

SPECIAL CARDS

Magical Item Cards	Magical Action (when used, card must be discarded)	Magic part used in Combat?	Magic of Card Used By	Non-Magical Combat Values	Magical Items Needed To Win
Crystal Ball	Pick top 3 cards from draw pile & choose 1	No.	Bardulf's Faction	J-2 M-4 B-7 T-0	Jasmine, Melantha, Thorgall
Equuthor	Thorgall can play Twice in a Row	No.	Thorgall's Faction	J-2 M-1 B-1 T-5	Jasmine, Melantha
Magic Shield	Only Used defensively, prevents the opponent's faction card with the highest value from participating in battle	Yes.	Any Faction	J-2 M-2 B-2 T-2	Jasmine, Melantha, Bardulf, Thorgall
Magic Sword	Stops an Assassination	No.	Any Faction	J-2 M-7 B-2 T-1	Melantha, Bardulf, Thorgall
Ring of Emeth	Only used with Faery Cards	No.	Any Faction	None by itself	Jasmine, Melantha, Bardulf, Thorgall
White Faery Rulers	Only used with Ring of Emeth; brings back to life 1 magic-using leader or frees an imprisoned leader	No.	Any Faction	J-7 M-2 B-3 T-3	N/A
Dark Faeries of Devastation	Only used with Ring of Emeth; Very Bad. All Players randomly lose 2 faction cards. Only Player of card may choose own cards to be removed from play	No.	Any Faction	J-2 M-7 B-6 T-3	N/A
Tome of Wisdom	Prevents One Attack	Yes.	Any Faction	J-4 M-2 B-2 T-1	Jasmine, Bardulf
Staff of Erlkyng	Jasmine in two places at once	Yes.	Jasmine's Faction	J-7 M-1 B-1 T-0	Bardulf, Thorgall

Special Action Cards	ACTION	Magic part used in Combat?	Card Used By	Non-Magical Combat Values	Negated By
Castle Attacks May Begin Now	Announce the card, discard it, and choose another	-	-	-	-
Political Revenge	Execute All imprisoned Leaders	-	Any Faction	-	Politics spares 1 prisoner
Siege	Opponent's Castle Defense is reduced to 8	-	Any Faction	-	-
Theft	Steal One Magic Item placed in anyone's castle; to play need at least 1 Faction Card on Battlefield.	-	Any Faction	-	-
Underworld	Trade 1 living leader for 1 dead	-	Any Faction	-	-
Unicorn	Resurrects dead leader	-	Any Faction	-	-
Wyndwysell	All Wind Cards discarded	Yes.	Any Faction	-	-
East Wind	Frees One Prisoner	-	Any Faction	J-5 M-5 B-5 T-0	-
North Wind	Stops Special Cards in Combat	Yes.	Thorgall's Faction	J-5 M-5 B-5 T-7	-
South Wind	Opponent loses next turn	-	Any Faction	J-5 M-5 B-5 T-0	-
West Wind	Take two Leaders prisoner	-	Melantha's Faction	J-5 M-6 B-5 T-0	-

Action of Event Cards

Name of Card	Cards in Deck	Action 1, or	Action 2, or	Action 3	Negated by
Ambush	4	Take one leader prisoner; need at least 1 Faction Card on Battlefield to play.			Immediate play of Magical Forces
Assassination	3	Assassinate one leader; need at least 1 Faction Card on Battlefield to play.			Immediate play of Bribe card or Magic Sword
Attack	11	The attack number indicates the maximum number of cards which can be used in an attack			Attacking card number can be modified with use of Magical Forces Card
Bribe	4	Stops an Assassination or the actions Spying	In Combat, removes from battle opponent's card with the smallest combat value. Used only in conjunction with an Attack or Defend Card.	Can stop the action of a Politics card--such as stealing the King or UR if played immediately.	
Defend	13	The defend number indicates the maximum number of cards which can be used in the defense of an attack	Note: If you do not have a Defend card, you are automatically defeated.		Defending card number can be modified with use of Magical Forces Card
Magical Forces	3	Stops an Ambush	In Combat, permits player to use one extra Faction card in battle	In Combat, permits magic-using Leader to wield 2 Special cards at once	
Politics	5	Can be used to convince any of the green-bordered Outside Forces cards to join you; stopped by Bribe	When Political Revenge is played, playing this card immediately will save one imprisoned Leader from being killed	In a 2- or 3-player game, you can attack or defend with the Faction(s) not in play.	
Spy	5	Steal a card from opponent's hand; need at least 1 Faction Card on Battlefield to play.			Immediate play of Bribe