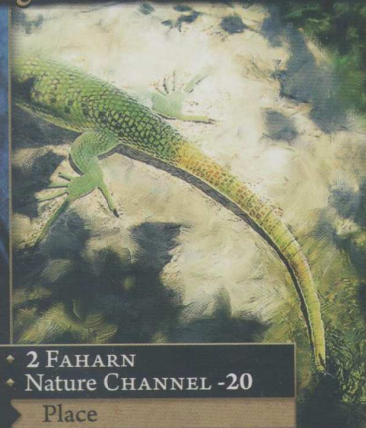


♦ 1 FAHARN
 ♦ Nature CHANNEL -10
 Place
 ♦ ATTACK +10
 ♦ ARCHERY +10
 ♦ THROW +10
 ♦ Discard When Placed
 ♦ Resist +10

1 rank

178 V1 © 2007 INSIGHT GAMES

Regrow Warden
NATURE GIFT



♦ 2 FAHARN
 ♦ Nature CHANNEL -20
 Place
 ♦ Periodic LIFE Regain -7
 ♦ Discard When Placed
 LIFE Regain 2

2 rank

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Carapace Warden
EARTH GIFT



♦ 1 FAHARN
 ♦ Earth CHANNEL -10
 Place
 ♦ SUSTAIN +10
 ♦ +1
 ♦ +1
 ♦ +1
 ♦ Discard When Placed
 ♦ +1

1 rank

180 V1 © 2007 INSIGHT GAMES

Enrage Warden
NATURE GIFT



♦ 2 FAHARN
 ♦ Nature CHANNEL -20
 Place
 ♦ ATTACK Critical +5
 ♦ SUSTAIN Critical +5
 ♦ Discard When Placed
 FAHARN Regain 3

2 rank

181 V1 © 2007 INSIGHT GAMES

Renewal Warden
NATURE SPELL

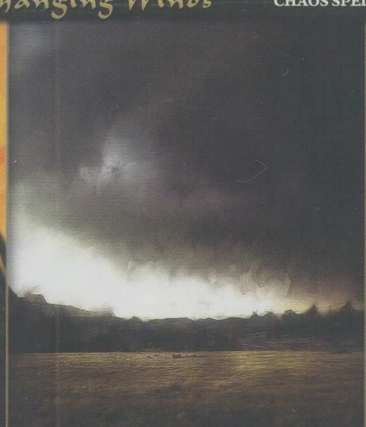


♦ 1 FAHARN
 ♦ Nature CHANNEL -15
 Any LIFE Regain -1

1 rank

182 V1 © 2007 INSIGHT GAMES

Changing Winds Warden
CHAOS SPELL



♦ 1 FAHARN
 ♦ Chaos CHANNEL -30
 Replace Climate

1 rank

183 V1 © 2007 INSIGHT GAMES

Rainbow Warden CLIMATE

Place Nature CHANNEL +10 Shadow CHANNEL -10

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Initiative BATTLE ADVANTAGE

ReRoll
Test +10
Recovery / Once Unbow 1

185 V1.0 2007 INSIGHT GAMES

Recovery RULES

! 2 DIFFERENT CHOICES

- Switch Abilities
- Draw 2
- Regain FAHARN : MIND **x5** (0/2/3)
- Unbow : BODY **x5** / Each
- Self Flip 1 Card
- Discard 1 Menace
- Discard Effect : MIND **x2** / Each
- Discard Affliction : MIND **x2** / Each
- Discard Battle State : BODY **x2** / Each
- Discard Substance : BODY **x2** / Each
- Give Initiative
- Recall : MIND **x5**

189 V1.0 2007 INSIGHT GAMES

Round Order RULES

- ACTIVATION**
Rotate All Positional Cards
- HOLDING CLEARANCE**
Free Holding Slots
- PERIODIC**
Periodic Placed Cards
- INITIATIVE HOLDER PLAY**
Rotate This Positional Card
- NEXT PLAYER (REPEAT)**
Rotate This Positional Card

ATTACK MOVE RECOVERY
CHANNEL THROW ARCHERY

187 V1.0 2007 INSIGHT GAMES

The Blood Cage of Aran ADVENTURE Battle Arena OPEN SITE

Mercenary 1 VS 1 / Very Short

OBJECTIVES
Last Man Standing
First Blood

CARDS
1 Sanctuary
5 Equipment Ranks
4 Chosen Cards

FAHARN BIDS
Position
Initiative
Climate
Menace

1x 1V

ACTIVATE EQUIPMENTS
CHOOSE ABILITY
ROUND 1 STARTS !

188 V1.0 2007 INSIGHT GAMES

The Blood Cage of Aran ADVENTURE Battle Arena OPEN SITE

189 V1.0 2007 INSIGHT GAMES

The Arena of Lokis ADVENTURE Battle Arena OPEN SITE

Mercenary 1 VS 1 / Very Short
3 FFA / Short

OBJECTIVES
Last Man Standing
First Blood

CARDS
1 Sanctuary
5 Equipment Ranks
5 Chosen Cards

FAHARN BIDS
Position
Initiative
Climate
Menace

1x 1V

ACTIVATE EQUIPMENTS
CHOOSE ABILITY
ROUND 1 STARTS !

191 V1.0 2007 INSIGHT GAMES

The Arena of Lokis ADVENTURE Battle Arena OPEN SITE

191 V1.0 2007 INSIGHT GAMES

The Grand Arena of Inel ADVENTURE Battle Arena OPEN SITE

Mercenary 1 VS 1 / Very Short
3 FFA / Short
2 VS 2 / Short

OBJECTIVES
Last Man Standing
First Blood

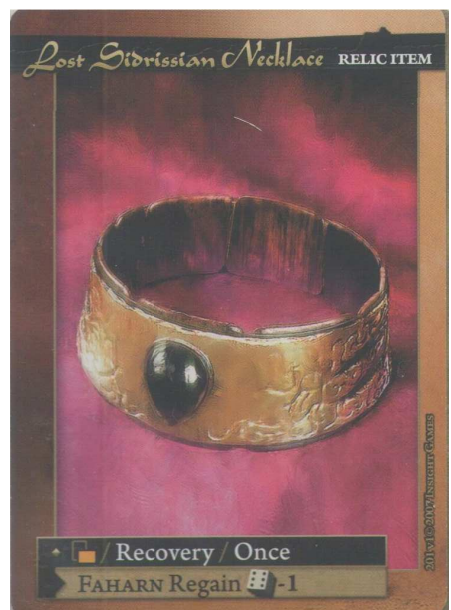
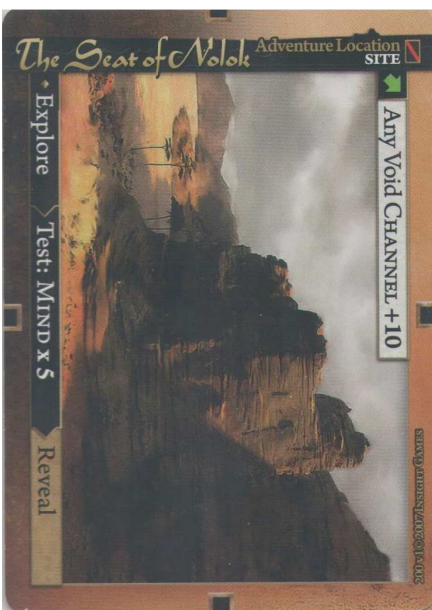
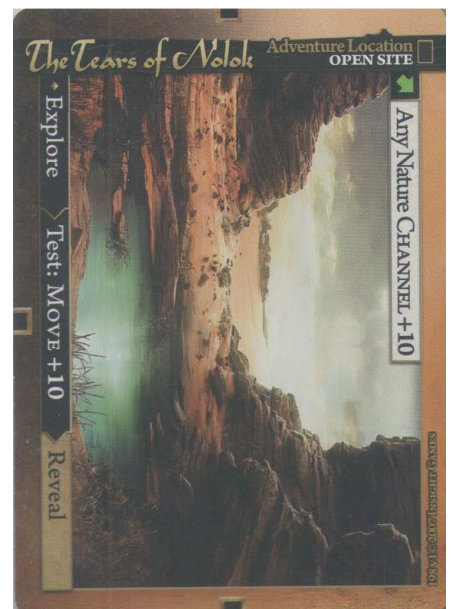
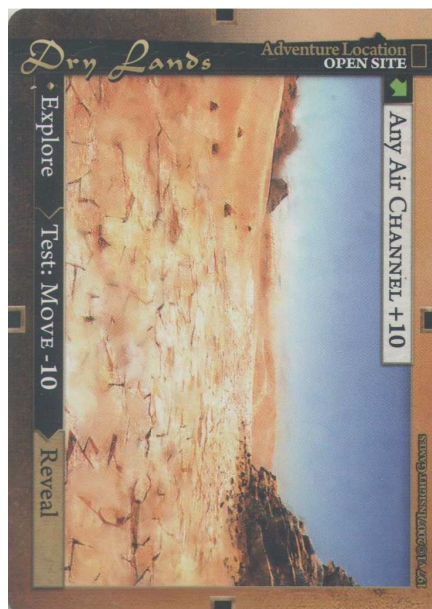
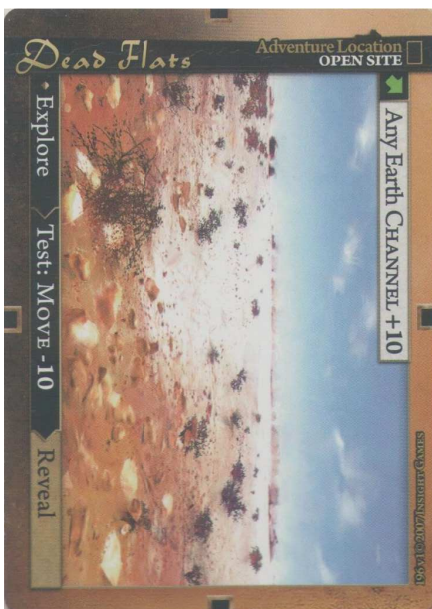
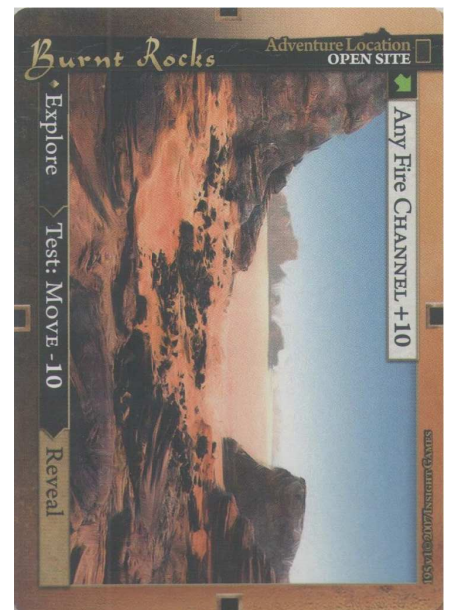
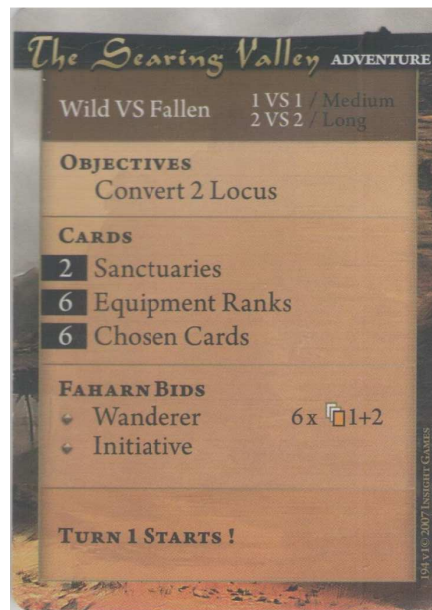
CARDS
1 Sanctuary
6 Equipment Ranks
5 Chosen Cards

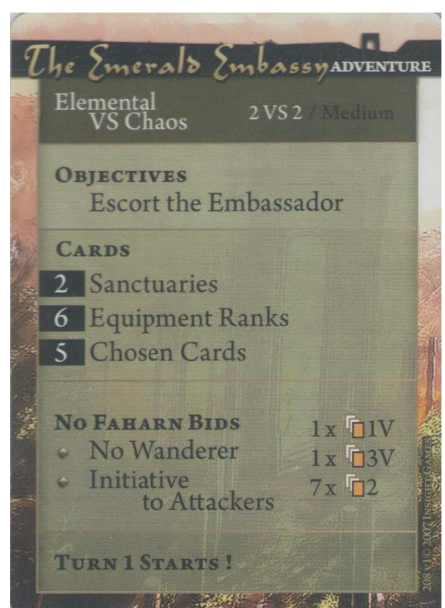
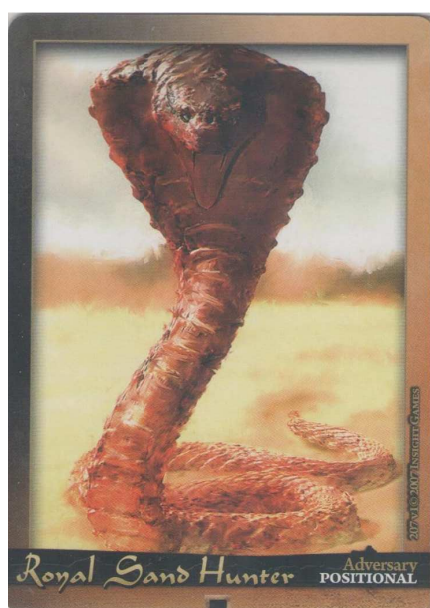
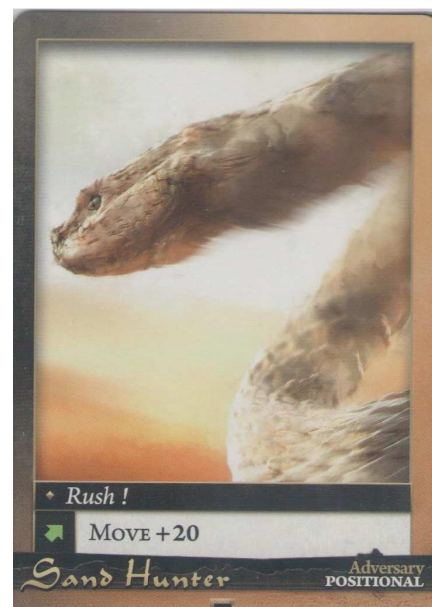
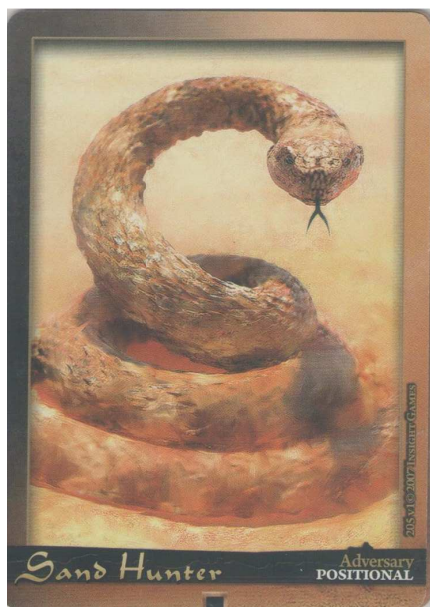
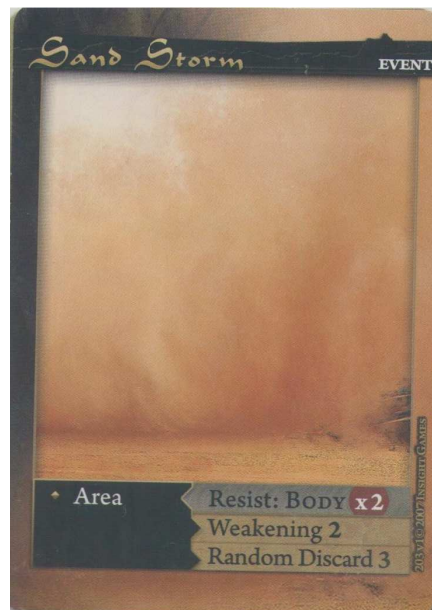
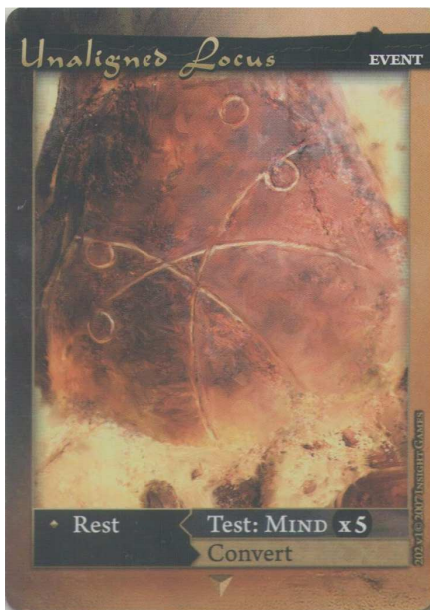
FAHARN BIDS
Position
Initiative
Climate
Menace

1x 1V

ACTIVATE EQUIPMENTS
CHOOSE ABILITY
ROUND 1 STARTS !

192 V1.0 2007 INSIGHT GAMES





The Ambassador Shulius Adventure Location OPEN SITE

Sarkan



8 15

• 45 ATTACK

• 65 Water CHANNEL / Area

Resist : MOVE -20

• 65 Water CHANNEL Any LIFE Regain -2

40 MOVE

40 DEFENSE

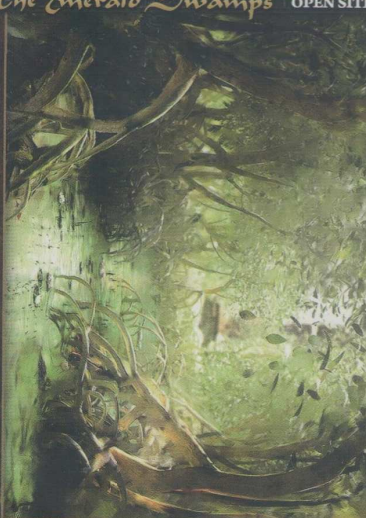
30 DODGE

30 SUSTAIN

0 +2 0 +1

3 rank

The Emerald Swamps Adventure Location OPEN SITE



The Gates of Dam Water Adventure Location OPEN SITE



Thick Forest Adventure Location OPEN SITE

• Rest

LIFE Regain 1

Any ARCHERY -10

Any MOVE -10

FAHARN Regain 1

Hills Adventure Location OPEN SITE

• Rest

LIFE Regain 1

Any ARCHERY +10

Any DEFENSE -5

FAHARN Regain 1

Lake Shore Adventure Location OPEN SITE

• Rest

LIFE Regain 1

Any Water CHANNEL +10

Any Fire CHANNEL -5

FAHARN Regain 1

Tendrel Village Adventure Location OPEN SITE

• Rest

LIFE Regain 3

Any Nature CHANNEL +10

Any Shadow CHANNEL -15

FAHARN Regain 1

Draw 2

The Ruins of Ruin Water Adventure Location OPEN SITE

• Rest

LIFE Regain 1

Any Chaos CHANNEL +10

Any Shadow CHANNEL +10

FAHARN Regain 3

Draw 2

Meern Village Adventure Location OPEN SITE

• Rest

LIFE Regain 2

Any Chaos CHANNEL -10

Any Fire CHANNEL +5

FAHARN Regain 2

Draw 3

Corrupted Sun Lake Adventure Location OPEN SITE

Rest Self Random Discard 3 Self Weakening 3

Any Nature CHANNEL -10 Any Water CHANNEL -15

210 VIC 2007 Insurgent Games

The Necropolis of Makual ADVENTURE

Wild VS Fallen 2 VS 2 / Very Long

OBJECTIVES
Slay 1 Follower
Retrieve 3 Relics

CARDS
2 Sanctuaries
6 Equipment Ranks
6 Chosen Cards
1 Additional Sanctuary or Equipment Rank

FAHARN BIDS
Wanderer 1x 4+5+6V
Initiative 7x 1+2+3

TURN 1 STARTS !

210 VIC 2007 Insurgent Games

Sidriisian Soul Blade RELIC ATTACK ITEM

Item ATTACK / 1 FAHARN / Once
DEFENSE -40
Item ATTACK / 1 FAHARN / Once
-10

Contact

230 VIC 2007 Insurgent Games

The Skull of Makual RELIC ITEM

1 FAHARN
Any +4

223 VIC 2007 Insurgent Games

The Right Hand of Makual RELIC ITEM

Any ATTACK Critical +10

223 VIC 2007 Insurgent Games

The Left Hand of Makual RELIC SHADOWSPELL

1 FAHARN
Shadow CHANNEL +10
Resist : MIND x2
Weakening 1
Range

223 VIC 2007 Insurgent Games

Shadow Locus EVENT

Area Resist: MIND x2
-1
Weakening 3

223 VIC 2007 Insurgent Games

Chaos Locus EVENT

Area Resist: MIND x2
Random Discard 3
Draw

223 VIC 2007 Insurgent Games

Oshooga Wild FOLLOWER

16 6

80 ATTACK DEFENSE -50
DODGE -25
+2 Recoil
70 THROW DODGE -30
Area Range +2
2 LIFE Discard 2 Burden Card
Regain Life

20 MOVE 2
50 DEFENSE
20 DODGE
80 SUSTAIN 2

5 rank

226 VIC 2007 Insurgent Games

