

Meditative Rest

3



VALARIAN Ace 0/V

Independent card. Play to allow the user to recharge 1 card per hour of Meditative Rest. If the rest is disturbed, this card is drained and its benefits end. While in Meditative Rest, the user also recharges cards she would normally recharge from sleeping in her current Terrain area.

VAL-02 ILLUSTRATION © 1997 SUSAN VAN CAMP

Meditative Rest

Heal Temple Stone

5



VALARIAN RITUAL Ace 1/*

Play to Purify a warped Jikadell Temple Stone. The user must touch the target stone for 2D6 hours, and she suffers 2D6 magic damage for each hour she is in contact. If she breaks contact before the Ritual is completed, the stone remains warped. A Valarian may not move or act while Purifying a stone, but may use independent cards.

VAL-03 ILLUSTRATION © 1998 SUSAN VAN CAMP

Heal Temple Stone

Sense Shape Shifter

2



VALARIAN Ace 0/C

Independent Card. Success at +WIS allows the user to sense shape shifters within 200 feet of her. This allows Valarians to find and help other shifters.

"When young shifters change for the first time, they're easy marks. We've gotta find them before the necros do." Monxa Monthralli

VAL 006 ILLUSTRATION © 1996 MARK POOLE

Sense Shape Shifter

Mind Into Magic

2



VALARIAN Ace 0/F

Independent card. Play to allow the user to add +3 to her contest roll when casting a spell or using Valarian abilities.

"Throw your spells like a Javelin. Cast magic like boulders to smash your foe's defenses." Kassandra

VAL 007 ILLUSTRATION © 1995 SUSAN VAN CAMP

Mind Into Magic

Mind Into Magic

2



VALARIAN Ace 0/F

Independent card. Play to allow the user to add +3 to her contest roll when casting a spell or using Valarian abilities.

"Throw your spells like a Javelin. Cast magic like boulders to smash your foe's defenses." Kassandra

VAL 007 ILLUSTRATION © 1995 SUSAN VAN CAMP

Mind Into Magic

Mystic Reflexes

4



VALARIAN Ace 0/F

Independent card. Success at + SPD versus a spell caster's + SPD allows the user to avoid a spell targeted at her. The user must know that she is being targeted with a spell, either through channel link communication or Arcane Knowledge. This maneuver does not move the user.

"This is why I put up with Valarian boot camp." Tasha Diaz

VAL 008 ILLUSTRATION © 2000 MELISSA BENSON

Mystic Reflexes

Cleanse Warp

8



VALARIAN Ace */*

Cleanse warp is a ritual performed by a shape shifter to purify warped terrain. This ritual takes all of a user's actions for 12 hours. Each hour the user suffers 2D6 + the taint damage of the local terrain in magic damage. This damage may not be prevented in any way, but it may be shared or healed. When this ritual ends, all land within 100 feet of the user will be normal terrain.

VAL-009 ILLUSTRATION © 2000 SUSAN VAN CAMP

Cleanse Warp

Valarian Self Healing

3



VALARIAN Ace 0/F

Independent card. Use in any form. Play to heal the user D6+4 points of damage. This healing does not heal poison or disease damage. Only one Valarian Self Healing may be played per round.

"Got pain? Learn this one and call me in the morning." Pop

VAL-010 ILLUSTRATION © 2001 SUSAN VAN CAMP

Valarian Self Healing

Valarian Self Healing

3



VALARIAN Ace 0/F

Independent card. Use in any form. Play to heal the user D6+4 points of damage. This healing does not heal poison or disease damage. Only one Valarian Self Healing may be played per round.

"Got pain? Learn this one and call me in the morning." Pop

VAL-010 ILLUSTRATION © 2001 SUSAN VAN CAMP

Valarian Self Healing

Swift Shift

2



VALARIAN Ace 0 / F

Independent card. Use in any form. Play to shift forms as an independent action.

"The Swift Shift can save your hide young one. Too bad Orcs can't use it!"
Oscar the Mentor

VAL-014 ILLUSTRATION © 2002 SUSAN VAN CAMP

Swift Shift

Valarian Will

6



VALARIAN Ace 0 / F

Independent card. Use in any form. Play to allow the user to disregard all effects from one spell. Young Valarians do not have enough experience to use Valarian Will, therefore characters must have 50 card points before taking Valarian Will. Only one Valarian Will may be played per combat.

"Now we will see who has whom!"
Death Rider

VAL-015 ILLUSTRATION © 2002 SUSAN VAN CAMP

Valarian Will

All Together Now

8



VALARIAN / Channel Ace 0 / F

Independent Card. Play to enhance a spell or abilities contest number by the WIS-2 of each Valarian in a Channel Link. Each character must pay one independent action to add their WIS to the contest roll.

"We can do this, all together now!" Derekar
Revised Edition.

VAL-017 ILLUSTRATION © DRUNKEN STYLE STUDIO 2004
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All Together Now

Form Enhance: Strength

5



VALARIAN Ace 0 / V

STR +3
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP 0

Play when you change form to add +3 STR to the shifted form. You may only use one Form Enhance per change. The form enhance drains when the form is drained. Form Enhance may not be used with Swift Shift. Forms smaller than human size may not use this card.

"You must be strong to defeat your enemy" Cassandra
"But I can only change into an elf!" Roland
"Then be a strong elf, a very strong elf." Cassandra

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Form Enhance: Strength

Form Enhance: Coordination

5



VALARIAN Ace 0 / V

STR 0
COR +2
DEF 0
SPD 0
WIS 0
HP 0
CAP 0

Play when you change form to add +2 COR to the shifted form. You may only play one form enhancement per change. The Form Enhance drains when the form is drained. Form Enhance may not be used with Swift Shift.

"Focus your energy as you change, make your new eyes sharper and your new hands more nimble; only then can you be one with the Centaurs."
- Aaron Di Gash

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Form Enhance: Coordination

Form Enhance: Defense

5



VALARIAN Ace 0 / V

STR 0
COR 0
DEF +3
SPD 0
WIS 0
HP 0
CAP 0

Play when you change form to add +3 DEF to the shifted form. You may only use one Form Enhance per change. The form enhance drains when the form is drained. Form Enhance may not be used with Swift Shift.

"Thin rock, be rock! Yes you, Unicorn, I mean you!"
- Kalvin Hammerhand

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Form Enhance: Defense

Form Enhance: Capacity

3



VALARIAN Ace 0 / V

STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP +7

Play when you change form to add +7 CAP to the shifted form. You may only use one Form Enhance per change. The form enhance drains when the form is drained. Form Enhance may not be used with Swift Shift. Forms man sized and smaller may not use this Enhance.

"Lift with your legs, but push with your mind."
- Aaron Di Gash

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Form Enhance: Capacity

Form Enhance: Speed

5



VALARIAN Ace 0 / V

STR 0
COR 0
DEF 0
SPD +2
WIS 0
HP 0
CAP 0

Play when you change form to add +2 SPD to the shifted form. You may only use one Form Enhance per change. The form enhance drains when the form is drained. Form Enhance may not be used with Swift Shift.

"Focus on the wind when you change; be the wind, move as the wind." - Akandar

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Form Enhance: Speed

Meditative Recharge

3



VALARIAN Ace 0 / F

Independent card. Play to immediately recover two drained cards of the player's. At the same time the character takes an unstoppable D6+6 magic damage. Only one Meditative Recharge may be used per round and may be recovered through sleep. Limit 2 per Character.

"Pain becomes your ally when you just have to do the impossible." Oscar
Replaces VAL 009A

VAL 023 ILLUSTRATION © 2001 SUSAN VAN CAMP

Meditative Recharge