

## 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



Thief



Wizard



Warrior



Druid