

The Ancient Surges

An official print and play expansion pack for



Rules

At the start of the game, each player selects one of the available **Ancient Surges (one of the cards below)**. These grant a **mandatory** damage multiplier against enemies of different types. Remember, you are the one in charge of applying your multiplier, before setting the damage in the App.

Example: you'd deal **10** damage to a **Shadow** enemy, but since you have the **Surge of the Void**, you deal 5 damage instead. **Input 5 damage in the App.**



Undead



Humanoid



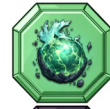
Fire



Shadow



Ice



Earth



Mythical



Light



Crystal



Air

Cut out the 5 Ancient Surges below, and you're ready to play!

Surge of the Star

You deal **double** damage to



You deal **half** damage to



Surge of the Elements

You deal **double** damage to



You deal **half** damage to



Surge of the Crystal

You deal **double** damage to



You deal **half** damage to



Surge of the Void

You deal **double** damage to



You deal **half** damage to



Surge of the Astral Traveler

You deal **double** damage to



You deal **half** damage to

