

Deck Events

<p>CHALLENGE LEFT</p>  <p>SOTTOMONDO</p> <p>Challenge in a duel the player at your left. You can choose not to do it, but you have to discard two inventory items in this case.</p>	<p>CHALLENGE LEFT</p>  <p>SOTTOMONDO</p> <p>Challenge in a duel the player at your left. You can choose not to do it, but you have to discard two inventory items in this case.</p>
<p>CHALLENGE RIGHT</p>  <p>SOTTOMONDO</p> <p>Challenge in a duel the player at your right. You can choose not to do it, but you have to discard two inventory items in this case.</p>	<p>CHALLENGE RIGHT</p>  <p>SOTTOMONDO</p> <p>Challenge in a duel the player at your right. You can choose not to do it, but you have to discard two inventory items in this case.</p>

earthquake



Sottomondo

Every player discard one card from his game area. Discard this card.

explosion



Sottomondo

Miss the first two items of the inventory. If in inventory use this card in a duel to defeat any opponent.

explosion



Sottomondo

Miss the first two items of the inventory. If in inventory use this card in a duel to defeat any opponent.

explosion



Sottomondo

Miss the first two items of the inventory. If in inventory use this card in a duel to defeat any opponent.

guilds war



Sottomondo

Challenge in a duel one of the of a highest level players (although on a par with yours)

infection



Sottomondo

Change class discovering the CLASS deck until you find Vampire or Werewolf. Shuffle the other class cards. (It not affect Vampire or Werewolf)

