

1

**PRE-RELEASE
TOURNEY CARD**

ACTION

Pahwaun Forces
RESTORE 2 Boneyard Pawns onto empty squares of your board-half. Now you may MOVE 1 piece, spending 1 Entigy before making any CAPTURE. Draw 1 card.
"Hey..." Stevie blurted, "you guys are funny lookin'..." Each of the Pahwaun grunted, nodded, and drank.

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**PRE-RELEASE
TOURNEY CARD**

REACTION

Rooyal the Rift
With your King and Rook on the same rank or file, DESTROY any-or-all pieces that are directly between your King and that Rook. You may PLACE that Rook on a square adjacent to your King.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

Bishlosse Nubaren
REACTION: After MOVING 1 piece, you may DESTROY any-or-all pieces now adjacent to both the piece you MOVED and just 1 of your other pieces. Spend 1 Entigy for each opposing piece DESTROYED.
RESOURCE: Discard this card for 1 Entigy.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

Roox Eltethi
REACTION: If no Rooks are on the board, draw 1 card. If a Rook is on the board, you may PLACE your opponent's King onto an empty square within a 2-square RADIUS of that Rook (without CHECKING that King).
RESOURCE: Discard this card for 1 Entigy.

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**PRE-RELEASE
TOURNEY CARD**

ACTION

Pahwaunling Spawn
RESTORE up to 4 Boneyard Pawns on 1 empty square of 1st 7 ranks; at 1 Entigy each. LINK the square to this card. While on that square, Pawns MOVE only 1 at a time; but are affected together. RESTORING Pawns to that square takes 1 Action; +1 Entigy for each new Pawn. If the square empties, remove this card.

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**PRE-RELEASE
TOURNEY CARD**

REACTION

Keungli Vortexe
GROUP 1 checking piece onto your King's square, then LINK it to this card. Now, if possible, MOVE the GROUP as either piece.
To start your next TURN, PLACE your opponent's GROUPED piece onto a square of its own 1st-rank. Remove this card.

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**PRE-RELEASE
TOURNEY CARD**

ACTION

Keunge Paranyah
ACTION: MOVE your King, then MOVE 1 of your pieces.
RESOURCE: Discard this card to draw 1 card.
"Paranyah had taken no quarter from fellow council members - nor given any either. Many suspected the coward Pervious of paying for his assassin."

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**PRE-RELEASE
TOURNEY CARD**

ACTION

Keunge Pahreheyeh
ACTION: DESTROY 1 piece that is on a square adjacent to your King.
RESOURCE: Discard this card to compel your opponent to discard 1 card at random.
Keunge Pahreheyeh had led many dangerous raids against the Dark Flame strongholds.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

Keunge Ceriketet
ACTION: MOVE your King as a Queen or a Knight. Your King may not be adjacent to opponent's King at any time. You may now spend 3 Entigy to MOVE your King normally.
RESOURCE: Discard this card to make Entigy Pool change from the Boneyard.

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**PRE-RELEASE
TOURNEY CARD**

ACTION

Tyrantosaur Rook
RESTORE 1 Boneyard Rook to the board, LINKED to this card. As future Actions you may: RESTORE 1 Boneyard Rook adjacent to the LINKED Rook for 3 Entigy; OR, LINK a different Rook to the card; OR, MOVE the LINKED Rook. With no Rook LINKED to this card by your TURN's end, remove it.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

Queunlee Minemen
ACTION: Discard 1 card from opponent's hand at random. You may spend 3 Entigy to put 1 card from your discard pile on top of your deck. This card may not be TARGETED, nor retrieved from any discard pile.
RESOURCE: Discard this card for 1 Entigy.

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**PRE-RELEASE
TOURNEY CARD**

ACTION

Keungesea Tsunami
PLACE 1 of your pieces onto a square adjacent to your King. MOVE 1 piece.
They originated far beyond the island chains of the Keungeseas, in water so deep that no disturbance in the currents was ever noticed on the surface. By the time one hit land, it was usually too late.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

Pahwaun Farletti
ACTION: MOVE 1 Pawn as a Knight. Spend 1 Entigy before making a CAPTURE or a PROMOTION.
RESOURCE: Discard this card for 1 Entigy, then draw 1 card.

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**PRE-RELEASE
TOURNEY CARD**

REACTION

Immuneerian
If you MOVED 1 piece without CAPTURING, choose 1 piece that can't be CAPTURED or otherwise affected on your opponent's next TURN. Now, make 2 MOVES without CAPTURING.

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**PRE-RELEASE
TOURNEY CARD**

ACTION

Pahwaun Remains
PLACE all of your board Pawns onto squares of your board-half in a continuous formation, with each Pawn on its own square. If you have no Pawns, then RESTORE 2 Boneyard Pawns onto empty squares of your board-half and MOVE 1 piece.

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**PRE-RELEASE
TOURNEY CARD**

REACTION

Maneyac Chaosis
If your Knight is within 1 Knight's MOVE range of at least 2 non-King pieces of either color, DESTROY any-or-all of those pieces without MOVING your Knight. For each opposing piece DESTROYED having a value higher than 3, spend 1 Entigy.

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**PRE-RELEASE
TOURNEY CARD**

REACTION

Qualworld Phaezeer
If you MOVED 1 piece adjacent to an opposing piece, make 1 MOVE with your piece from that opposing piece's square. Now, you may spend the Entigy value of that opposing piece to DESTROY it.
Abashed at the exhilaration, she just ignored him.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

Queunlee Taryan
ACTION: MOVE your Queen through 1 piece as though that piece were not there. If that MOVE involves a CAPTURE, you must spend 1 Entigy before making it.
RESOURCE: Discard this card for 1 Entigy.
They were few who knew not of Queunlee Taryan.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Roox Osholoo

ACTION: MOVE 1 Rook off 1 edge of the board, entering the board again on the opposite edge, along the same rank or file. If that MOVE involves a CAPTURE, you must spend 3 Entigy before making it.

RESOURCE: Discard this card for 1 Entigy.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Roox Mataranteh

ACTION: Switch the places of 2 opposing pieces on the board. You may not put your opponent's King onto an ATTACKED square.

RESOURCE: Discard this card for 1 Entigy.

Comrades mused over the reunions there would be should he return, for Mataranteh was well liked by all.

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**PRE-RELEASE
TOURNEY CARD**

ACTION

1

Dancing Dervishes

Leapfrog 2 pieces along 1 diagonal or file (square-by-square, toward opponent's board-half and 1st rank) until 1 piece is compelled to stop, CAPTURE, or PROMOTE; any one of which ends this Action.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Tayahloe Maneyac

ACTION: MOVE 1 Knight as a Pawn. If that MOVE involves a CAPTURE, spend 1 Entigy before making it.

RESOURCE: Discard this card for 1 Entigy.

Tayahloe Maneyac had been his clan's greatest hero. Word of his fate inspired feasts to honor his exploits.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Bishlosse Isshen

ACTION: MOVE 1 Bishop as a Rook. If that MOVE involves a CAPTURE, you must spend 1 Entigy before making it.

RESOURCE: Discard this card for 1 Entigy.

"So what if he was a skilled shifter?...too moral to be of any use to me...you actually care how he died? Here, I'll show you." -- Lau to Keunge Pervious

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Roox Batanxa

ACTION: Spend 1 Entigy Pool piece to PROMOTE 1 of your board Pawns, on its square, into a piece of the type spent.

RESOURCE: Discard this card for 1 Entigy.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Pahwaun Diallo

ACTION: MOVE your Pawn backward. If that MOVE involves a CAPTURE, you must spend 1 Entigy before making it.

RESOURCE: Discard this card for 1 Entigy, then draw 1 card.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Bishlosse Meleeri

ACTION: Step 1 Bishop diagonally in any direction, on up to 3 different squares, 1 square at a time. A CAPTURE costs 1 Entigy first and ends this Action.

RESOURCE: Discard this card for 1 Entigy, then draw 1 card.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Tassa Maneyac

ACTION: MOVE 1 Knight like an adjacent piece. If that MOVE is a CAPTURE, spend 1 Entigy first.

RESOURCE: Discard this card for 1 Entigy.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Queunlee Faraiyah
REACTION: If your opponent CAPTURED a piece last TURN, RESTORE that type of Boneyard piece -- of your own color -- onto an empty 1st - 7th rank square.
RESOURCE: Discard this card for 1 Entigy.
The Keungesands Massacre had taken Faraiyah.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Pahwaun Weemongous
ACTION: MOVE your piece to CAPTURE your own piece. Draw 1 card.
RESOURCE: Discard this card for 1 Entigy, then draw 1 card.
Weemongous was one of many Pahwaun who perished on that ill-fated Keungesands excursion.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Pahwaun Paugless
ACTION: Step 1 Pawn diagonally in any direction on up to 3 different squares, 1 square at a time. A CAPTURE or PROMOTION costs 1 Entigy first, and ends this Action.
RESOURCE: Discard this card for 1 Entigy.

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**PRE-RELEASE
TOURNEY CARD**

REACTION

Cringing Pahwaun
 With 1 piece in line-of-sight to yours, retreat your piece from the other as far as possible along the same rank, file, or diagonal, until it is stopped by the board edge or an occupied square. DESTROY the piece that yours retreated from.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Rook Haniyen
ACTION: MOVE 1 Rook through 1 piece as though that piece were not there. If that MOVE is a CAPTURE, spend 1 Entigy before making it.
RESOURCE: Discard this card for 1 Entigy.
It was usual for to Haniyen to drone on for hours.

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**PRE-RELEASE
TOURNEY CARD**

ACTION

Abdhue Xion
 Put this card in the LINKING area and CONFINE 1 opposing piece onto it. MOVE 1 of your pieces. At the start of your next TURN, PLACE the CONFINED piece onto a 7th or 8th rank square, then discard this card.

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**PRE-RELEASE
TOURNEY CARD**

REACTION

Pahwaun DeJavu
 Pay the cost of the last card that either you or your opponent played, then play Pahwaun DeJavu as a copy of that card. Pahwaun DeJavu cannot be TARGETED, nor retrieved from any discard pile.
DeJavu stumbled from one predicament to another.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Bishlosse Isfantian
REACTION: After CAPTURING a piece, spend the CAPTURED piece to compel your opponent to SACRIFICE that piece's value from either the board or the Entigy Pool.
RESOURCE: Discard this card for 1 Entigy, then draw 1 card.

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**PRE-RELEASE
TOURNEY CARD**

ACTION

Maneyac Outranger
 Make 3 Knight MOVES, CAPTURING only 1 piece. Spend 3 Entigy to change that piece to your own color, then PLACE it onto an empty square.
Megalo sensed that Melaylah was more than just the serene beauty she appeared to be. There was a certain way about her; a quiet determination.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Bishlosse Sele

ACTION: MOVE 2 pieces as Bishops. Any CAPTURE or PROMOTION costs 1 Entigy first, and ends this Action.

RESOURCE: Discard this card for 1 Entigy.

*"Words of Sele's beauty fair were sung across the land. Suitors mired in sadness, kept poems of love in hand."
— from The Roax Heels Chronicles*

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**PRE-RELEASE
TOURNEY CARD**

ACTION

Dark Flame Legions

Spend up to 18 Entigy extra to MOVE your Pawns, at a cost of 1 Entigy per Pawn MOVE. Only 1 of your Pawns may make CAPTURES as it MOVES.

Chauncy, wild-eyed, looked the boy in the face ... saying, "Flames of black are coming... dangerous are these times; and you, a child no longer."

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Pahwaun Jogba


REACTION: If an opposing, non-King piece is adjacent to your Pawn, PLACE the opposing piece on an empty square, then MOVE 1 of your pieces.

RESOURCE: Discard this card for 1 Entigy.

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**PRE-RELEASE
TOURNEY CARD**

ACTION


Dark Flame Maneyac

GROUP 1 Queen and 1 Knight on 1 empty square, then LINK them to this card. This GROUP can MOVE as either piece, and may be CAPTURED or otherwise DESTROYED together. MOVE the pair once as either piece; future Actions will allow the same. MOVING only 1 of the pieces ends this effect and removes this card.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Fatchah Maneyac

ACTION: PLACE your piece on an empty corner square. Now, MOVE it as a Knight.


RESOURCE: Discard this card for 1 Entigy.

*"Fatch wasn't as fearful as everyone thought, and he proved it today. I'll surely miss him now."
— Sayla Maneyac*

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**PRE-RELEASE
TOURNEY CARD**

REACTION

John the Manden

For each 3 board value that you lost on your opponent's last TURN, RESTORE 1 Boneyard Bishop onto 1 empty square; up to a maximum of 4 Bishops.

Megalo always called him, "John the Manden." "You'll never figure out human sumames!" Johnny chided.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Pahwaun Keeboggwa

REACTION: If you MOVED 1 Pawn, RESTORE 1 Boneyard Pawn onto the square that your Pawn MOVED from. Draw 1 card.


RESOURCE: Discard this card for 1 Entigy.

*Keeboggwa had been large... and dumb to boot.
— from the Roax Heels Chronicles*

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**PRE-RELEASE
TOURNEY CARD**

REACTION


Pahwaun Warrior

If you CAPTURED a piece, RESTORE 1 Boneyard Pawn adjacent to the square of the CAPTURE. Spend the CAPTURED piece's value to RESTORE its value in Boneyard pieces on empty squares of your board-half.

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**PRE-RELEASE
TOURNEY CARD**

REACTION

Bishlosse Assailant

If either you or your opponent have no Bishops, RESTORE 1 Boneyard Bishop onto a center square, then MOVE it once. Draw 1 card

"Faraylah liked to go clubbing more than anyone ..."

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE IK

1

Leska Maneyac
ACTION: MOVE 1 Knight as a Rook.
 If that MOVE is a CAPTURE, spend 1 Entigy before making it.
RESOURCE: Discard this card for 1 Entigy.
"Ahhh, what can one say about Leska Maneyac?"

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE IK

1

Queunlee Derious
ACTION: MOVE 2 pieces, CAPTURING no more than once. If either MOVE is a CAPTURE, spend 1 Entigy before making it.
RESOURCE: Discard this card for 1 Entigy.
"Derious liked three things: talking, talking, and ..."

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE W

0

Keunge Gawntawkah
ACTION: PLACE your King onto an empty square of your board-half, then draw 1 card.
RESOURCE: Discard this card to compel your opponent to discard 1 Entigy Pool piece.
"Yes, I know he liked to sing while he bathed... I heard he did a bit of singing to the Black Flames as well..."

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**PRE-RELEASE
TOURNEY CARD**

REACTION W

Pahwaun Jumpers
 If you MOVED 1 Pawn adjacent to a row of at least 3 consecutive, occupied squares on any rank, file, or diagonal, PLACE that Pawn onto 1 of the end squares of that occupied row.

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**PRE-RELEASE
TOURNEY CARD**

ACTION IK

Qualworld Dynamo
 RESTORE 1 Entigy Pool piece to the board, LINKED to this card. Now MOVE it, OR any-or-all of its adjacent pieces. You may use future Actions to do the same. If this Dynamo is destroyed by any means, you may take its value from the Boneyard.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE W

1

Rook Hasherni
ACTION: SACRIFICE 1 board Rook to the Boneyard, then DESTROY up to 5 Entigy value in board pieces.
RESOURCE: Discard this card for 1 Entigy.
"Hasherni liked his Entigy a bit too rare, if you know what I mean... think anyone will ever find his cache?"

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3

**PRE-RELEASE
TOURNEY CARD**

REACTION W

Reeturnity
 After CAPTURING 1 piece, change it to your own color and PLACE it on a square of your 1st 7 ranks. You may spend your new piece's value to make 1 MOVE with it now.
Though one wouldn't know it to look at them, a fair number of Pahwaun were just simple dreamers.

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1

**PRE-RELEASE
TOURNEY CARD**

ACTION IK

Most Ancient Tutor
 Spend 1 Entigy Pool piece to MOVE 1 board piece like the spent piece once. You may give your opponent 9 Entigy, then choose 1 non-King board piece to change color and become yours.
The Rook's voice was hollow, but its words rang true.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE W

1

Pahwaun Hedran
ACTION: MOVE 1 Pawn to a center square, then MOVE 1 piece. If the 2nd MOVE is a CAPTURE, spend 1 Entigy before making it.
RESOURCE: Discard this card for 1 Entigy, then draw 1 card.

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**PRE-RELEASE
TOURNEY CARD**

REACTION

Pahwaunlings

If your opponent CAPTURED 1 of your pieces last TURN, you may MOVE each of your Pawns once. If however, you have no Pawns on the board, then draw 1 card and RESTORE up to 4 Entigy Pool Pawns onto empty squares of your board-half.

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**PRE-RELEASE
TOURNEY CARD**

ACTION

Keungesea Fissure

Choose 1 rank and push all its pieces 1 square along it in any 1 direction. Put any non-King pieces pushed off the board into the opponent's Entigy Pool, then take the value in Boneyard Entigy. PLACE Kings pushed off, onto safe empty squares.

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**PRE-RELEASE
TOURNEY CARD**

ACTION

Youngest Apprentice

MOVE 1 of your Pawns like a piece that is adjacent to it. If your Pawns are adjacent only to Pawns, PROMOTE 1 of your Pawns into a piece valued at up to 5 Entigy.

*"Maneyac training began at a very young age."
- Megalo to Johnny Manden*

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

Metahl Maneyac

ACTION: MOVE 1 Knight as a Queen. If that MOVE involves a CAPTURE, then you must spend 1 Entigy before making it.

RESOURCE: Discard this card for 1 Entigy.

There were no Maneyacs as stubborn as Metahl. Well... except for Metahl's father, of course.

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**PRE-RELEASE
TOURNEY CARD**

ACTION

Call of Roox Wall

PLACE 2 of your Pawns on empty squares of 1 rank or file. LINK them to this card. Only Kings may MOVE between Wall Pawns. Wall effects last until at least 1 of those Pawns is gone. A lone Wall-Pawn stranded on its own 8th rank, "auto-promotes" into its owner's piece-of-choice.

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**PRE-RELEASE
TOURNEY CARD**

ACTION

Qualworld Leap

Leap your piece over 1 piece that is adjacent to it, landing adjacent to it just on the opposite side. PLACE the piece that was leapt-over onto your board-half.

"To describe his little game as annoying would be far too kind. I have no idea why she tolerates him."

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3

**PRE-RELEASE
TOURNEY CARD**

ACTION

Secret Entrance

PLACE 1 of your non-Pawn pieces onto an empty square of your 8th rank, then make 1 MOVE with it.

*The Pahwaun knew they could get in by that route if they had to. It had always been "guaranteed..."
- from the Roox Heels Chronicles*

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**PRE-RELEASE
TOURNEY CARD**

REACTION

Megalo Maneyac

If your Knight CAPTURED a piece (and that Knight is still on the board) MOVE the Knight any number of times, as long as each MOVE it makes is a CAPTURE.

Gabby froze. Here was a quite familiar cyberface, but very out of context. "Megalo? Is that you?"

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**PRE-RELEASE
TOURNEY CARD**

ACTION

Queunlee Divizia

SACRIFICE 1 board Queen. RESTORE 2 Boneyard pieces (with a total value of 9 Entigy or less) onto the now-empty square. RESTORE 1 Boneyard Pawn on a 1st - 7th rank square adjacent to that piece pair. MOVE 1 of your new, non-Pawn pieces.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Bishlosse Keeteriane

REACTION: If you **MOVED** 1 piece to a center square, **MOVE** it now from any 1 of the 4 center squares. If that **MOVE** is a **CAPTURE**, spend 1 Entigy before making it.

RESOURCE: Discard this card for 1 Entigy.

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**PRE-RELEASE
TOURNEY CARD**

ACTION

Qualwird Replicant

MOVE 1 of your non-King, non-Pawn pieces onto an outer rank or file square. Now, **RESTORE** 1 like Boneyard piece, then **PLACE** it 7 squares from the 1st piece on the same rank, file, or diagonal. You may now spend 5 Entigy to **MOVE** your new piece.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Mesa Maneyac

ACTION: Step 1 Knight diagonally in any direction on up to 3 different squares, but only on 1 square at a time. Any **CAPTURE** costs 1 Entigy first, and ends this Action.

RESOURCE: Discard this card for 1 Entigy.

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**PRE-RELEASE
TOURNEY CARD**

ACTION

1

Queunlee Tala

REACTION: If you **MOVED** 1 non-King, non-Pawn piece adjacent to your piece, **MOVE** it 2 more times. Any **CAPTURE** costs 1 Entigy first, and ends this **REACTION**.

RESOURCE: Discard this card for 1 Entigy.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Pahwaun Morka

ACTION: Your opponent **SACRIFICES** 1 board piece into your Entigy Pool.

RESOURCE: Discard this card for 1 Entigy, then draw 1 card.

*On the surface Morka was just a curmudgeon...
...he was that way beneath the surface as well.*

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**PRE-RELEASE
TOURNEY CARD**

REACTION

Fortressica

If your King is in **CHECK**, **RESTORE** 1 Boneyard Rook, **PLACING** it and your King on original squares. **DESTROY** all non-King pieces between them. Now, **CASTLE** your King and Rook, then **RESTORE** 3 Boneyard Pawns in a 2-square radius of your King.

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**PRE-RELEASE
TOURNEY CARD**

REACTION

Maneyac Dragon

If you **MOVED** 1 Knight, **DESTROY** any-or-all pieces on the squares along 1 L-shaped path of that Knight's **MOVE**.

*A thousand years in those Black Flames had forever changed Jorokaun Maneyac into a monstrous flying beast, with a whip-like tail and razor-sharp teeth.
— from the Roox Heels Chronicles*

1a

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1

**PRE-RELEASE
TOURNEY CARD**

REACTION

Bishlosse Ternofaiteh

If your King is in check, **DESTROY** 1 checking piece and replace it with your own Bishop. Now **MOVE** that Bishop.

*"You're asking if we Bishlosse are dark creatures?
...you really have NO idea, do you my young friend?"
—Lau Diabolique to Gabby Manden*

1a

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0

**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Sertice Maneyac

ACTION: **SACRIFICE** 1 board Knight or Bishop. Your opponent gives you 1 board Knight or Bishop as Entigy.

RESOURCE: Discard this card for 1 Entigy.

1a

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**PRE-RELEASE
TOURNEY CARD**

ACTION

Cavern Scavenger
Bring 1 card from your discard pile into your hand. You may use that card now or later, in either case after paying its appropriate costs. Cavern Scavenger cannot be TARGETED, nor retrieved from any discard pile.

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**PRE-RELEASE
TOURNEY CARD**

REACTION

Boneyard Scavenger
If you lost a board piece on opponent's last TURN, RESTORE up to 9 Boneyard Entigy to your Entigy Pool. You may give your opponent 9 Entigy to replace 1 opposing board piece with a like piece of your own color.

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**PRE-RELEASE
TOURNEY CARD**

REACTION

Maneyac Birth
If you MOVED 1 Knight, RESTORE 1 Boneyard Knight onto the square your Knight MOVED from. You may now give your opponent 6 Entigy, then DESTROY 1 board Knight of either color.

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**PRE-RELEASE
TOURNEY CARD**

REACTION

Pahwaun Clones
If your Pawn is adjacent to an opposing piece, RESTORE up to 4 Boneyard Pawns onto squares adjacent to that 1st Pawn, at a cost of 1 Entigy per Pawn.
It was as though they had never left the vine, for they were continually poking at each other.

Illustration by Ryan Shreve, Copyright 2003-04 M. Weinstock

**PRE-RELEASE
TOURNEY CARD**

ACTION

Bullwark Builder
Fill entirely the largest, equal-sided grid of squares possible with your board pieces, at 1 piece per square (starting on your 1st rank). DESTROY all the non-King pieces already on those squares. PLACE any left-over pieces onto your empty 1st - 7th rank squares.

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**PRE-RELEASE
TOURNEY CARD**

REACTION

Urli, Fireball Thrower
If you MOVED 1 non-King piece to an empty square, DESTROY that piece and all pieces on squares in a 1-square radius of it. This effect cannot be stopped. Kings cannot become Fireball Throwers, do not affect them, and are not affected by them.

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**PRE-RELEASE
TOURNEY CARD**

REACTION

Reflection Isle
If you MOVED 1 piece onto an empty square of an outer rank or file, MOVE it up to 3 more times. Any CAPTURE or PROMOTION ends this Reaction.
Yet again, Gabby's ongoing fondness for doors had presented her with a frightening dilemma.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

Bishlosse Teentati
ACTION: MOVE 1 Bishop past 1 piece as though that piece were not there. If that MOVE involves a CAPTURE, spend 1 Entigy before making it.
RESOURCE: Discard this card for 1 Entigy.
Teentati had never been one to get involved.

Illustration by Ryan Shreve, Copyright 2003-04 M. Weinstock

**PRE-RELEASE
TOURNEY CARD**

ACTION

Maneyac Hydra
RESTORE 1 Boneyard Knight to the board, LINKED to this card. As future Actions you may either: RESTORE 1 Boneyard Knight 1 Knight's MOVE from the Hydra; OR, LINK a different Knight to this card; OR, MOVE the Hydra. If your TURN ends with no Knight LINKED to this card, remove this card.

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5

PRE-RELEASE TOURNAY CARD

ACTION

Keunge Pervious
 PLACE your King on 1 of the 4 center squares, then PLACE 1 of your Pawns on each square adjacent to it. Lacking Pawns to surround your King, RESTORE Boneyard Pawns to fill the remaining adjacent squares, at 1 Entigy each.

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5

PRE-RELEASE TOURNAY CARD

ACTION

Keunge Mayetrix
 PLACE 2 pieces so as to CHECK your opponent's King. Your opponent draws 3 cards and takes 3 Boneyard Entigy.
He hadn't wasted any time. "Those before me were stupid and weak. If any of you give the Dark Flames a reason to act, you'll end up as gambling fodder for the Clan Rook... am I being clear enough?"

1a

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3

PRE-RELEASE TOURNAY CARD

ACTION

Jah-Jer, Dymanic Duo
 GROUP 2 of your non-Pawn pieces on 1 empty square, LINKED to this card. MOVE 1 of them to end the effect, or MOVE the pair as either piece. If the GROUP is CAPTURED, take 3 Boneyard Entigy and discard this card.

1a

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3

PRE-RELEASE TOURNAY CARD

ACTION

Roox Saeshebal
 DESTROY 1 opposing piece within 2 squares of your Rook. RESTORE the piece's value in Boneyard Pawns onto empty squares of your 1st 4 ranks. If you have no Rooks, RESTORE 1 Boneyard Rook on an empty square.

1a

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1

PRE-RELEASE TOURNAY CARD

REACTION

Pahwaun Batterrie
 If your Pawn is in a direct line-of-sight to 1 piece along 1 rank, file, or diagonal of your choice, ram your Pawn at that piece and DESTROY both of those pieces on contact.
Pahwaun Batterrie was fond of running into things.

1a

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3

PRE-RELEASE TOURNAY CARD

ACTION

Qualwird Calling
 MOVE 4 pieces without CAPTURING. You may spend 9 Entigy to RESTORE 5 Entigy value in Boneyard pieces onto empty squares of your board-half.
*Its sound was deep, and long and loud...
 ...the Qualwirders responded from miles around.
 - from the Roox Heels Chronicles*

1a

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1

PRE-RELEASE TOURNAY CARD

REACTION

Keunge Lesse
 If your King is in check, put this card in the LINKED card area, then set your King on it and MOVE 1 piece without CAPTURING. To start your next TURN, PLACE your King on an empty square and discard this card.

1a

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5

PRE-RELEASE TOURNAY CARD

ACTION

The Circle Alliance
 Spend up to 4 of your pieces from the board to RESTORE that value in Boneyard pieces on empty squares of your board-half. Do not RESTORE more than 4 like-pieces.
"The Dark Flames cast no decent light, only wretched pall and doubt; and in our hands, gold symbols fight, to keep those minions out. - a Circle Alliance poem

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PRE-RELEASE TOURNAY CARD

ACTION

Roox Ertir
 ACTION: MOVE 1 Rook as a Knight. If that MOVE involves a CAPTURE, spend 1 Entigy before making it.
 RESOURCE: Discard this card for 1 Entigy.
One might read at the foot of Roox Ertir's monument for months - perhaps for years - and never finish it.

1a

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**PRE-RELEASE
TOURNEY CARD**

ACTION

1

Queunlee Devac

ACTION: Use opponent's Entigy Pool to make change, taking less if you choose. If complete correct change isn't possible, you may take 3 Boneyard Entigy instead.

RESOURCE: Discard this card for 1 Entigy.

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0

**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Queunlee Shersha

ACTION: Discard all of the remaining cards in your hand, then draw as many cards from your deck as you discarded.

RESOURCE: Discard this card for 1 Entigy.

"Shersha had been very jealous of Bishlosse Sele."

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3

**PRE-RELEASE
TOURNEY CARD**

ACTION

Minyuns Mouvawei

SACRIFICE up to 6 board Entigy to the Boneyard. Your opponent must **SACRIFICE** that value in board Entigy to the Boneyard.

"If you ever get into such a position as that again, young one, I have only this piece of advice for you ... RUN!"
— The sage counsel of a Queunlee Mentor

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0

**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Feshtu Maneyac

ACTION: MOVE 1 Knight up to 7 times on your 1st 3 ranks (even on occupied squares, but stopping on one compels a CAPTURE, costs 1 Entigy first, and ends this ACTION).

RESOURCE: Discard this card for 1 Entigy.

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0

**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Rook Bishetitka

ACTION: MOVE 1 Rook along 1 rank or file on up to 8 empty and/or occupied squares, stopping only on 1 empty square.

RESOURCE: Discard this card for 1 Entigy.

"I won't say that Bishetitka was a blowhard, but, well, what's another word for it?" —overheard at Council

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1

**PRE-RELEASE
TOURNEY CARD**

REACTION

Qualwirdl Shifter

GROUP 1 piece on the same square as an opposing piece that entered your board-half last TURN. MOVE them together as either piece without CAPTURING, then MOVE 1 of them to an empty square. Draw 1 card.

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5

**PRE-RELEASE
TOURNEY CARD**

REACTION

Ripple Isle

If a piece entered your board-half, PLACE it on an empty square. SCATTER up to 2 pieces (that are now adjacent to it), onto different squares within a 2-square radius of themselves. DESTROY all non-King pieces that they land on.

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0

**PRE-RELEASE
TOURNEY CARD**

RESOURCE

1

Queunlee Ariya

ACTION: MOVE 1 piece to a center square. SCATTER any non-King pieces in a 2-square radius of that piece to empty outer squares. DESTROY all pieces for which no empty outer squares remain.

RESOURCE: Discard this card for 1 Entigy.

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5

**PRE-RELEASE
TOURNEY CARD**

REACTION

Entigy Link

LINK this card to your Entigy Pool and 1 1st-rank square. As Actions, transfer single non-King pieces between this card and your Entigy Pool; (OR), between this card and that square. If your Entigy Pool empties, discard this card but keep its Entigy.

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5

**PRE-RELEASE
TOURNEY CARD**

REACTION

Rooxling
If you CAPTURED 1 Pawn, spend it and the CAPTURING piece to RESTORE 2 Boneyard Pawns within your 1st 7 ranks (3 squares apart on the same rank or file). DESTROY 1 non-King piece between those Pawns and replace it with your own Rook.

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3

**PRE-RELEASE
TOURNEY CARD**

REACTION

Entigy Reclamation
If you lost any pieces from the board on your opponent's last TURN, take the value of 1 of those pieces from your opponent's Entigy Pool. Lacking sufficient Entigy, your opponent must give you board pieces to make up the difference. Draw 1 card.

1a

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9

**PRE-RELEASE
TOURNEY CARD**

ACTION

Keungesands Glob
CLUSTER all your non-King pieces in a 3x3 square GRID of 1st 3 ranks, LINKED to this card. GLOB's pieces exist on all its 9 squares. As Actions: GLOB shifts by 1 square in 1 direction (OR), its own piece may exit, but not enter GLOB. Opposing pieces that ATTACK or enter GLOB CAPTURE their value from it but are DESTROYED (except opposing Kings, which fully CAPTURE GLOB). If GLOB is empty, remove this card. GLOB's owner can't TARGET GLOB.

1a

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1

**PRE-RELEASE
TOURNEY CARD**

RESOURCE

0

Keunge Mankah
ACTION: Make 2 King MOVES, but not adjacent to your opponent's King. Now, you may spend 9 Entigy to make 2 King MOVES.
RESOURCE: Discard this card to RESTORE 1 Entigy Pool piece onto 1 empty center square.

1a

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3

**PRE-RELEASE
TOURNEY CARD**

ACTION

Entigy Vortex
Your opponent pays the initial cost of 1 undisclosed card that you'll play at once. You pay all extra costs required by your use of that card. Lacking enough Entigy, your opponent SACRIFICES board pieces to pay the card's remaining initial cost.

1a

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5

**PRE-RELEASE
TOURNEY CARD**

ACTION

Bishlosse Blaster
Fire 1 Energy Blast with your Bishop on 1 of its diagonals, in any direction. DESTROY the first piece the Blast hits, as well as all pieces adjacent to that piece. INACTIVE squares are shielded from the Blast's effects, as are all squares beyond them that are in the path of that Blast.

1a

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1

**PRE-RELEASE
TOURNEY CARD**

REACTION

Isle of Sleep
Recline 1 CHECKING piece to make it INACTIVE, then LINK its square to this card. As future Actions, trade color or position between the INACTIVE piece and 1 board piece. With no piece in the LINK by your TURN's end, discard this card.

1a

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1

**PRE-RELEASE
TOURNEY CARD**

REACTION

Keunge Arekah
Recline 1 CHECKING piece, making it INACTIVE, then LINK it to this card. To start a TURN, opponent may give you that piece as Entigy and end the LINK; but while it's reclined, you may take 1 Boneyard Entigy to start each TURN.

1a

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3

**PRE-RELEASE
TOURNEY CARD**

ACTION

The Age of Maneyacs
MOVE 1 of your pieces as a Knight. You may spend 3 Entigy to RESTORE 1 Boneyard Knight onto an empty square.
*Long before this reign of Keunges had settled the Qualwrid, Maneyac exploits were stuff of legend.
— from the Roox Heels Chronicles*

1a

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♣9

PRE-RELEASE TOURNAMENT CARD

ACTION ♣

Pahwaun the Maker
 Replace any-or-all Queens that are on ACTIVE squares with same-color Pawns. Put those Queens into your Entigy Pool.
"Jus' tell me, how much trouble are yer gonna cause me a month from now, y' little hellion?"
 — Pahwaun the Maker

1a
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♣1

PRE-RELEASE TOURNAMENT CARD

RESOURCE ♣

Keunge Yexhazeer
REACTION: If your King is in check, MOVE it as any 1 checking piece.
RESOURCE: Discard this card to select 1 card at random from opponent's hand. Either discard the card; (OR) pay the cost to use its effects now, then discard it.

1a
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♣3

PRE-RELEASE TOURNAMENT CARD

REACTION ♣

Qualwirlder Implosion
 If your Pawn is in 1 Knight's MOVE of an 8th rank square, MOVE it to the square, but don't PROMOTE it. Instead, choose up to 4 pieces on the same rank, file, OR diagonal as the Pawn, and DESTROY them along with it.
Wekump usually bit off more than he could chew.

1a
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♣5

PRE-RELEASE TOURNAMENT CARD

REACTION ♣

Pahwaun Collateron
 If you just PROMOTED a piece, DESTROY it to RESTORE 4 Boneyard Pawns on its now empty square. Each of those Pawns shoots from that square along 1 rank, file, or diagonal of your choice, DESTROYING itself and the first piece it hits, if any.

1a
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♣0

PRE-RELEASE TOURNAMENT CARD

RESOURCE ♣

Bishlosse Corya
ACTION: MOVE 1 Bishop as a Pawn twice, with no more than 1 CAPTURE. If either MOVE is a CAPTURE, spend 1 Entigy.
RESOURCE: Discard this card for 1 Entigy.
"Entigy is all he cared about, and Entigy is all he got."

1a
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♣9

PRE-RELEASE TOURNAMENT CARD

REACTION ♣

Isle of Confusion
 If you MOVED 1 piece adjacent to a row of 3 connected, opposing pieces on 1 rank, file, or diagonal, SCATTER those 3 opposing pieces from their squares and PLACE them on different 6th through 8th rank squares.
"Where are the others? You said you'd stay together!"

1a
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♣9

PRE-RELEASE TOURNAMENT CARD

ACTION ♣

Grid of Oblivion
 LINK a 3x3 GRID of INACTIVE squares along the 1st rank to this card. DESTROY all pieces already there. CONFINE 1 opposing, non-King piece into the GRID, and start each TURN by doing the same. With GRID filled, use 1 Action to PLACE all the GRID pieces on separate 1st-7th rank squares, then discard this card.

1a
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♣1

PRE-RELEASE TOURNAMENT CARD

REACTION ♣

Immobler Pit
 If you MOVED 1 piece, LINK it to this card. Recline it and all adjacent, non-King pieces in place to make them and your piece INACTIVE. To start your next TURN, discard this card and stand the affected pieces back up, REACTIVATING them.

1a
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♣5

PRE-RELEASE TOURNAMENT CARD

ACTION ♣

Lau Diabolique
 MOVE, then take from opponent's Entigy Pool the full Entigy value CAPTURED most recently from either you or your opponent. If your opponent lacks sufficient Entigy, take the value from the Boneyard instead.
Lau was not a being whom one crossed lightly.

1a
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**PRE-RELEASE
TOURNEY CARD**


REACTION

Entigy Seeker

If you CAPTURED a piece, take 3 Boneyard Entigy and 3 Entigy from opponent's Entigy Pool. Lacking 3 Entigy, opponent gives you board pieces to make up the difference.

"Revered of all Pahwaun are the Seekers of Light."
— line from a Pahwaun poem.

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

Keunge Chorghouk

ACTION: MOVE your King from a square adjacent to it. RESTORE 1 Boneyard Pawn onto an empty square adjacent to your King.

RESOURCE: Discard this card to draw 1 card.

"Never met Chorghouk, huh? Well, I knew him long...
If the son is like the father, then you have a problem."
—Lau Diabolique to the Dark Flame Council

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**PRE-RELEASE
TOURNEY CARD**

RESOURCE

Keunge Marlentik

ACTION: PLACE your King on an adjacent INTERSECTION. Start your next TURN by PLACING your King on an adjacent square.

RESOURCE: Discard this card to ACTIVATE an INACTIVE piece and PLACE it onto 1 of your empty 1st rank squares.

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**PRE-RELEASE
TOURNEY CARD**

Qualworld Key

Daggerkey of Katahnah

RESOURCE: Discard this card for 9 Entigy. Search your deck for 1 card to bring to your hand. Only 1 Daggerkey of Katahnah may be in a deck. Daggerkey can't be TARGETED, nor retrieved from any discard pile.

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