

## Quarriors Comprehensive Card Reference & Unofficial FAQ (version 1.2)

(recent major updates shown in red)

### Terms/Keywords

|                    |  |   |
|--------------------|--|---|
| <b>Ability</b>     | A special power that a Creature can use after it has been summoned.  | Always specified on the reference card, sometimes requiring the die to show a * or ** on its face.  |
| <b>Active Pool</b> | Dice that you will roll on your next turn or dice that you just rolled.  | You always draw 6 new dice at the start of your turn, even if other game events caused you to draw dice into your Active Pool before your turn (so you can start out rolling more than 6 dice).   |
| <b>Attach</b>      | A spell that affects a single Creature. You must place this Spell Die with the chosen Creature, where it remains until that Creature scores or is destroyed.   | As with any Spell, this is first placed into your Ready Area and on this or any future turn you may cast this spell at which point it is attached to a creature. Multiple spells (of the same or different types) can be attached to a single Creature. |
| <b>Attack</b>      | The amount of damage a Creature does when it attacks.  | Upper-right corner of creature die face.  |
| <b>Capture</b>     | The act of purchasing a die from the Wilds by paying Quiddity.   | Normally these go into your Used Pile.  |
| <b>Class</b>       | The category that a Creature or Spell Power Card falls under. There can never be two Power Cards of the same class in the game.  |   |
| <b>Creature</b>    | A die that has been rolled on a Creature face and summoned into your Ready Area.   | This includes the starting Assistant dice.  |
| <b>Cull</b>        | To return a die to the Wilds, placing it on the matching Power Card.   | You may cull the same creature that you score since it is scored, placed into your Used Pile, and then you cull.  |
| <b>Defense</b>     | The amount of damage a Creature can take before it is destroyed.   | Lower-right corner of creature die face.<br>If a creature is damaged but not destroyed, the damage that was applied is disregarded.   |
| <b>Destroy</b>     | When a Creature takes damage equal to or greater than its defense value, it is destroyed. Some Spell effects and Creature abilities can also destroy a Creature regardless of its defense value. When your Creature is destroyed, it goes to your Used Pile. | Note that this means you will later re-draw Destroyed dice, only Culled dice are removed from your possession permanently.  |
| <b>Effect</b>      | What a spell does when you cast it.  |   |
| <b>Glory</b>       | Victory points that win you the game!  |   |
| <b>Immediate</b>   | Immediate Effects are effects that can only be used immediately after you roll dice. Immediate Effects may allow you to draw more dice, re-roll dice, gain Quiddity or some combination of the three!  | Immediate Effects are optional. You choose which Immediate Effects to use and which to ignore. You can use Immediate Effects in any order you choose, but they can only be used immediately after rolling your dice ( <i>rulebook p9</i> ).             |
| <b>In Play</b>     | All dice in your Active Pool, Ready Area, and Used Pile are "in play." These dice can be the target of Spell effects and Creature abilities.   | Does not count dice in your bag.  |
| <b>Level</b>       | A rating of a Creature's overall power. You must spend this much Quiddity to summon the Creature.  | Upper-left corner of creature die face.   |
| <b>Quarry Die</b>  | Any die in the game.   |   |
| <b>Quiddity</b>    | "Money" that you spend to activate Creatures or Capture a Quarry Die from the Wilds.   |   |
| <b>Reaction</b>    | A type of Spell that you can cast during another player's turn.  |   |
| <b>Ready Area</b>  | Spells are automatically moved to the Ready Area after rolling. Creatures are moved here after paying the appropriate cost (Level) in Quiddity to Summon them.   |   |
| <b>Re-roll</b>     | To pick up a die that you rolled during your turn and roll it again. Only dice in the Active Pool can be re-rolled. You must accept the result of the second roll, even if it is worse!  | If you re-roll a die and get another re-roll you can roll that die again.   |
| <b>Score</b>       | To earn Glory for a Creature Die in your Ready Area. The Glory gained is shown on the matching Power Card. The die then goes to your Used Pile.  | It is not clear whether scoring always implies culling or whether culling only occurs when you score during phase 1 of your turn.   |
| <b>Spell</b>       | Spells are automatically moved to the Ready Area after rolling and can be spent now or on a future turn (except <b>Immediate</b> and <b>Response</b> spells which have special rules).   |   |
| <b>Spend</b>       | When you use a die for any game effect, you must spend that die. Spent dice are moved to your Used Pile.   | If you spend a die to draw a new die and your bag is empty, the spent die goes into your Used Pile before the Used Pile is put back into your bag.  |
| <b>Used Pile</b>   | Discard pile of used dice (destroyed and scored creatures, cast spells, spent Quiddity, etc.) that are put back into your bag when it is empty.  |   |

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### Basic Card Reference & Unofficial FAQs

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| <b>Basic Quiddity</b> | Cost: 0<br>Die: 1Q / 1Q / 1Q / 1Q / 1Q / 2Q  | Card starts the game empty but as you cull these dice they are placed on this card and can be captured for 0 cost (although each die still uses up one capture for your turn).   |
| <b>Assistant</b>      | Cost: 1<br>Die: 1Q / 1Q / 1Q / Reroll* / C1,1,2 / C1,1,2<br>Reroll* <b>Immediate</b> : Re-roll this die and one other die.   | This is a Creature Die ( <i>official FAQ 8/15/11</i> ).<br>If you re-roll another re-roll on this die, you can keep rolling this die (and potentially the same other die) until you don't get a re-roll result. It is not clear if you can choose to re-roll this die without re-rolling another die along with it.  |
| <b>Portal</b>         | Cost: 4<br>Die: 1Q / Draw+Roll*1 / Draw+Roll*1 / Draw+Roll*2 / Draw+Roll*2 / Draw+Roll*2<br><br>Draw+Roll*1 <b>Immediate</b> : Draw and roll one die.<br>Draw+Roll*2 <b>Immediate</b> : Draw and roll one die. | Portal gets placed into your used pile as soon as it is used, prior to drawing any dice. If your bag is empty at this point, the Portal is placed back into your bag with the rest of your used pile.<br>If a situation occurs where only Portal dice remain in both your bag and your used pile when you use the Draw+Roll Ability, you may turn one Portal die to show 1 Quiddity (the inevitable result if you were to keep rolling & getting more dice, <i>official FAQ 8/15/11</i> ). |

### Spell Card Reference & Unofficial FAQs

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| <b>Death Cantrip</b>      | Cost: 4<br>Die: 1Q / 2Q / 2Q / Spell / Spell / Spell<br>* Cast this Spell to give all Creatures in your Ready Area +2 attack for the remainder of this turn.<br>** Cast this Spell to give all Creatures in your Ready Area +3 attack for the remainder of this turn. |   |
| <b>Death Charm</b>        | Cost: 5<br>Die: 1Q / 2Q / 2Q / Spell / Spell / Spell<br>* <b>Attach</b> : This Creature gains +3 attack and +3 defense.<br>** <b>Attach</b> : This Creature gains +5 attack and +5 defense.   | Must be attached on your own turn.  |
| <b>Death Incantation</b>  | Cost: 5<br>Die: 1Q / 2Q / 2Q / Spell / Spell / Spell<br>* Cast this Spell to Destroy one Creature of Level 2 or less.<br>** Cast this Spell to destroy one Creature of any Level.   | */** The casting player chooses any Creature (Level 2 or less for *) in any player's Ready Area. We think this can be done immediately, so it could cancel any effects that might impact the rest of your turn (for example, <a href="#">Mighty Defender of the Pale</a> ), but this part is unconfirmed.                               |
| <b>Death Spell</b>        | Cost: 6<br>Die: 1Q / 2Q / 2Q / Spell / Spell / Spell<br>*/** Cast this Spell to Destroy one Creature with defense 6 or less in each of your opponents' Ready Areas.   | */** The casting player chooses any Creature (defense of 6 or less) in each player's Ready Area. We think this can be done immediately, so it could cancel any effects that might impact the rest of your turn (for example, <a href="#">Mighty Defender of the Pale</a> ), but this part is unconfirmed.                               |
| <b>Growth Cantrip</b>     | Cost: 3<br>Die: 1Q / 2Q / 2Q / Spell / Spell / Spell<br><b>Immediate</b> : Gain 2 Quiddity. You may capture 1 additional Quarry Die this turn.  | <b>Immediate</b> Spell must be used immediately (or not used at all) and can't be saved until a later turn ( <i>rulebook p20</i> ).<br>You may capture one additional Quarry die for each Growth Cantrip you cast. For example, casting 3 Growth Cantrips on a single turn would allow you to capture up to 4 Quarry dice on that turn. |
| <b>Growth Charm</b>       | Cost: 5<br>Die: 1Q / 2Q / 2Q / Spell / Spell / Spell<br>Cast this Spell to gain 3 Quiddity.   | Remember this can be cast now or later (and hence spent now or later).  |
| <b>Growth Incantation</b> | Cost: 5<br>Die: 1Q / 2Q / 2Q / Spell / Spell / Spell<br><b>Immediate</b> : Gain 2 Quiddity. You may re-roll any 2 other dice.   | <b>Immediate</b> Spell must be used immediately (or not used at all) and can't be saved until a later turn ( <i>rulebook p20</i> ). <i>Not clear if you can choose to re-roll only 1 other die.</i>   |

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| <b>Growth Spell</b>        | <p>Cost: 4<br/>Die: 1Q / 2Q / 2Q / Spell / Spell / Spell</p> <p><b>Immediate:</b> Gain 2 Quiddity. Draw and roll 1 die.</p>   | <p><b>Immediate</b> Spell must be used immediately (or not used at all) and can't be saved until a later turn (<i>rulebook p20</i>).</p> <p>This die must be spent and placed in the Used Pile before a new die is drawn and rolled but you still can use the 2 Quiddity.</p> <p>Die drawn can be another "draw and roll" die (<i>official FAQ 8/15/11</i>).</p> |
| <b>Life Cantrip</b>        | <p>Cost: 3<br/>Die: 1Q / 2Q / 2Q / Spell / Spell / Spell</p> <p><b>Attach:</b> This Creature gains +4 defense.</p>  | <p>Must be attached on your own turn.</p>  |
| <b>Life Charm</b>          | <p>Cost: 3<br/>Die: 1Q / 2Q / 2Q / Spell / Spell / Spell</p> <p><b>Reaction:</b> When you cast this Spell, any of your Creatures that are destroyed for the rest of the turn go to your Active Pool instead of your Used Pile.</p>  | <p>Cast when one of your Creatures is about to die and lasts until the end of the current player's turn.</p> <p>You will still draw 6 new dice at the beginning of your turn and roll all of your dice.</p>  |
| <b>Life Incantation</b>    | <p>Cost: 4<br/>Die: 1Q / 2Q / 2Q / Spell / Spell / Spell</p> <p><b>Reaction:</b> Cast this Spell to Reduce one Creature's attack to 0 (against all players) for the remainder of this turn.</p>   | <p>Cast to alter the attack total of another player and lasts until the end of the current player's turn. It is not clear if the player could still attach spells or make other changes to increase the attack value back above 0.</p>   |
| <b>Life Spell</b>          | <p>Cost: 4<br/>Die: 1Q / 2Q / 2Q / Spell / Spell / Spell</p> <p><b>Reaction:</b> Cast this Spell to give all Creatures in your Ready Area +4 defense for the remainder of this turn.</p>  | <p>Cast when you are about to be attacked and lasts until the end of the current player's turn.</p>  |
| <b>Shaping Cantrip</b>     | <p>Cost: 4<br/>Die: 2Q / 2Q / Draw+Roll*2 / Spell / Spell / Spell</p> <p><b>Reaction:</b> Cast this Spell to return one of your just destroyed Creatures to your Ready Area (at its same level) instead of putting it in the Used Pile.</p>   | <p>Returned Creature can no longer receive damage and/or be destroyed again during the same battle (<i>official FAQ 8/15/11</i>). Basically I think of it as a bystander waiting until the battle finishes at this point.</p>  |
| <b>Shaping Charm</b>       | <p>Cost: 3<br/>Die: 2Q / 2Q / Draw+Roll*2 / Spell / Spell / Spell</p> <p>Cast this Spell to rotate all Creatures in your Ready Area up 1 Level, if possible.</p>  | <p>Remember the upper-left number is the Level, so a die currently has a 1 then you can rotate it to any face with a 2, or if it is a 2 you can rotate it to any face with a 3. We don't think you can change to a different face of the same level. We also don't think you can increase the level of a <b>Strong Primordial Ooze</b>.</p>                      |
| <b>Shaping Incantation</b> | <p>Cost: 4<br/>Die: 2Q / 2Q / Draw+Roll*2 / Spell / Spell / Spell</p> <p><b>Attach:</b> When this Creature scores, you may cull one die from your Used Pile to capture one Quarry Die that costs up to 3 Quiddity more than the die you culled.</p>   | <p>You may cull Shaping Incantation when the spell triggers.</p>   |
| <b>Shaping Spell</b>       | <p>Cost: 3<br/>Die: 2Q / 2Q / Draw+Roll*2 / Spell / Spell / Spell</p> <p>Cast this Spell to destroy one Spell in any player's Ready Area.</p>   | <p>If another player has a <b>Response</b> Spell, we think this can destroy it before it is cast, but this is unconfirmed.</p>   |
| <b>Victory Cantrip</b>     | <p>Cost: 3<br/>Die: 1Q / 2Q / 2Q / Reroll+Draw+Roll*1 / Spell / Spell</p> <p><b>Attach:</b> This Creature gains +2 Glory when scored.</p>   | <p>Completely unconfirmed, but I think this needs to be attached on your previous turn for it to provide additional Glory when the Creature is scored.</p>   |
| <b>Victory Charm</b>       | <p>Cost: 5<br/>Die: 1Q / 2Q / 2Q / Reroll+Draw+Roll*1 / Spell / Spell</p> <p>Cast this Spell to gain +1 Glory for each Creature that scored this turn. You can only cast this Spell if you scored with 2 or more Creatures this turn.</p>   |  |
| <b>Victory Incantation</b> | <p>Cost: 9<br/>Die: 1Q / 2Q / 2Q / Reroll+Draw+Roll*1 / Spell / Spell</p> <p>Cast this Spell to gain +3 Glory.</p>  |  |
| <b>Victory Spell</b>       | <p>Cost: 7<br/>Die: 1Q / 2Q / 2Q / Reroll+Draw+Roll*1 / Spell / Spell</p> <p>Cast this Spell to gain +1 Glory for each opponent that had a Creature destroyed by one of your attacks this turn (maximum 1 Glory per player attacked). You can only cast this Spell after your attack phase.</p> |  |

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### Creature Card Reference & Unofficial FAQs

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| <b>Deathdealer</b>                       | <p>Cost: <b>3</b>, Glory: <b>2</b><br/>           Die: 1Q / 2Q / 2Q / C1,3,2 / C1,3,2 / C2,4,4</p> <p>When Deathdealer scores, you may trade Deathdealer for one die from any other player's Used Pile.</p>   |   |
| <b>Deathdealer, Mighty</b>               | <p>Cost: <b>6</b>, Glory: <b>2</b><br/>           Die: 1Q / 2Q / 2Q / C1,3,2 / C1,3,2 / C2,4,4</p> <p>The first time a Creature is destroyed while Deathdealer is attacking an opponent, increase your attack total against that player by Deathdealer's attack. Use this ability only once per attack, per player. (This increase is not cumulative, start each attack against each player with your original attack value).</p> | <p>It is clear that if you destroy more than one Creature the attack increase only happens once, but it is not clear whether you can use this ability twice if you have two Mighty Deathdealers (do both add their attack back on the first destroyed creature?).</p>   |
| <b>Deathdealer, Strong</b>               | <p>Cost: <b>6</b>, Glory: <b>2</b><br/>           Die: 1Q / 2Q / 2Q / C1,3,2 / C1,3,2 / C2,4,4</p> <p>When you Destroy a Creature, immediately score Deathdealer (place it in your Used Pile). This does not reduce your attack total for the turn.</p>   | <p>This happens whether or not Deathdealer was needed for the attack. It is not clear whether you get to cull a die as a result of this scoring.</p>  |
| <b>Defender of the Pale</b>              | <p>Cost: <b>5</b>, Glory: <b>2</b><br/>           Die: 1Q / 2Q / 2Q / C1,1,5,* / C2,2,6,* / C3,2,8,**</p> <p>*/** When Defender of the Pale scores, you earn 1 additional Glory for each other Creature that scores this turn.</p>  |   |
| <b>Defender of the Pale, Mighty</b>      | <p>Cost: <b>6</b>, Glory: <b>3</b><br/>           Die: 1Q / 2Q / 2Q / C1,1,5,* / C2,2,6,* / C3,2,8,**</p> <p>* Your opponents must spend 1 additional Quiddity to summon each Creature as long as Defender of the Pale is in your Ready Area.<br/>           ** Your opponents must spend 2 additional Quiddity to summon each Creature as long as Defender of the Pale is in your Ready Area.</p>                                | <p>For example: If you have a Quaxos Scavenging Goblin with 2 defense (+1 defense for the other Quaxos in play for a total of 3) and an Assistant (with defense 2) and you are attacked by a Quaxos Quake Dragon with 5 damage - you may only assign 3 damage to the Scavenging Goblin - the final 2 damage must be assigned to the Assistant. In this case, the Scavenging Goblin would survive while the Assistant would be destroyed. Remember that your Quaxos defender can only absorb damage up to its defense, but if any of that damage is from a Quaxos attacker, your defender will not be destroyed.<br/>           */** Even a Creature that is "free" to summon costs additional (e.g. <b>Quaxos' Warrior of the Quay's</b> ability) (<i>official FAQ 8/15/11</i>). We think these costs are cumulative so if multiple copies of this Creature are in Ready Areas the cost may be increased even more.</p> |
| <b>Defender of the Pale, Strong</b>      | <p>Cost: <b>6</b>, Glory: <b>3</b><br/>           Die: 1Q / 2Q / 2Q / C1,1,5,* / C2,2,6,* / C3,2,8,**</p> <p>* When Defender of the Pale scores, draw 1 additional die and add it to your Active Pool.<br/>           ** When Defender of the Pale scores, draw 2 additional dice and add them to your Active Pool.</p>   | <p>You draw the die before you have a chance to cull your dice, so this may cause you to empty your Used Pile and leave fewer choices for culling (<i>unconfirmed</i>).<br/>           When drawing dice for scoring the Strong Defender of the Pale and your bag is empty, the Strong Defender of the Pale is placed into the used pile and included when you fill your bag from your used pile before drawing.</p>  |
| <b>Devotee of the Holy Query</b>         | <p>Cost: <b>3</b>, Glory: <b>2</b><br/>           Die: 1Q / 2Q / C1,0,3 / C1,0,3 / C2,2,4 / C2,2,4,*</p> <p>* Devotee of the Holy Query gains +2 defense.</p>   |   |
| <b>Devotee of the Holy Query, Mighty</b> | <p>Cost: <b>4</b>, Glory: <b>2</b><br/>           Die: 1Q / 2Q / C1,0,3 / C1,0,3 / C2,2,4 / C2,2,4,*</p> <p>* Devotee of the Holy Query gains +3 defense. When you attack with Devotee of the Holy Query, ignore the effects of all Spells attached to opposing creatures. Devotee of the Holy Query can't be the target of opposing Spells.</p>  |   |
| <b>Devotee of the Holy Query, Strong</b> | <p>Cost: <b>4</b>, Glory: <b>2</b><br/>           Die: 1Q / 2Q / C1,0,3 / C1,0,3 / C2,2,4 / C2,2,4,*</p> <p>* When Devotee of the Holy Query scores, you may capture one Spell Die that costs 4 Quiddity or less for free. Add that Spell Die to your bag.</p>  |   |
| <b>Ghostly Spirit</b>                    | <p>Cost: <b>3</b>, Glory: <b>2</b><br/>           Die: 1Q / 1Q / 2Q / C1,2,2 / C1,2,2 / C2,3,3</p> <p>When Ghostly Spirit is destroyed, you may cull 1 Basic Quiddity Die to return Ghostly Spirit to your Ready Area (for free).</p>   | <p>Assumed (but not verified) that the culled die would come from your Used Pile.<br/>           Returned at the same Level (<i>official FAQ 8/15/11</i>).<br/>           Returned Creature can no longer receive damage and/or be destroyed again during the same battle (<i>official FAQ 8/15/11</i>).</p>  |

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| <p><b>Ghostly Spirit, Mighty</b></p>  | <p>Cost: <b>4</b>, Glory: <b>2</b><br/>           Die: 1Q / 1Q / 2Q / C1,2,2 / C1,2,2 / C2,3,3<br/>           When Ghostly Spirit is destroyed, set Ghostly Spirit aside until you destroy any Creature. Then roll the Ghostly Spirit: If you roll a Creature Icon, add it to your Ready Area (for free). Otherwise, add Ghostly Spirit to your Used Pile.</p>             | <p>Assumed (but not verified) that if added back to the Ready Area it would not add to your attack value because Step 1 of "Attack Your Rivals" has already passed, but would score if it survives until your next turn.</p>  |
| <p><b>Ghostly Spirit, Strong</b></p>  | <p>Cost: <b>4</b>, Glory: <b>2</b><br/>           Die: 1Q / 1Q / 2Q / C1,2,2 / C1,2,2 / C2,3,3<br/>           When Ghostly Spirit is destroyed, add Ghostly Spirit to your Active Pool.</p>  | <p>You will still draw 6 new dice at the beginning of your turn and roll all of your dice.</p>  |
| <p><b>Primordial Ooze</b></p>         | <p>Cost: <b>8</b>, Glory: <b>2</b><br/>           Die: 1Q / 2Q / 2Q / C2,?,? / C2,?,? / C2,?,?<br/>           ? = The number of Basic Quiddity Dice in your Used Pile and Active Pool (combined). If you have no Basic Quiddity Dice in play, Primordial Ooze is destroyed.</p>  |   |
| <p><b>Primordial Ooze, Mighty</b></p> | <p>Cost: <b>5</b>, Glory: <b>3</b><br/>           Die: 1Q / 2Q / 2Q / C2,?,? / C2,?,? / C2,?,?<br/>           ? = The number of Creatures in all Ready Areas.</p>  | <p>Assumed (but not verified) that your attack value is calculated immediately when you start the attack and only once (even if you kill some other enemies) because Step 1 of "Attack Your Rivals" has already passed, but would score if it survives until your next turn. Assumed the defense value is determined each time the Ooze is attacked.</p>  |
| <p><b>Primordial Ooze, Strong</b></p> | <p>Cost: <b>7</b>, Glory: <b>2</b><br/>           Die: 1Q / 2Q / 2Q / C2,?,? / C2,?,? / C2,?,?<br/>           Primordial Ooze exactly copies one Creature in any of your opponents' Ready Areas (your choice). If no other Creatures are in play, Primordial Ooze has attack 0 and defense 5. You may change the Creature being copied once during each player's turn.</p> | <p>When the ooze enters the Ready area (by any means) - you must copy a creature in an opponents' area, if able. It copies another creature exactly including its glory (the 2 Glory is there only if there are no other creatures to copy). If the copied creature then goes away it does not impact the ooze as it remains the creature it copied. Attached spells are not copied. An ooze can copy an ooze that copied another creature (and thus becomes that originally copied creature). Once it has copied a creature it cannot shift back to just an ooze (unless it's copying another "plain" ooze in an opponents' ready area). Spells or affects that return the Ooze to the ready area make the ooze have to copy a new creature or be 0/5. Once in the used pile (after all scoring/spell affects have occurred) or if you roll/reroll the die and immediate affects are resolved it loses all memory of previous states.</p> <p>If the ooze has copied a creature (like the ghostly spirits) that have an ability that continues after it is destroyed it remains a copy of that creature until it is returned to the ready area, used pile or rolled and any immediate affects resolved of the creature it was copying (Ex. an Ooze has copied a Mighty Ghostly Spirit. It is destroyed. Once you destroy a creature you roll the copied Mighty Ghostly Spirit and either add it to your ready area or used pile, after this point it is an "ooze" die with no memory of what came before).</p> <p><i>(official FAQ 8/15/11)</i></p> <p><i>It is not clear whether you have an opportunity to change the copied creature on your turn right before scoring. I do think it copies the Level of the other Creature. The default values of 0/5 are only available right when the Creature is summoned and only if no opponents have Creatures in their Ready Areas.</i></p> |
| <p><b>Quake Dragon</b></p>            | <p>Cost: <b>8</b>, Glory: <b>4</b><br/>           Die: 1Q / 2Q / 3Q or Reroll / C1,4,4 / C2,6,6,* / C3,8,7,**<br/>           Destroy all Level 1 Creatures in your opponent's Ready Area when you attack with Quake Dragon (before your opponent chooses a defender).<br/>           * / ** Quake Dragon has no additional ability.</p>                                    |   |
| <p><b>Quake Dragon, Mighty</b></p>    | <p>Cost: <b>9</b>, Glory: <b>4</b><br/>           Die: 1Q / 2Q / 3Q or Reroll / C1,4,4 / C2,6,6,* / C3,8,7,**<br/>           * Quake Dragon gains +1 defense.<br/>           ** Quake Dragon gains +2 defense and you earn +2 Glory when it scores.</p>  |   |

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| <p><b>Quake Dragon, Strong</b></p>          | <p>Cost: <b>8</b>, Glory: <b>4</b><br/>           Die: 1Q / 2Q / 3Q or Reroll / C1,4,4 / C2,6,6,* / C3,8,7,**<br/>           Creatures that are Level 2 or less cannot attack you as long as Quake Dragon is in your Ready Area (do not add their attack value to the attack total).<br/>           * / ** Quake Dragon has no additional ability.</p>   | <p>May require you to recalculate your attack value for each defending player.</p>   |
| <p><b>Quake Dragon, Quaxos' (Promo)</b></p> | <p>Cost: <b>9</b>, Glory: <b>3</b><br/>           Die: 1Q / 2Q / 3Q or Reroll / C1,4,4 / C2,6,6,* / C3,8,7,**<br/>           Quake Dragon takes no damage from opponents attacking with <i>Quaxos</i> Creatures (and can be assigned damage up to its defense value without being destroyed). It also gains +1 attack and +1 defense for each other <i>Quaxos</i> Creature in a Ready Area.<br/>           * When Quake Dragon is summoned, you may destroy any one <i>Quaxos</i> Creature to gain +1 Glory.<br/>           ** When Quake Dragon is summoned, you may destroy any one Creature to gain +1 Glory.</p> | <p>For example: If you have a Quaxos Scavenging Goblin with 2 defense (+1 defense for the other Quaxos in play for a total of 3) and an Assistant (with defense 2) and you are attacked by a Quaxos Quake Dragon with 5 damage - you may only assign 3 damage to the Scavenging Goblin - the final 2 damage must be assigned to the Assistant. In this case, the Scavenging Goblin would survive while the Assistant would be destroyed. Remember that your Quaxos defender can only absorb damage up to its defense, but if any of that damage is from a Quaxos attacker, your defender will not be destroyed.<br/>           Any other <i>Quaxos</i> Creature in any player's Ready Area (including your own) gives +1 attack and +1 defense.<br/>           */** A die is only a Creature after it has been summoned, so the Creature must come from any player's Ready Area.</p> |
| <p><b>Questing Wizard</b></p>               | <p>Cost: <b>7</b>, Glory: <b>3</b><br/>           Die: 1Q+Draw+Roll*1 / 2Q / 2Q* / C1,2,5 / C2,3,6 / C3,4,8,**<br/>           * You may draw and roll one additional die and re-roll Questing Wizard (instead of gaining Quiddity).<br/>           ** Questing Wizard gains +1 defense and you earn +1 Glory when it scores.</p>   | <p>The "Draw &amp; Roll + 1 Quiddity" face does require you to "spend" this die and put it into your Used Pile but you still receive the 1 Quiddity to spend.<br/>           * I think you can use this action even if you can't draw another die (effectively just re-rolling this die)</p>   |
| <p><b>Questing Wizard, Mighty</b></p>       | <p>Cost: <b>8</b>, Glory: <b>4</b><br/>           Die: 1Q+Draw+Roll*1 / 2Q / 2Q* / C1,2,5 / C2,3,6 / C3,4,8,**<br/>           When Questing Wizard scores, all Quarry Dice cost you 2 less Quiddity to capture this turn, and you may capture 1 additional Quarry die this turn.<br/>           * You may spend Questing Wizard as an Immediate Effect to draw and roll 2 dice from your bag (instead of gaining Quiddity).<br/>           ** Questing Wizard has no additional ability.</p>   | <p>You may capture one additional Quarry Die for each Mighty Questing Wizard that scores. For example, scoring with 3 Mighty Questing Wizards on a single turn would allow you to capture up to 4 Quarry dice on that turn with a discount of 6 per die (<i>unconfirmed</i>).<br/>           The "Draw &amp; Roll + 1 Quiddity" face does require you to "spend" this die and put it into your Used Pile but you still receive the 1 Quiddity to spend.</p>  |
| <p><b>Questing Wizard, Strong</b></p>       | <p>Cost: <b>8</b>, Glory: <b>3</b><br/>           Die: 1Q+Draw+Roll*1 / 2Q / 2Q* / C1,2,5 / C2,3,6 / C3,4,8,**<br/>           When Questing Wizard scores, you may cull any number of Spell Dice from your Active Pool or Ready Area for 1 Glory each (even if they were not attached to Questing Wizard).<br/>           */** Questing Wizard has no additional ability.</p>  | <p>In most cases, when you score at the beginning of your turn, your Active Pool will be empty although your Ready Area may have spells you have saved from earlier turns.</p>   |
| <p><b>Scavenging Goblin</b></p>             | <p>Cost: <b>2</b>, Glory: <b>2</b><br/>           Die: 1Q / 1Q / C1,2,2 / C1,2,2 / C1,2,2,* / C1,2,2,*<br/>           * Gain +1 Quiddity when you summon Scavenging Goblin.</p>  | <p>The Quiddity gained when summoning the Scavenging Goblin may be used to either summon additional Creatures, or to capture Quarry dice. You only summon the creature on your turn by paying the proper Quiddity cost.</p>  |
| <p><b>Scavenging Goblin, Mighty</b></p>     | <p>Cost: <b>3</b>, Glory: <b>2</b><br/>           Die: 1Q / 1Q / C1,2,2 / C1,2,2 / C1,2,2,* / C1,2,2,*<br/>           * When Scavenging Goblin is destroyed, draw 2 dice and add them to your Active Pool.</p>   | <p>If your bag is empty when Mighty Scavenging Goblin is destroyed, it is placed into the bag before drawing.</p>  |
| <p><b>Scavenging Goblin, Strong</b></p>     | <p>Cost: <b>3</b>, Glory: <b>2</b><br/>           Die: 1Q / 1Q / C1,2,2 / C1,2,2 / C1,2,2,* / C1,2,2,*<br/>           * Scavenging Goblin gains +1 defense for each other Creature in your Ready Area.</p>   | <p>It seems that as other Creatures are destroyed in a battle, Strong Scavenging Goblin immediately loses the associated bonus for the rest of the combat (<i>unconfirmed</i>).</p>  |

## Quarriors Comprehensive Card Reference & Unofficial FAQ (version 1.2)

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| <p><b>Scavenging Goblin, Quaxos' (Promo)</b></p>   | <p>Cost: <b>3</b>, Glory: <b>2</b><br/>           Die: 1Q / 1Q / C1,2,2 / C1,2,2 / C1,2,2,* / C1,2,2,*<br/>           Scavenging Goblin takes no damage from opponents attacking with <i>Quaxos</i> Creatures (and can be assigned damage up to its defense value without being destroyed). It also gains +1 attack and +1 defense for each other <i>Quaxos</i> Creature in a Ready Area.<br/>           * When Scavenging Goblin is summoned, you gain +1 Quiddity for each <i>Quaxos</i> Creature is a Ready Area.</p> | <p>For example: If you have a Quaxos Scavenging Goblin with 2 defense (+1 defense for the other Quaxos in play for a total of 3) and an Assistant (with defense 2) and you are attacked by a Quaxos Quake Dragon with 5 damage - you may only assign 3 damage to the Scavenging Goblin - the final 2 damage must be assigned to the Assistant. In this case, the Scavenging Goblin would survive while the Assistant would be destroyed. Remember that your Quaxos defender can only absorb damage up to its defense, but if any of that damage is from a Quaxos attacker, your defender will not be destroyed.<br/>           * Each <i>Quaxos</i> Creature already out there, including the one you are summoning.</p>  |
| <p><b>Warrior of the Quay</b></p>                  | <p>Cost: <b>4</b>, Glory: <b>2</b><br/>           Die: 1Q / 2Q / 2Q / C1,2,3 / C1,2,3 / C2,3,4<br/>           Warrior of the Quay gains +3 attack if the defending player has only 1 Creature in his Ready Area.</p>   | <p>Evaluated for each defending player, so the +3 attack only impacts players that have only 1 Creature in their Ready Area.</p>  |
| <p><b>Warrior of the Quay, Mighty</b></p>          | <p>Cost: <b>4</b>, Glory: <b>3</b><br/>           Die: 1Q / 2Q / 2Q / C1,2,3 / C1,2,3 / C2,3,4<br/>           When Warrior of the Quay is summoned, all other Warriors of the Quay in all other players' Ready Areas are immediately destroyed. You may only summon one Warrior of the Quay per turn.</p>  |   |
| <p><b>Warrior of the Quay, Strong</b></p>          | <p>Cost: <b>5</b>, Glory: <b>2</b><br/>           Die: 1Q / 2Q / 2Q / C1,2,3 / C1,2,3 / C2,3,4<br/>           All other Creatures in your Ready Area get +1 attack and +1 defense as long as Warrior of the Quay is in your Ready Area.</p>  | <p>Includes other Warriors of the Quay, so if you had a total of 3 in your Ready Area, each Warrior of the Quay would get +2 attack and +2 defense from the other two dice.</p>   |
| <p><b>Warrior of the Quay, Quaxos' (Promo)</b></p> | <p>Cost: <b>6</b>, Glory: <b>3</b><br/>           Die: 1Q / 2Q / 2Q / C1,2,3 / C1,2,3 / C2,3,4<br/>           Warrior of the Quay takes no damage from opponents attacking with <i>Quaxos</i> Creatures (and can be assigned damage up to its defense value without being destroyed). It also gains +1 attack and +1 defense for each other <i>Quaxos</i> Creature in a Ready Area.<br/>           When Warrior of the Quay is summoned, you may immediately summon any other Creature in your Active Pool for free.</p> | <p>For example: If you have a Quaxos Scavenging Goblin with 2 defense (+1 defense for the other Quaxos in play for a total of 3) and an Assistant (with defense 2) and you are attacked by a Quaxos Quake Dragon with 5 damage - you may only assign 3 damage to the Scavenging Goblin - the final 2 damage must be assigned to the Assistant. In this case, the Scavenging Goblin would survive while the Assistant would be destroyed. Remember that your Quaxos defender can only absorb damage up to its defense, but if any of that damage is from a Quaxos attacker, your defender will not be destroyed.<br/>           Penalty imposed by any <b>Mighty Defender of the Pale</b> still applies to "free" summoned creature (<i>official FAQ 8/15/11</i>).</p> |
| <p><b>Witching Hag</b></p>                         | <p>Cost: <b>5</b>, Glory: <b>3</b><br/>           Die: 1Q / 2Q / 2Q / C1,3,3 / C1,3,3 / C2,4,5<br/>           You gain +1 Quiddity for each Creature you destroy as long as Witching Hag is in your Ready Area.</p>  |   |
| <p><b>Witching Hag, Mighty</b></p>                 | <p>Cost: <b>5</b>, Glory: <b>3</b><br/>           Die: 1Q / 2Q / 2Q / C1,3,3 / C1,3,3 / C2,4,5<br/>           As long as Witching Hag is in your Ready Area, all Creatures with an attack value higher than 3 that attack you have their attack reduced to 3.</p>  | <p>Only applies when you have the Mighty Witching Hag and you are being attacked. Multiple instances do not have additional impact. Even if attacker has bonus strength, each attacking Creature only has an attack value of 3.</p>   |
| <p><b>Witching Hag, Strong</b></p>                 | <p>Cost: <b>5</b>, Glory: <b>3</b><br/>           Die: 1Q / 2Q / 2Q / C1,3,3 / C1,3,3 / C2,4,5<br/>           When Witching Hag scores, you may move 1 other Creature Die from your Used Pile to your Active Pool.</p>   | <p>A Creature Die is any die that has at least one Creature face on it (which face is showing while in the Used Pile has no impact).<br/>           Can select another Creature Die that just scored in the same turn (<i>official FAQ 8/15/11</i>).</p>  |

### Version History & Changes

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| <p><b>Version 1.2</b><br/>2011/08/26</p> | <p>Bunch of additions, clarifications, etc., but nothing significant enough to itemize. Wanted to get a new version out.</p> |
| <p><b>Version 1.1</b><br/>2011/08/18</p> | <p>Added information from dice for easier reference and added basic cards section.</p>                                       |
| <p><b>Version 1.0</b><br/>2011/08/17</p> | <p>Initial release (after 8/15/11 official FAQ).</p>   |