

Dragonlance

Expansion to SPELLFIRE: Master the Magic

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Key:

Ultra-Rare cards are shown in underlined bold text.

Rare cards are shown in bold text.

Uncommon cards are shown in italicized text.

Common cards are shown in normal text.

[Global] is used to indicate an effect which exists as long as a card is in play as opposed to when it is involved in a battle.

Descriptions are not available at this time for some of the Ultra-Rare cards.

Dragonlance Realms

#	Card Name	Ability
1	Mithas	If razed, it is rebuilt at the beginning of your next turn. If attacked and razed while it is razed, then it is discarded.
6	Solamnia	If razed, the attacking player must shuffle their hand, discard pile and draw pile together and draw 5 new cards. A chance to play the spoils card is given before shuffling.
15	Reorxcrown Mountains	Can only be attacked by Flyers and Dwarves. Not affected by offensive Wizard spells.
4	<i>Goodland</i>	Defending Kender or Gnome champions and allies gain 2 levels.
10	<i>Southern Ergoth</i>	Attacking Elf champions and allies lose 2 levels.
11	<i>Plains of Dust</i>	Attacking champion loses 2 levels.
12	<i>Spine of Toladas</i>	Can only be attacked by Flyers and Swimmers.
13	<i>Isle of Selasia</i>	Can only be attacked by Flyers and Swimmers.
2	Nordmaar	
3	Silvanesti	Defending Elf champions and allies gain 2 levels.
5	Khur	Defends self as a level 4 hero.
7	Sanclist	Defending Dragonlance champions gain 2 levels.
8	Cristyne	
9	Northern Ergoth	Defending Cleric champions gain 3 levels.
14	Thorin	Defending Dwarf champions and allies gain 2 levels. Attacking Dwarf champions and allies lose 2 levels.

Dragonlance Holdings

#	Card Name	Ability
16	Tower of Wayreth	Cannot be attacked by Wizards. Move this to a different Realm at the beginning of each turn or discard it if there are no other Realms.
17	The Lost Citadel	Defending Wizards gain 2 levels. Attacking Wizards lose 2 levels.
19	<i>Inn of the Last Home</i>	Cannot be attacked by Dragons.
20	<i>Altar of Mishakal</i>	Defending Dwarf champions and allies which are defeated are shuffled into the draw pile instead of being discarded.
18	Shoikan Grove	Can only be attacked by Flyers and Earth-walkers.

Dragonlance Champions

#	Card Name	Type	Level	Ability
4	Knights of the Crown	Hero	???	???
5	Knights of the Sword	Hero	???	???
6	Knights of the Rose	Hero	6	Gains 4 levels against monsters. Ignores offensive magical items.
17	Takhisis's Mirror of the Abyssal Warlord	Monster	6	Gains 4 levels when used against any Dragonlance champion or ally.
27	Marquesta Kar-Thon	Hero	3	Gains 4 levels when attacking a coastal realm.
30	Dargent, Silver Dragon	Monster	8	Flyer. Can use Wizard and Cleric spells. First ally played is also a Flyer.
31	Raistlin Majere, Wizard of the Black Robes	Wizard	7	Gains 2 levels is played from 7 p.m. to 2 a.m. Gains 4 levels is played against Caramon. His spells gain 2 levels if Moon Nuitari Waxes is in play.
32	Fizban the Fabulous	Wizard	9	Can use Cleric spells. Cannot be used to attack. His spells are cast at the level of the last digit of the card number.
33	Takhisis, Queen of Darkness	Monster	6	Can use Wizard spells if played from 6 pm to dawn. Cannot be used to defend.
38	Caramon Majere	Hero	7	Can give either +3 levels to one ally or +1 level to all allies.
24	<i>Lord Gunthar, Solamnic Knight</i>	Hero	5	Gains 2 levels when defending a realm.
28	<i>Ladonna, Wizard of the Black Robes</i>	Wizard	3	Gains 4 levels if played from 6 p.m. to midnight. Her spells gain 2 levels if Moon Nuitari Waxes is in play.
29	<i>Justarian, Wizard of the Red Robes</i>	Wizard	4	Gains 4 levels if played from 6 p.m. to dawn. His spells gain 2 levels if Moon Nunitari Waxes is in play.
34	<i>Par-Salian, Wizard of the White Robes</i>	Wizard	6	Gains 4 levels if played from dawn to 6 p.m. His spells gain 2 levels if Moon Solinari Waxes is in play.
35	<i>Pyrite, the Ancient Gold Dragon</i>	Monster	7	Flyer. Can use Wizard and Cleric spells. First ally played is also a Flyer.
21	Skie, Blue Dragon	Monster	6	Flyer. First ally played is also a Flyer.
22	Governor Erann Flowstone	Cleric	5	Dwarf.
23	Tika Waylan Majere	Hero	5	Gains 3 levels when defending Inn of the Last Home.
25	Kaz the Minotaur	Monster	4	
26	Crysania	Cleric	6	
36	Tanis Half-Elven	Hero	6	Gains 3 levels when defending a Dragonlance realm. Is not considered to be an Elf.
37	Flint Fireforge	Hero	3	Dwarf. Earth-walking (can strike at any realm).
39	Tasslehoff Burrfoot	Hero	3	Kender. Once each turn you can rearrange the magical items in your pool -or- bring a magical item from your discard pile to your hand.
40	Phudge, the Great Highbulp	Hero	2	Dwarf. When defending a Dragonlance realm, opposing champion loses 2 levels.

Dragonlance Artifacts

#	Card Name	Ability
10	The Skull of Fistandantilus	+4. Can use Wizard spells, and does so at double actual level. Only Monsters and Wizards can defend against this champion.
11	Takhisis's Mirror and Sw?	???
12	Takhisis's Mirror and Staff	+3. Becomes +5 when used by a Monster.
25	Medallion of Faith	???
51	<i>Dragonlance</i>	+3. Can only be used by Heroes. Becomes +7 against Dragons.
52	<i>Staff of Magius</i>	+5. Can only be used by Wizards.
53	Shield of Huma	When defending, must be defeated twice before being discarded. When defending, attacking Dragon champions lose 3 levels.
54	The Night Jewel	Can choose not to be affected by up to 3 spells per battle between 6 p.m. to dawn or just 2 spells between dawn and 6 p.m.
55	Hammer of Kharas	+5. Becomes +7 when used by a Dwarf.

Allies

#	Card Name	Ability
15	Takhisis's Mirror of Underworld Minions	+2. Champion wins this round if opposing champion is Undead.
45	Brine Dragon	+6. Swimmer. Destroys one opposing ally.
43	<i>Krynn Minotaurs</i>	+3. Becomes +9 if played with Kaz the Minotaur. Can be played into the pool with Kaz and kept there until used.
49	<i>Kapak Draconian</i>	+4. Becomes +5 is played from dawn to 6 p.m. When defeated, destroys lead holding of one of the other players.
41	Gully Dwarves	+2. Becomes +5 if played with a Dwarf champion.
44	Solamnic Knights	+3. Becomes +4 if defending a Dragonlance realm. Becomes +5 if played with Lord Gunthar.
46	Kagonesti Elves	+5. Elf.
47	Dimernesti Elves	+3. Swimmer. Elf. If attacking and the champion is a Swimmer, can switch the attack to a coastal realm but must discard non-Swimmer allies.
48	Sivak Draconians	+4. Can choose to take on level and ability of one of opponent's allies instead.
50	Aurak Draconians	+4. Can look at top 3 cards of another player's draw pile when this is played. When defeated, destroys the attacking champion.

Wizard Spells

#	Card Name	Type	Ability
13	Takhisis's Abyssal Gateway	???	???
23	Haste Spell	???	???
66	Time Shift: Night into Day	def (3)	Until countered or dispelled, it is now day (dawn to 6 p.m.). When cast, dispells Day into Night spells.
67	Time Shift: Day into Night	def (3)	Until countered or dispelled, it is now night (6 p.m. to dawn). When cast, dispells Night into Day spells.
68	<i>Antimagic Barrier</i>	def (4)	Champion can choose not to be affected by opponent's spells and magical items for this round of battle.
74	<i>Recall</i>	def (3/5)	All spells in your discard pile are shuffled back into your draw pile.
75	<i>Tenser's Transformation</i>	off (3)	Wizard becomes a level 9 hero and does not lose ability to use Wizard spells.
69	Unnerving Aura	off (4)	Opponent's champion must return to pool -or- be defeated.
70	Strength	off (4)	+4
71	Steel	off (3)	All your magical swords, axes, spears and hammers are +2 for the rest of this turn.
72	Moonlight Madness	off (3)	When played from 6 p.m. to dawn, opponent's champions and allies lose 2 levels for one battle.
73	Switch	off (4)	When attacking, you can switch your champion with a different one from your pool or discard pile.
76	Charm Monster	off (3)	Take up to 6 levels of opponent's allies and use them on your side.
77	Fire Rain	off (4)	Flying champions and allies lose 2 levels.
78	Stone Water	off (3)	Stops Swimmers from attacking or defending.

Cleric Spells

#	Card Name	Type	Ability
80	Mishakal's Insistence	def (3)	No champion can ignore spells or magical items until end of your next turn.
81	Divine Intervention	def (5)	Bring one champion and one ally from your discard pile to your hand.
83	<i>Reflection</i>	def (4)	Spells cast at this champion can be directed to any other champion in play (including opponent's champion).
79	Protection from Draconians	off (4)	Champion gains 2 levels against draconians and is not affected by them when they are defeated.
82	Summon Griffon	def (3/4)	Champion and up to 2 allies become Flyers.
84	Earth-Walking	def (3)	Champion and up to 2 allies become Earth-walkers (can attack any realm).
85	Borrow	def (3)	Take one of opponent's magic items and use it until end of round, then return it.
86	Despair	off (4)	Sends all of opponent's allies back to her hand and no others can be played.
87	Return	def (5)	Any of your allies or magical items under your opponent's control are taken and shuffled into your draw pile.
88	Hazy Image	def (4)	Can accept defeat in battle and shuffle the champion and up to one ally back into your draw pile.
89	Peace	off (4)	Attacking champion's magical items and spells are discarded. The battle ends with champions returned to pool and allies return to hands.
90	Double Trouble	off (3)	Doubles the effects of one spell or magical item for one round.

Magical Items

#	Card Name	Type	Ability
2	Axe of Brotherhood	???	???
3	Sword of Friendship	???	???
7	Shield of Huma	def	+3. Gains 2 levels against Monsters. Not affected by offensive spells cast by Monsters.
16	Takhisis's Mirror of Revenge!	def	+?. Destroyed if champion loses a round.
18	Takhisis's Helmet of Power		No card has ability to ignore anything.
24	Flute of Wind Dancing (???)	???	???
61	Solamnic Armor	def	When defending, attacking champion and allies lose 1 level. They lose 3 levels if this is on Lord Gunthar
62	Dalamar's Ring of Healing	def	At the end of each turn can bring one Wizard from your discard pile and place it on top of your draw pile.
63	Wand of Telekinesis	off	Can destroy one of opponent's magical items each turn.
65	Dagger of Night	off	+2. Gains 2 levels if played from 6 p.m. to dawn. Gains 1 level for each Moon Wax event in play.
57	<i>Irongnome</i>	def	Ignores all opposing magic weapons.
60	<i>Brooch of Imog</i>	def	Can choose to not be affected by up to one spell per battle. Can only be used by Wizards.
64	<i>Flute of Wind Dancing</i>	off	Destroy up to 6 levels of opponent's allies (their choice)
56	Blamblower	off	Discard during battle to destroy up to 6 levels of opponent's allies.
58	Bupu's Emerald	def	+7 against Monsters. Can only be used by Dwarves, Gnomes, Kender, and Halflings.
59	Inflatable Flotilla	off	Champion and allies become Swimmers and gain 2 levels if attack a coastal realm. Cannot be used on turn it is brought into play.

Events

#	Card Name	Ability
1	Call to Arms	???
8	Crossed Blades	Only heroes can attack or defend until the end of your next turn.
9	Sprit of Que-Shu	Defending Dragonlance champions gain 5 levels and can use Cleric spells until end of your next turn.
14	Takhisis's Mirror of Life Trapping	Play on a champion; It is removed from the game until this card is dispelled.
97	Bronze Dragons	Your realms cannot be attacked until your next turn.
98	Moon Solanari Waxes	All Wizards gain 1 level until your next turn. Wizards of the white robes gain 3 levels.
99	Moon Lunitari Waxes	All Wizards gain 1 level until your next turn. Wizards of the red robes gain 3 levels.
100	Moon Nunitari Waxes	All Wizards gain 1 level until your next turn. Wizards of the black robes gain 3 levels.
92	<i>Habbakuk Interferes</i>	No coastal realms can be attacked until your next turn.
93	<i>Kiri-Jolith Arrives</i>	All non-spellcasting champions gain 3 levels until your next turn.
91	Mishakal Intervenes	Each player takes on Dragonlance champion from their discard pile and puts it on top of their draw pile.
94	Reorx, the Forge, Walks the Land	All Dwarves, Gnomes and Kender champions and allies gain 2 levels until the end of your next turn.
95	Morgian, God of Disease, Strikes	Only Dragonlance allies can be played until your next turn.
96	Zeboim, the Sea Queen, Is Enraged	All champions and allies attacking coastal realms gain 1 level until your next turn.

Rules

#	Card Name	World	Ability
19	Tower of High Sorcery	Dragonlance	All Wizards gain 4 levels.
20	Blessing of the Gods	Dragonlance	???
21	Age of Dreams	Dragonlance	Monsters are not affected by defensive spells or Walls.
22	The Golden Age	Dragonlance	???
42	Night of the Eye	Dragonlance	Up to three Dragonlance event cards can be in play at one time. When playing a fourth one, choose one of the others to discard.

Only one Rule card can be in play at a time.

They are played at the beginning of your turn and stay in play until another Rule card is played, then the old one is discarded.