



Card of Resistance to Fire Spells

This card can be used before a battle against a fire mage to lower their Attack points by 3.

5 gold pieces for squires  



Card of Evasion

This card can be used before a battle against an archer to evade their first two attacks.

5 gold pieces for squires  



Card of Concealment

If you encounter a foe, whatever your level, this card lets you hide and continue on your way without having to fight.

 



Card of Healing

This card restores all your Strike points.

10 gold pieces for squires  



Card of the Forge x2

If you meet a blacksmith who asks for this card, it multiplies by two the bonuses that he can give your weapon.

 



Card of Protection +2

If you meet a blacksmith who asks for this card, it multiplies by two the bonuses he can give your shield.

10 gold pieces for squires  



Card of Confusion

Use this card for one puzzle, but only if you're given that option.

 



Card of Lock Picking

This card allows you to pick certain locks.

 



Card of Double Attacks

Before a battle, you can choose to use this card to double your strikes until the end of the fight.

10 gold pieces for squires  



Card up Your Sleeve

Use this Ace of Hearts if you have the opportunity.

 



Card of Power

This card doubles your Attack points for one battle.

 



Card of Quantity

This card allows you to make twice as much of a potion from the same ingredients.

 



Card of Experience x2

You must decide to use this card before a battle begins. If you use it, your experience points are doubled.

+2 permanent Attack points for squires  



Card of Taming

Where you have the option, you can tame one creature.

 



Card of Dissipation

Remove all of an enemy's special resistance

10 gold pieces for squires  



Blue card

(must be used immediately) 3 extra Ability points until the next level.

 



Orange card

(must be used immediately) Doubles your experience points during your current level

+3 permanent attack points for squires  



Green card

Gives one protection an extra 10 points during your current level.

 



Red card

(must be used immediately) Doubles your Attack points during your current level.

 



Yellow card

(must be used immediately) Doubles the capacity of your pack for your whole trip (note, it does not double your Strength points).

 