Gameplay Terms

Party: The cards in front of you that have been played.
DRAW: Add the top card from a draw pile to your hand.
DISCARD: Move a card from your hand to the discard pile.
PULL: Take a card from another player's hand.
DESTROY: Move a card from another player's Party to the discard pile.
SACRIFICE: Move a card from your Party to the discard pile.
STEAL: Move a card from another player's Party to your own Party.
ATTACK: Roll to SLAY a Monster card.
SLAY: Add a Monster card that you successfully attacked to your Party. You gain the Monster's ability as a permanent effect.

Modifier Cards

Play at **any** time to modify *any* dice roll of any player, including yourself. Use of modifier cards is not limited.

Challenge Cards

Play at **any** time to try to prevent others playing a Hero, Item, or Magic card. When challenged, both parties roll **2 dice**. The challenged player must roll *higher* than the challenger (including modifiers) to continue, otherwise the challenge is lost and the card is discarded. A card can only be challenged once. Challenges cannot be used to prevent effects from already-played cards.

Classes

Fighter

Bard

Guardian

Ranger

Berserker

Thief

Wizard

Warrior

Druid

Necromancer