



10

The winner of this duel must choose one card to discard from hand.

APPRENTICE OF FIRE

The winner of this duel must choose one card to discard from hand.

10

11

The winner of this duel selects another player to discard one card from hand.

JOURNEYMAN OF FIRE

The winner of this duel selects another player to discard one card from hand.

11

12

ARCH-MAGE OF FIRE

12

1

SHIELD OF ICE

1

2

KE

2

3

KE

3

4

KE

4

5

KE

5

6

KE

6

7

ICE

7

8

ICE

8

9

ICE

9

10

The winner of this duel must pass the won cards to the player on their left.

APPRENTICE OF ICE

The winner of this duel must pass the won cards to the player on their left.

10

11

The winner of this duel immediately scores one victory point.

JOURNEYMAN OF ICE

The winner of this duel immediately scores one victory point.

11

12

ARCH-MAGE OF ICE

12

1

Shield of Nature

1

2

Nature

2

3

Nature

3

4 2

Nature

h

5 2

Nature

s

6 2

Nature

9

7 3

Nature

L

8 3

Nature

8

9 3

Nature

b

10

The player to the left of the winner of this duel starts the next duel.

Apprentice of Nature

The player to the left of the winner of this duel starts the next duel.

10

11

The winner of this duel may change the school of the next card played and wins any ties.

Journeyman of Nature

The winner of this duel may change the school of the next card played and wins any ties.

11

12

Arch-mage of Nature

12

1

Shield
of Shadow

1

2

Shadow

2

3

Shadow

3

4

Shadow

4

5

Shadow

5

6

Shadow

6

7

Shadow

7

8

Shadow

8

9

Shadow

9

10

The winner of this duel immediately loses three victory points.

Apprentice of Shadow

The winner of this duel immediately loses three victory points.

10

11

The winner of this duel adds four to their card in the next duel and wins any ties.

Journeyman of Shadow

The winner of this duel adds four to their card in the next duel and wins any ties.

11

12

Arch-mage of Shadow

12

1

Shield of Arcane

1

2

ARCANE

2

3

ARCANE

3

4

ARCANE

4

5

ARCANE

5

6

ARCANE

6

7

3

ARCANE

7

8

3

ARCANE

8

2

3

ARCANE

7

10

The value of the next card played by the winner of this duel is 0.

APPRENTICE OF ARCANE

The value of the next card played by the winner of this duel is 0.

10

11

The value of the next card played by the winner of this duel is 13.

JOURNEYMAN OF ARCANE

The value of the next card played by the winner of this duel is 13.

11

12

ARCH-MAGE OF ARCANE

12

1

1

SHIELD OF EARTH

1

2

★

EARTH

2

3

★

EARTH

3

4

2

ΣΑΡΓΗ

6

5

2

ΣΑΡΓΗ

5

6

2

ΣΑΡΓΗ

4

7

3

ΣΑΡΓΗ

7

8

3

ΣΑΡΓΗ

8

9

3

ΣΑΡΓΗ

6

10

The winner of this duel must play a random card to start the next duel.

ΑΡΡΑΖΗΓΙΣ ΟΥ ΣΑΡΓΗ

The winner of this duel must play a random card to start the next duel.

10

11

The holder of this card at the end of the round doubles the victory points of their bid.

ΘΟΥΡΗΖΥΜΑΗ ΟΥ ΣΑΡΓΗ

The holder of this card at the end of the round doubles the victory points of their bid.

11

12

ΛΑΡΧ-ΜΑΓ3 ΟΥ ΣΑΡΓΗ

12