Deck Class

CLERIC

Class Abilities: Can use a spell well as a weapon

CRAFTSMAN

Class Abilities: - discards two cards from your hand for stealing an item from your opponent or playing a bomb +3 points (effect one round)

CRAFTSMAN

Class Abilities: - discards two cards from your hand for stealing an item from your opponent or playing a bomb +3 points (effect one round)

DARK ENTITIY

Class Abilities: Discarding two cards can summon a monster and make him play at his side until the end of turn.

DARK ENTITIY

SOTTOMONDO

Class Abilities: Discarding two cards can summon a monster and make him play at his side until the end of turn.

ENCHANTRESS

SOTTOMONDO

Class Abilities: Can use a spell well as a weapon

HUMAN

SOTTOMONDO

HUMAN

SOTTOMONDO

VAMPIRE

SOTTOMONDO

Class Abilities: - discarding two cards your opponent loses two points, you gain two points strength (effect only one turn)

VAMPIRE

SOTTOMONDO

Class Abilities: - discarding two cards your opponent loses two points, you gain two points strength (effect only one turn)

WARRIOR

SOTTOMONDO

Class Abilities: - the warrior can use two weapons

WARRIOR

SOTTOMONDO

Class Abilities: - the warrior can use two weapons

WARRIOR

SOTTOMONDO

Class Abilities: - the warrior can use two weapons

WEREWOLF

SOTTOMONDO

Class Abilities: Discard two cards to get +4 strength (the effect lasts for one turn)

WEREWOLF

SOTTOMONDO

Class Abilities: Discard two cards to get +4 strength (the effect lasts for one turn)