



WARMAGE

GREATSWORD



Blade

⚡: +1 ♥





WARMAGE

BATLEMAGE

WARMAGE

You can use melee weapons as if they were ranged.

You might change one of the power dice to a yellow die if you want (you can't never change the blue one).



WARMAGE

MAGIC ARMOR

WARMAGE

1

Exhaust this card to add 1  to your results.

Even if this card is exhausted you add a brown die to your defense pool.

1



WARMAGE

MAGIC SWORD

WARMAGE

1

➔ Perform an attack and add a yellow die.

Even if you don't use this card all of your attacks gain:

⚡: +1 ♥

1



WARMAGE

MAGIC ENDURANCE

WARMAGE

1

You gain +2 ♥ and +1 ♠.



WARMAGE

IRON SKIN

WARMAGE

2

Exhaust this card. While this card is exhausted add 1 gray die to your defense pool.

2



WARMAGE

INVISIBILITY

WARMAGE

2

➔ Exhaust this card. While this card is exhausted, enemies can't target you. If you perform an attack, refresh this card and add 1 red power die to that attack.

This card doesn't refresh at the start of your turn.

2



WARMAGE

FLAME WEAPON

WARMAGE

2

➔ Perform an attack and add a green power die to your attack. The damage shown in the green die ignores armor and is always dealt to the target.

Your attack gains:

⚡: Blast

⚡: Burn

2



WARMAGE

WISH

WARMAGE

3

➡ ➡ Perform an attack and choose the result of the attack dice and the defense dice. Then flip this card. Unflip this card at the end of the encounter.

3



WARMAGE

TIME STOP

WARMAGE

3

➔ Hero turn ends now. Next Overlord turn is skipped and a new Hero turn starts. Then flip this card. Unflip this card at the end of the encounter.

3