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ANYSPACE QUEST



Pippa Quickstep

HERO • HALFLING ROGUE



Life 3

Armor 1

Dodge 5

Wild 2

☐ Ancestry retry
used since last
Full Rest
See back

MOVE 2 STEPS • ONE NORMAL ACTION

PWR: _____ Start 0.

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ANYSPACE QUEST

HERO • DWARF CLERIC



Orin Sunforge



Life 4

Armor 4

Dodge 1

Wild 2

Dwarf ancestry

No forced Move or knockdown.

See back

MOVE 2 STEPS • ONE NORMAL ACTION

PWR: _____ Start 0.

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ANYSPACE QUEST

Mara Brightshield

HERO • HUMAN PALADIN



Life 4

Armor 5

Dodge 0

Wild 3

MOVE 2 STEPS • ONE NORMAL ACTION

PWR: _____ Start 0.

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ANYSPACE QUEST

Vinnoc

Flintmorrow

HERO • HALF-ORC BARBARIAN



Life 5

Armor 2

Dodge 2

Wild 2

MOVE 2 STEPS • ONE NORMAL ACTION

PWR: _____ Start 0.

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ANYSPACE QUEST

Vault Guardian

GUARDIAN • GUIDE



Life N+1
Armor N+1
Dodge N+1
Wild N+1

N = NUMBER OF HERO PLAYERS

PWR: _____ Start 0.

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ANYSPEC QUEST

Slip Away

SKILL • PIPPA

**RESPONSE • 0 PWR
USED • ONCE PER ROUND**

When an enemy finishes moving within 1 Step of you, move yourself 1 Step away to a legal position.
This grants no attack.

Details on back

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ANYSOURCE QUEST

Vault Guardian

GUARDIAN • GUIDE



Start PWR 0 and Advance READY. Normal Move is up to 1 Step; after the Vault opens, up to 3 Steps. One normal Action: basic melee or ranged HARM 1 attack (0 PWR), Advance, or a legal relic retrieval.

Rally: gain 1 PWR OR ready Advance. No Defense recovery. No READY ordinary Life means defeated. See Advance, Patrol, Recovery and Finale. Reforming grants no extra turn or attack.

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ANYSPACE QUEST
Mara Brightshield
HERO • HUMAN PALADIN

Your 3 Wild already include your Human bonus. Shield: at each new fight, gain 1 TEMP Armor. This reminder adds no second copy. Skills: Interpose; Lay on Hands.

Basic attack: 1 Action, 0 PWR,
HARM 1. Declare melee or ranged;
use the Attack card.

Rally: gain 1 PWR OR ready one eligible USED reusable Skill. Keep READY and USED Defense separate. See Round and Recovery cards.

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ANYSPEC QUEST
Pippa Quickstep
HERO • HALFLING ROGUE

Halving ancestry: Once per Full Rest, repeat one failed check. The second result stands. Not a missed attack toss. Rally and defeating the Guardian do not restore this use.

No TEMP at a new fight. Skills: Slip Away; Stack the Odds. Before a new fight, use the one-second hiding chance on Patrol.

Basic attack: 1 Action, 0 PWR, HARM
1. Declare melee or ranged; see Attack.

Rally: gain 1 PWR OR ready an eligible USED reusable Skill. Keep READY/USED Defense separate. See Round and Recovery.

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ANYSACE QUEST
Slip Away
SKILL • PIPPA

Mark this Skill USED and record its once-per-round use. Rally can ready it instead of gaining PWR. READY does not erase the once-per-round limit.

Measure support and trigger distances from your target center to the other target's nearest edge. A Guardian Advance finishes before movement-completion Skills resolve; held Actions still use their declared triggers.

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ANYSPACE QUEST

Vinnoc

Flintmorrow

HERO • HALF-ORC BARBARIAN

Half-Orc: at each new fight, gain 1 TEMP Life. TEMP is not ordinary Life.
Skills: Rage and Pain Feeds Fury; Smash Through.

Basic attack: 1 Action, 0 PWR,
HARM 1. Declare melee or ranged;
use the Attack card.

Rally: gain 1 PWR OR ready one eligible USED reusable Skill. Keep READY and USED Defense separate. See Round and Recovery cards.

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ANYSPACE QUEST
Orin Sunforge
HERO • DWARF CLERIC

Dwarf ancestry: Cannot be physically pushed, pulled, knocked down or otherwise force-moved. No RESIST draw. HARM resolves normally; voluntary movement is allowed.

No TEMP at a new fight. Keep Orin-grant TEMP Armor aside until Blessing of Protection grants it. Skills: Healing Light; Blessing of Protection. Basic attack: 1 Action, 0 PWR, HARM 1. Declare melee or ranged; see Attack.

Rally: gain 1 PWR OR ready an eligible USED reusable Skill. Keep READY/USED Defense separate. See Round and Recovery.

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ANYSPACE QUEST



Stack the Odds

SKILL • PIPPA

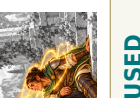




ANYSPACE QUEST

Healing Light

SKILL • ORIN



ACTION • 0 PWR • USED

Choose yourself or one
willing ally within 2 Steps.
Return one USED ordinary
Life to READY.

Details on back

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ANYSPACE QUEST

Blessing of Protection

SKILL • ORIN



ACTION • 1 PWR
ONCE PER COMBAT

Choose yourself or one willing ally within 2 Steps. That Hero gains 1 TEMP Armor until it is used. Add it to their READY supply.

Details on back

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ANYSOURCE QUEST

Interpose

SKILL • MARA

**RESPONSE • 0 PWR
USED • ONCE PER ROUND**

When an ally within 1 Step is targeted by a single-target attack, move up to 1 Step into a valid interposing position and become the target. The attack resolves normally against you.

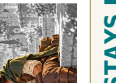
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ANYSOURCE QUEST

Lay on Hands

Skill • MARCH



ACTION • 1 PWR • STAYS READY

Choose yourself or one willing ally within 1 Step.
Return one USED ordinary Life to READY.

Details on back

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ANYSPACE QUEST

Rage + Pain Feeds Fury

SKILL • VIRNOC



BEFORE ACTION • 0 PWR
RAGE: ONCE PER COMBAT

Use Rage before your Action to become RAGING until this combat ends. While RAGING, once each round after you suffer HARM, gain 1 PWR.

Details on back

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ANYSPEACE QUEST



Lay on Hands

SKILL • MARA

Spend your normal Action and 1 PWR. This Skill stays READY. Never exceed starting ordinary Life. Remix returned cards into a face-down READY deck.

You may restore a Knocked Out ally. They resume only opportunities still available this round; no extra Action or turn. You cannot self-heal while Knocked Out.

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ANYSPEACE QUEST



Rage + Pain Feeds Fury

SKILL • VIRNOC

Rage does not spend your normal Action. Record its once-per-combat use; it does not renew at Rally. Pain Feeds Fury is a separate once-per-round gain, not a gain for every hit.

Ordinary Life, Armor or Dodge taking HARM qualifies. Wild or TEMP preventing ordinary HARM does not. Clear the round check at Rally. No TEMP is granted by Rage.

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ANYSPEACE QUEST



Blessing of Protection

SKILL • ORIN

Spend your normal Action and 1 PWR. Mark the once-per-combat use; Rally does not renew it.

Use the Orin-grant TEMP Armor card. Remix it into the recipient's READY supply. When drawn, it prevents ordinary HARM and is removed. It is not ordinary Armor and does not restore Life. Clear leftover TEMP before the next fight adds TEMP.

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ANYSPEACE QUEST



Interpose

SKILL • MARA

Mark this Skill USED and record its once-per-round use. Rally can ready it instead of gaining PWR. READY alone does not remove the round limit.

Move your game target safely. This does not grant an attack. Against Advance, resolve its attack and any qualifying push against the actual defender.

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ANYSPEACE QUEST



Stack the Odds

SKILL • PIPPA

Pay 1 PWR for each legal use. This Skill stays READY. Return the first piece to the same READY supply before the replacement draw. Remix it so every eligible piece, including the returned piece, can be drawn fairly.

Do not resolve the first piece and then also resolve the replacement.

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ANYSPEACE QUEST



Healing Light

SKILL • ORIN

Uses your normal Action. Mark Healing Light USED; Rally can ready it instead of gaining PWR. Never heal above starting ordinary Life. Remix a returned card into a face-down READY deck.

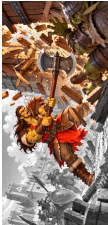
You may heal a Knocked Out ally. They resume only opportunities still available this round, with no extra Action or turn. You cannot self-heal while Knocked Out.

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ANYSPACE QUEST

Smash Through

SKILL • VIRNOC



FOLLOW-UP • 1 PWR • USED

REQUIRES RAGING

After your melee attack HITS, push the enemy 1 Step, stopping at a solid obstacle or another creature. Never physically push a person.

Details on **back**

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ANYSPACE QUEST

Half-Orc

ANCESTRY • VIRNOC



NEW FIGHT • 0 PWR

At each new fight, gain 1 TEMP Life. Add it to your READY Defense supply. No Action is used.

Details on back

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ANYSPACE QUEST

Far-Reach Clasp

MAGIC ITEM • MARA



ONCE PER ADVENTURE

FLIP AFTER USE • NO REFRESH

When you use Interpose, protect an ally within 2 Steps and move up to 2 Steps into a legal interposing position. Apply its normal limits; the attack resolves against you normally. You must already have Interpose. No refresh during this adventure.

Details on back

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ANYSPACE QUEST

Twin-Dawn Pendant

MAGIC ITEM • ORIN

Reveal this reward when the Vault opens and equip it on the matching Hero. The reveal/equip teaching pause grants no Action, movement, healing, Rally, recovery or activation.

Use once during this adventure; then turn this card face down. A Guardian defeat does not refresh it. Keep every normal Skill cost, trigger and limit unless the front explicitly changes it.

ANYSPACE QUEST



Far-Reach Clasp

MAGIC ITEM • M.A.R.A

Reveal this reward when the Vault opens and equip it on the matching Hero. The reveal/equip teaching pause grants no Action, movement, healing, Rally, recovery or activation.

Use once during this adventure; then turn this card face down. A Guardian defeat does not refresh it. Keep every normal Skill cost, trigger and limit unless the front explicitly changes it.

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ANYSPACE QUEST

Second-Swing

Knot

MAGIC ITEM • VIRNOC



Reveal this reward when the Vault opens and equip it on the matching Hero. The reveal/equip teaching pause grants no Action, movement, healing, Rally, recovery or activation.

Use once during this adventure; then turn this card face down. A Guardian defeat does not refresh it. Keep every normal Skill cost, trigger and limit unless the front explicitly changes it.

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ANYSPACE QUEST

Borrowed Footfall

Anklet

MAGIC ITEM • PIPPA



Reveal this reward when the Vault opens and equip it on the matching Hero. The reveal/equip teaching pause grants no Action, movement, healing, Rally, recovery or activation.

Use once during this adventure; then turn this card face down. A Guardian defeat does not refresh it. Keep every normal Skill cost, trigger and limit unless the front explicitly changes it.

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ANYSPACE QUEST



Smash Through

SKILL • VIRNOC

A protected HIT may still push. This follows a melee HIT, not ranged. Pay 1 PWR and mark USED; Rally can ready it.

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ANYSPACE QUEST

Half-Orc

ANCESTRY • VIRNOC



This is Virnoc's one TEMP Life grant, not an additional grant on top of his identity card. Remove it when used. It is not ordinary Life and cannot keep you active with no READY ordinary Life.

A paused fight, hiding or the Vault opening does not renew it. Clear leftover TEMP before adding it once when a new fight begins.

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ANYSPACE QUEST

Mara's Shield

EQUIPMENT • MARA



EQUIPPED • NEW FIGHT

Each new fight, Mara gains 1 TEMP Armor if this shield is equipped. It costs 0 PWR and uses no Action. Remove the TEMP Armor when used. No in-combat refresh. Ordinary Armor stays 5.

[Details on back](#)



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ANYSPACE QUEST

Advance

GUARDIAN SKILL • GUIDE

ACTION • 1 PWR • USED

Choose an unbroken legal path exactly 1 Step long ending where a legal melee attack is possible. Commit one normal Action and 1 PWR; mark Advance USED. Move exactly 1 Step, separately from normal Move.

If still able to act and the target remains alive and legal, make one basic melee HARM 1 attack. Mara may Interpose. See Advance Details for push and interruptions.

Details on back

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ANYSPACE QUEST



Advance Details

GUARDIAN SKILL • GUIDE

CONTINUED • SAME SKILL / ACTION

On HIT, Orin is not pushed; otherwise push the actual defender 1 Step directly away, respecting obstacles. Never physically push a person or automatically move a newly Knocked Out defender. A MISS does not push. Wild/TEMP still allows the push; it adds no HARM.

Details on back

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ANYSPACE QUEST

Round order

SHARED REFERENCE • ALL CREATURES



ONE NORMAL ACTION PER ROUND

- 1 RALLY: gain 1 PWR OR ready one eligible USED reusable Skill.
Clear round checks; no Defense recovery.
- 2 BEFORE MOVE: Heroes may use their normal Action and stay, or declare HOLD UNTIL and stay.
- 3 MOVE: Heroes saving their Action for AFTER MOVE may move up to 2 Steps, or choose not to move.

Details on back

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ANYSPACE QUEST

Make an attack

SHARED REFERENCE • ALL CREATURES

BASIC ATTACK • ACTION • 0 PWR

Declare melee or ranged against a visible enemy. No attack distance is listed. Never attack through cover or target a hidden creature. Allow a legal Interpose before tossing. Then toss underhand at the actual defender from the safe place beside your target.

HIT: rest in or touch the marked target. MISS: outside. A MISS still spends the Action and committed costs.

[Details on back](#)

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ANYSPACE QUEST

Defense and TEMP

SHARED REFERENCE • ALL CREATURES

ONE FAIR READY DRAW PER HIT

Life, Armor or Dodge: move the drawn ordinary card to USED; it takes HARM 1.

Wild: move to USED for this fight; it prevents ordinary HARM.

Granted TEMP: prevents ordinary HARM, then is removed instead of going to USED.

No READY ordinary Life: Guardian defeated; Hero Knocked Out even if TEMP remains.

Details on back

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ANYSPACE QUEST

Mara's Shield

EQUIPMENT • MARA



This is the same shield grant shown on Mara's identity card, not a second TEMP Armor. Start with this equipment; it is not one of the four Vault rewards. Keep the card as a reference. Mark its grant spent when the TEMP is used. A paused fight or Vault opening does not renew it. After a fight ends, add it once when the next fight begins.

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ANYSPACE QUEST

Advance Details

GUARDIAN SKILL • GUIDE



A movement stop or defeat cancels unfinished Advance without refund. Reform gives no extra turn. Finish Advance before movement-completion Skills; a held Action still uses its declared trigger. Rally can ready Advance. Its extra Move stays exactly 1 Step even after normal Move becomes 3. Mara can still be pushed when she Interposes.

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ANYSPACE QUEST

Make an attack

SHARED REFERENCE • ALL CREATURES



On HIT, draw one eligible READY Defense card fairly. Allow legal Stack the Odds before resolving that draw for HARM 1. For illustrated targets, use the marked silhouette/regions, not blank paper or the trim box. All marked regions are ordinary HIT.

Clear people from the target and throw path. Never throw at people, animals or fragile objects. Pause before retrieval; retrieving does not move your Hero in the game. All targets remain flat, stable and move with their creature.

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ANYSOURCE QUEST

Advance

GUARDIAN SKILL • GUIDE



After the separate 1-Step move, check again: the Guardian must still be able to act and the target must be alive and legal. Make one basic melee attack for HARM

1. Mara may Interpose; resolve against the actual defender.

Continue with Advance Details for the push and interruptions. This is still one Skill and one Action; the second card grants no extra use.

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ANYSOURCE QUEST

Round order

SHARED REFERENCE • ALL CREATURES



4 **GUARDIAN:** normal Move up to 1 Step, then one normal Action. After Vault opening, normal Move up to 3 Steps. Advance is separate.

5 **AFTER MOVE:** Heroes who saved their Action for this phase may use it now.

6 **END:** finish end effects; unused holds expire. No extra Action or reset.

A **RESPONSE** or **FOLLOW-UP** uses only its printed trigger, cost and limit. Picking up or placing a relic costs no Action. **READY** still needs a legal trigger, target, available use and enough PWR.

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ANYSOURCE QUEST

Defense and TEMP

SHARED REFERENCE • ALL CREATURES



Keep READY and USED separate. Use identical opaque backs, size, thickness and feel for all Defense cards. Bags are optional; any fair unseen draw works. If using a shuffled READY stack, remix whenever a piece returns or is added. Do not choose a known next draw.

A Knocked Out Hero has no Actions, Move, Responses or self-healing. An ally may legally heal ordinary Life. Resume only remaining opportunities, with no extra turn. Never heal above starting ordinary Life.

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ANYSPACE QUEST



End a fight

SHARED REFERENCE • GUIDE + HEROES

DEFEAT IS THE RESET TRIGGER

When a Guardian is defeated, that fight ends. Restore Heroes' ordinary Defense to starting totals, ready reusable Skills and renew once-per-combat uses. Set PWR to 0 and remove leftover TEMP.

At the next fight, add only the TEMP you receive then. Once-per-adventure rewards and Pippa's Full Rest retry DO NOT refresh.

Details on back

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ANYSPACE QUEST

HOLD UNTIL

SHARED REFERENCE • HEROES ONLY



DECLARE BEFORE MOVE • STAY

Name a specific observable trigger, your Action and its target or target-selection condition. Commit your normal Action and do not take normal Move this round.

When the trigger happens, pause and check all requirements. If legal, execute immediately, then continue the interrupted activity if possible.

Details on back

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ANYSPACE QUEST



Spot, search, patrol

GUIDE REFERENCE • KEEP PRIVATE

ACTUAL GUARDIAN VIEW

Before combat, Heroes explore freely while the Guardian slowly patrols. Spot a Hero: start rounds. Before a new fight, each time Pippa is spotted look away for one second, then back. Hidden now: let her go. Still visible: start rounds. This chance does not renew during the same unfinished fight.

Details on back

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ANYSPACE QUEST

Careful Carry

GUIDE REFERENCE • ALL HEROES



FLIMSY RELIC • PLASTIC CUPS

Put two plastic cups bottom-to-bottom: lower upside down, upper upright. Put one flimsy relic in the upper cup. Balance the lower cup on your palm, or hold only it for an easier test. Touch neither upper cup nor relic while carrying. Set down safely to load/unload; pickup/placement costs no Action.

Details on **back**

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ANYSPACE QUEST

Return a relic

GUIDE REFERENCE • GUARDIAN

BEFORE THE VAULT OPENS

Retrieve a visible moved relic only when no Hero is visible. Leave correct matches alone. First reach the relic. Retrieval uses the Guardian's normal Action during rounds, or resolves during free patrol.

Details on back

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ANSYSPACE QUEST



Vault finale

GUIDE REFERENCE • KEEP PRIVATE

ONE FINAL GUARDIAN • MOVE 3

All six match: announce the Vault opens. Reveal one matching reward per participating Hero and let them equip/read it. Continue only when everyone understands their item and is ready. This pause grants no Action, movement, healing, Rally, recovery or item activation.

Reform one fresh Guardian at the fictional exit: N+1 of each ordinary Defense, PWR 0, Advance READY, normal Move 3. Never block a real exit.

Details on back

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ANYSPACE QUEST

Life

DEFENSE • DRAW CARD

L

On a draw: takes HARM 1.
Move this ordinary
Defense card to USED.

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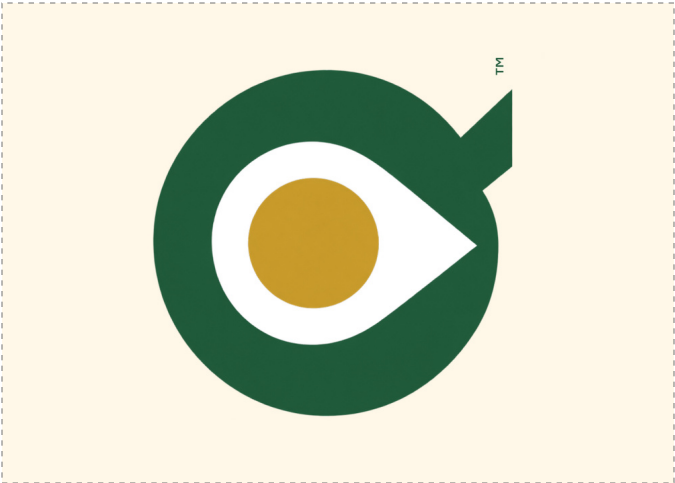
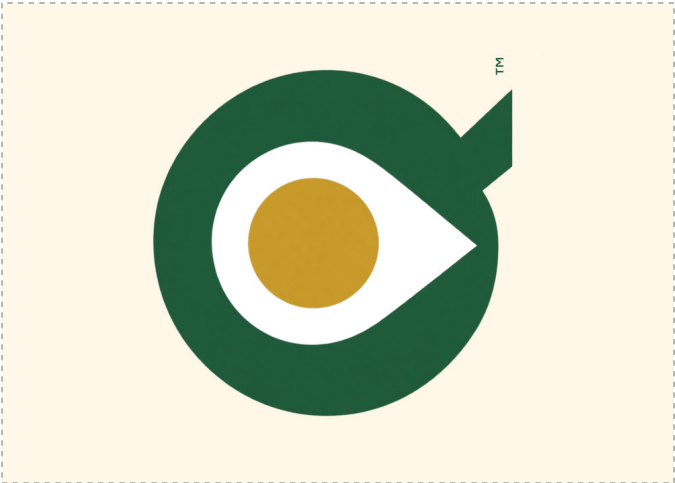
ANYSOURCE QUEST

Life

DEFENSE • DRAW CARD

On a draw: takes HARM 1.
Move this ordinary
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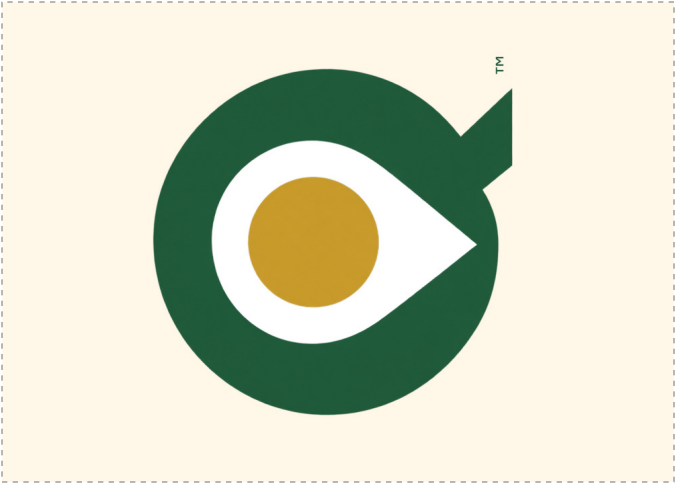


ANYSPACE QUEST
Set up the room
 GUIDE REFERENCE • GUIDE

Set six stable reachable pedestals, each with a whole painting. Scatter the six flimsy relics away from correct matches and record starts. Choose entry, Vault, fictional exit, Guardian start; cover and slow patrol route. Keep real exits clear.

Targets flat and stable; agree one shared Step (about 3 feet is optional). Support/trigger distances: your target center to the other's nearest edge. Rehearse one safe soft toss and carry; anyone may call Pause. Never run, climb or push a person.

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ANYSPACE QUEST
Puzzle answers 1
 GUIDE REFERENCE • KEEP PRIVATE

Bee = Hexagon
 Large honeycomb cell at the upper right in the hollow tree.
 Start: _____

Never label pedestals with answers. Give an area hint, then a detail, before revealing an answer. Keep all six complete paintings visible. Record original relic starts before play; these are where misplaced relics return.

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ANYSPACE QUEST
Puzzle answers 2
 GUIDE REFERENCE • KEEP PRIVATE

Moon = 12-point star
 Small inset on lower-left pedestal beneath the armillary sphere.
 Start: _____

Guardian start: _____
 Vault: _____
 Fictional exit: _____
 Shared Step: _____

The Guardian leaves correctly matched relics alone. Six matches open the Vault permanently.

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ANYSPACE QUEST



Life

DEFENSE • DRAW CARD



On a draw: takes HARM 1.
Move this ordinary
Defense card to USED.

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ANYSOURCE QUEST



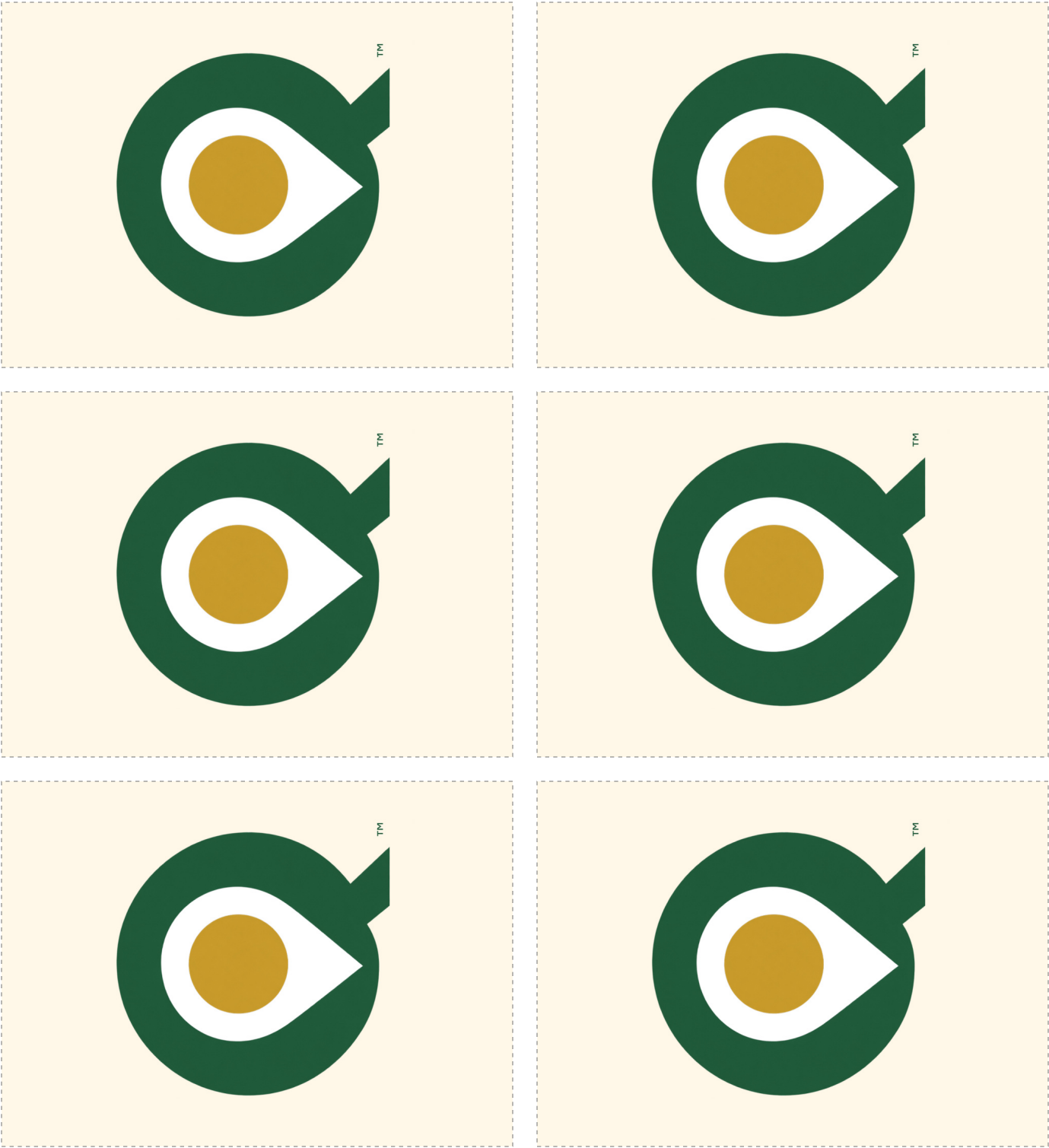
Life

DEFENSE • DRAW CARD



On a draw: takes HARM 1.
Move this ordinary
Defense card to USED.

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ANYSPACE QUEST

Life

DEFENSE • DRAW CARD

L

On a draw: takes HARM 1.
Move this ordinary
Defense card to USED.

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ANYSOURCE QUEST



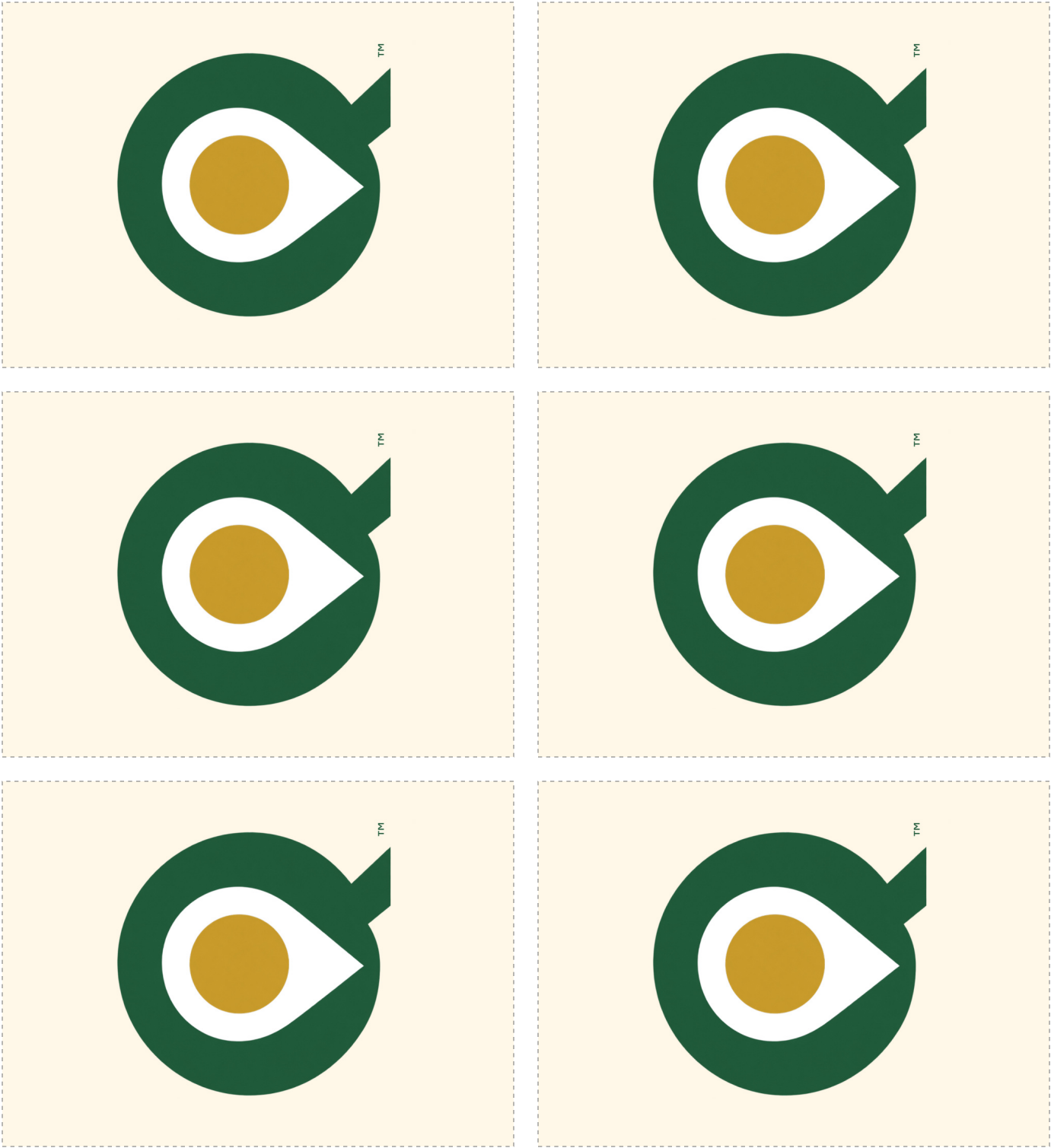
Life

DEFENSE • DRAW CARD



On a draw: takes HARM 1.
Move this ordinary
Defense card to USED.

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ANYSPACE QUEST

Life

DEFENSE • DRAW CARD



On a draw: takes HARM 1.
Move this ordinary
Defense card to USED.

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ANYSOURCE QUEST

Life

DEFENSE • DRAW CARD

L

On a draw: takes HARM 1.
Move this ordinary
Defense card to USED.

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ANYSPACE QUEST

Life

DEFENSE • DRAW CARD





On a draw: takes HARM 1.
Move this ordinary
Defense card to USED.

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ANYSOURCE QUEST

Life

DEFENSE • DRAW CARD

Q

L

On a draw: takes HARM 1.
Move this ordinary
Defense card to USED.

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ANYSPACE QUEST

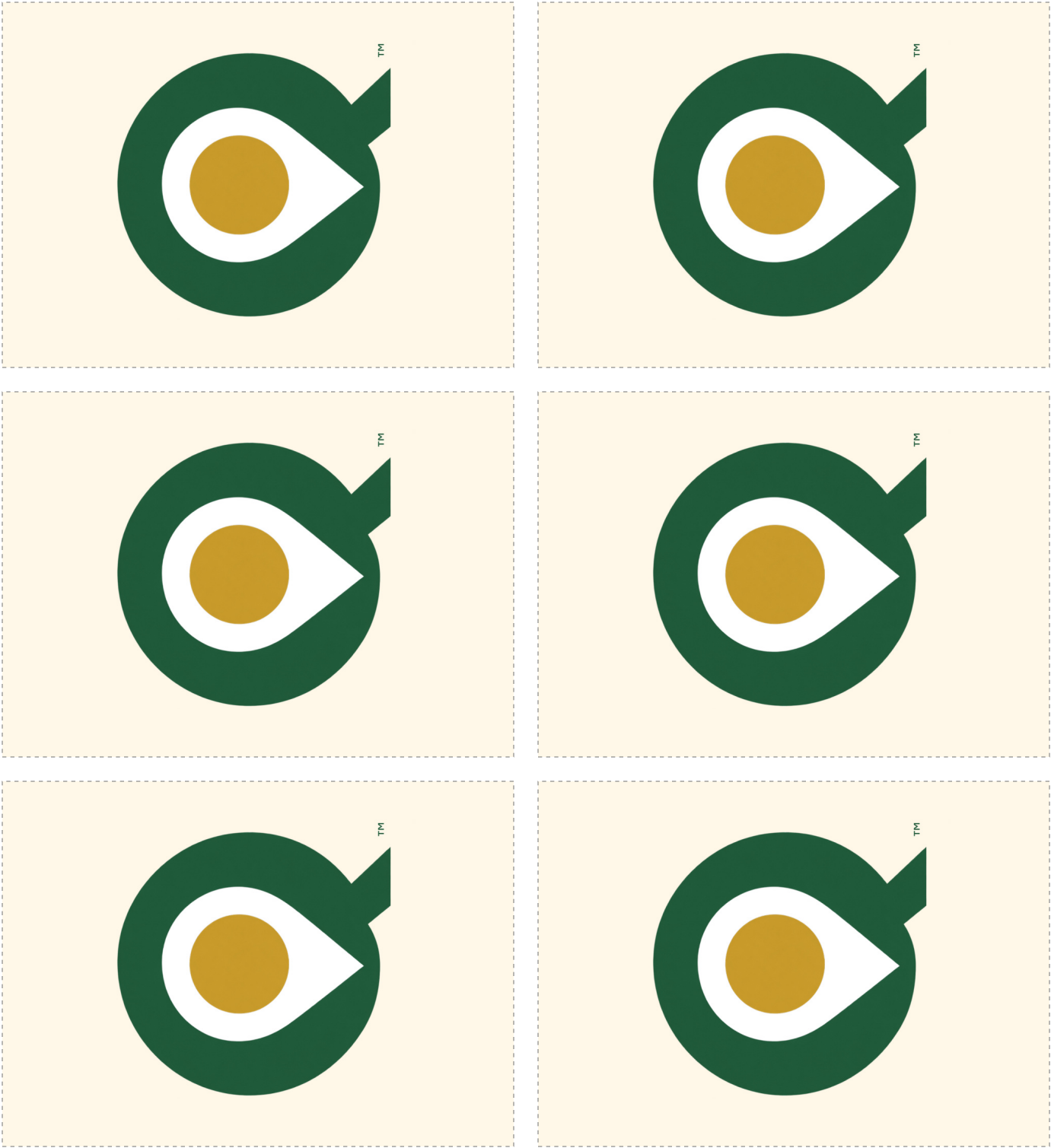
Armor

DEFENSE • DRAW CARD

A

On a draw: takes HARM 1.
Move this ordinary
Defense card to USED.

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ANYSPACE QUEST

Armor

DEFENSE • DRAW CARD

A

On a draw: takes HARM 1.
Move this ordinary
Defense card to USED.

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ANYSPACE QUEST

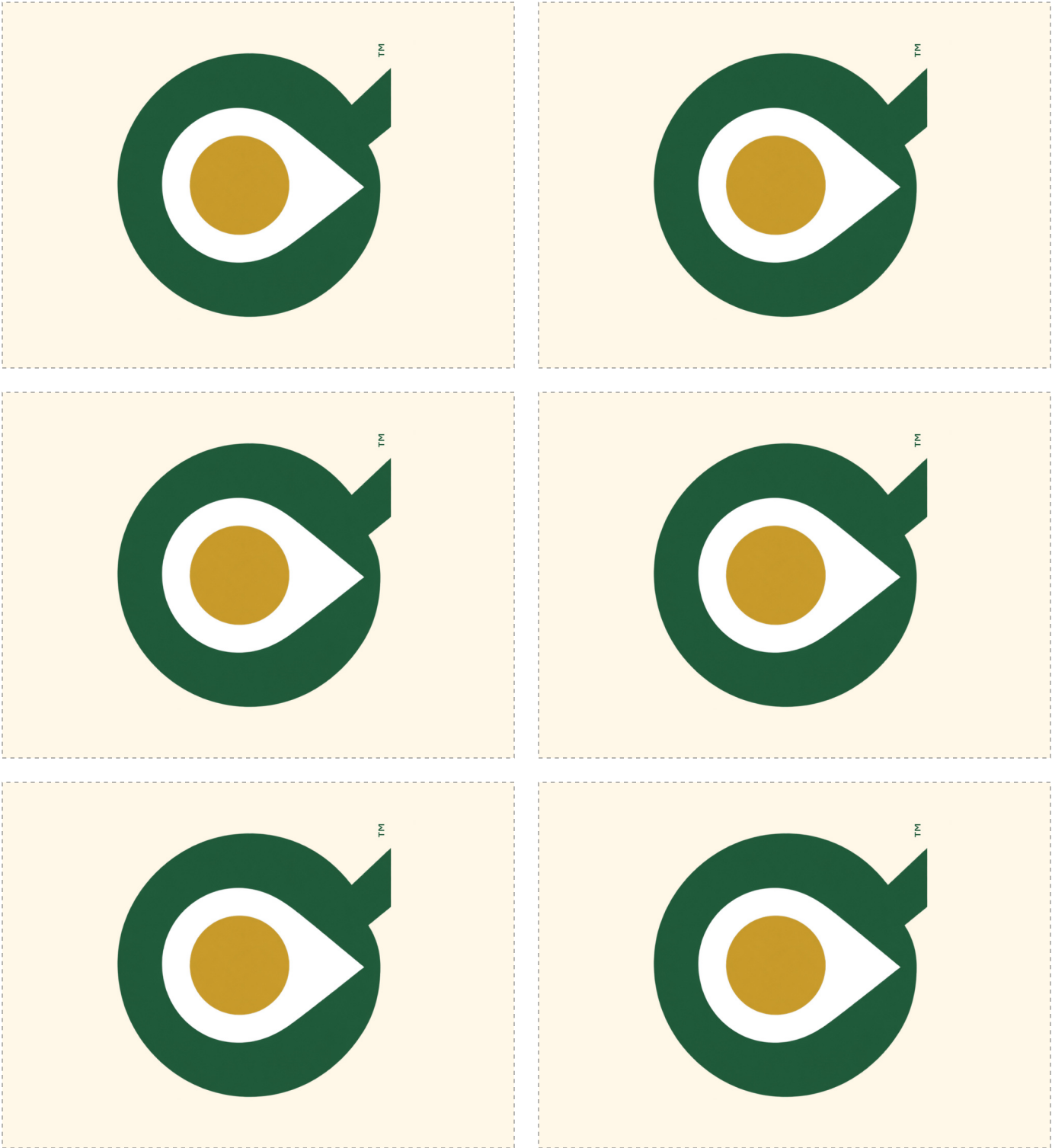
Armor

DEFENSE • DRAW CARD



On a draw: takes HARM 1.
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Defense card to USED.

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ANYSPACE QUEST

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DEFENSE • DRAW CARD

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ANYSPACE QUEST

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ANYSPACE QUEST

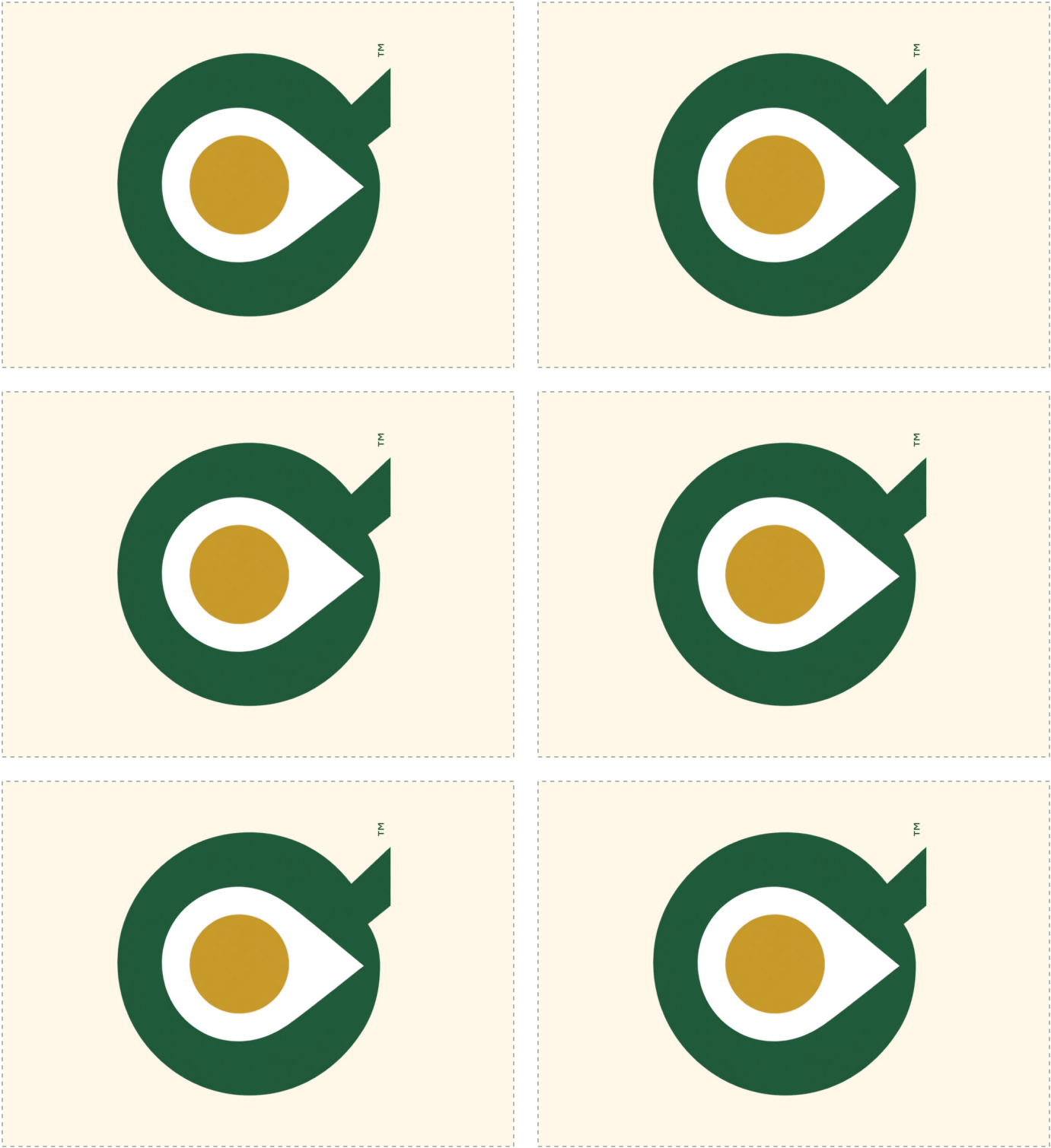
Armor

DEFENSE • DRAW CARD

A

On a draw: takes HARM 1.
Move this ordinary
Defense card to USED.

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ANYSPACE QUEST



Dodge

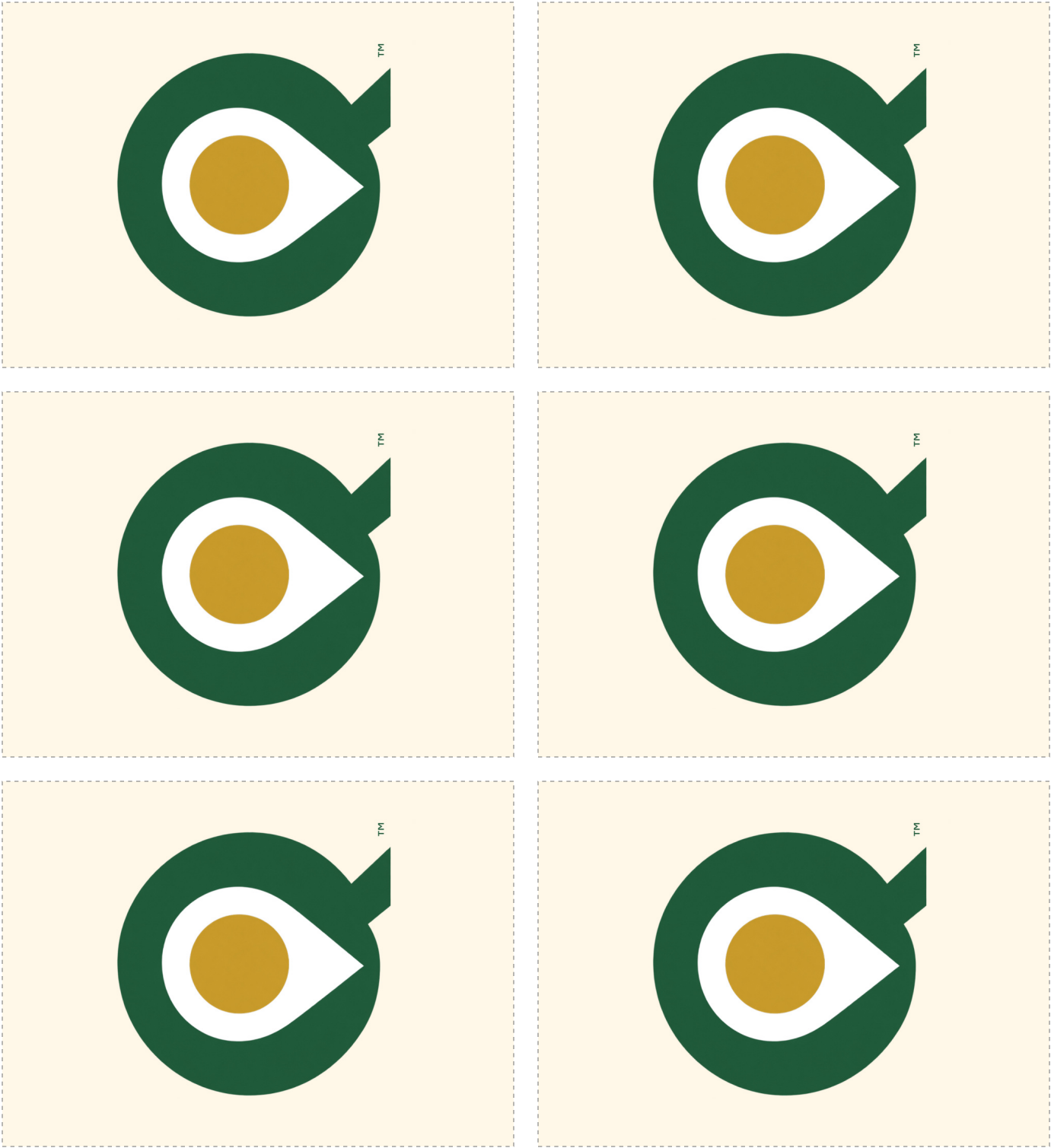
DEFENSE • DRAW CARD

D

On a draw: takes HARM 1.
Move this ordinary
Defense card to USED.

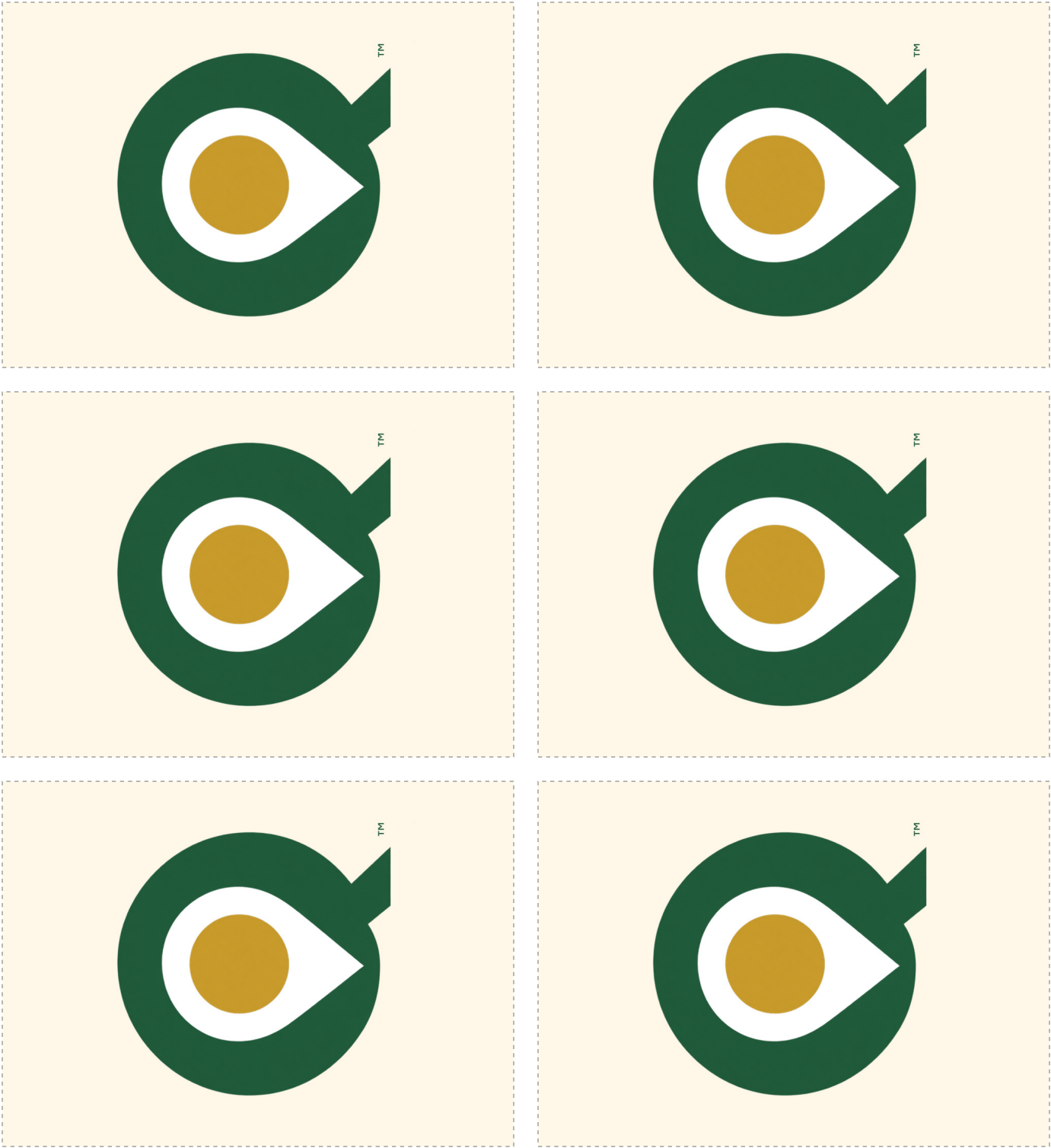
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A game card with a white background and a dashed border. At the top left is a logo consisting of a green circle with a white stylized 'Q' inside. Below the logo, the text 'ANYSPACE QUEST' is written in a small, black, sans-serif font. To the right of this, the word 'Dodge' is written in a large, bold, black, sans-serif font. Below 'Dodge', the text 'DEFENSE • DRAW CARD' is written in a medium-sized, black, sans-serif font. In the center of the card is a large, solid blue square. Inside this square is a large, white, bold, sans-serif letter 'D'. To the right of the blue square, the text 'On a draw: takes HARM 1.' is written in a large, black, sans-serif font. Below this, the text 'Move this ordinary' is written in a medium-sized, black, sans-serif font. At the bottom right, the text 'Defense card to USED.' is written in a large, black, sans-serif font. At the very bottom of the card, centered, is the text '© 2026 Spare-A-Game LLC' in a small, black, sans-serif font.



A large, light blue rounded square with a white letter 'D' in the center, representing the Dodge defense card.

A game card titled "ANYSPACE QUEST Dodge DEFENSE • DRAW CARD". The card features a large white letter "D" on a blue background. The text on the card reads: "On a draw: takes HARM 1. Move this ordinary Defense card to USED." The card is framed by a dashed border.

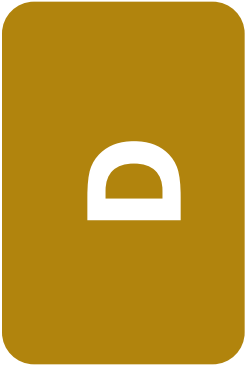


ANYSPEACE QUEST



Dodge

DEFENSE • DRAW CARD



On a draw: takes HARM 1.
Move this ordinary
Defense card to USED.

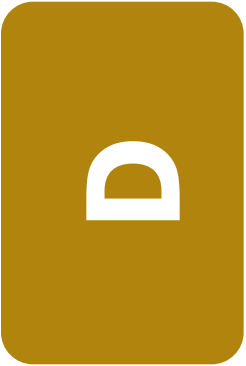
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ANYSPEACE QUEST



Dodge

DEFENSE • DRAW CARD



On a draw: takes HARM 1.
Move this ordinary
Defense card to USED.

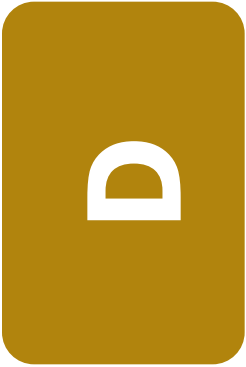
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ANYSPEACE QUEST



Dodge

DEFENSE • DRAW CARD



On a draw: takes HARM 1.
Move this ordinary
Defense card to USED.

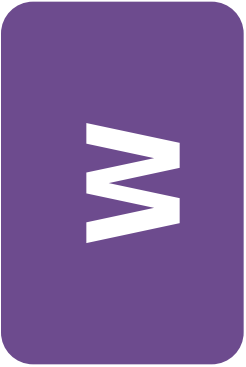
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ANYSPEACE QUEST



Wild

DEFENSE • DRAW CARD



On a draw: prevents
ordinary HARM. Move to
USED for this fight.

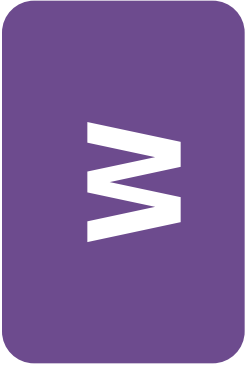
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ANYSPEACE QUEST



Wild

DEFENSE • DRAW CARD



On a draw: prevents
ordinary HARM. Move to
USED for this fight.

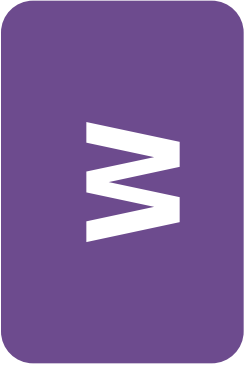
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ANYSPEACE QUEST



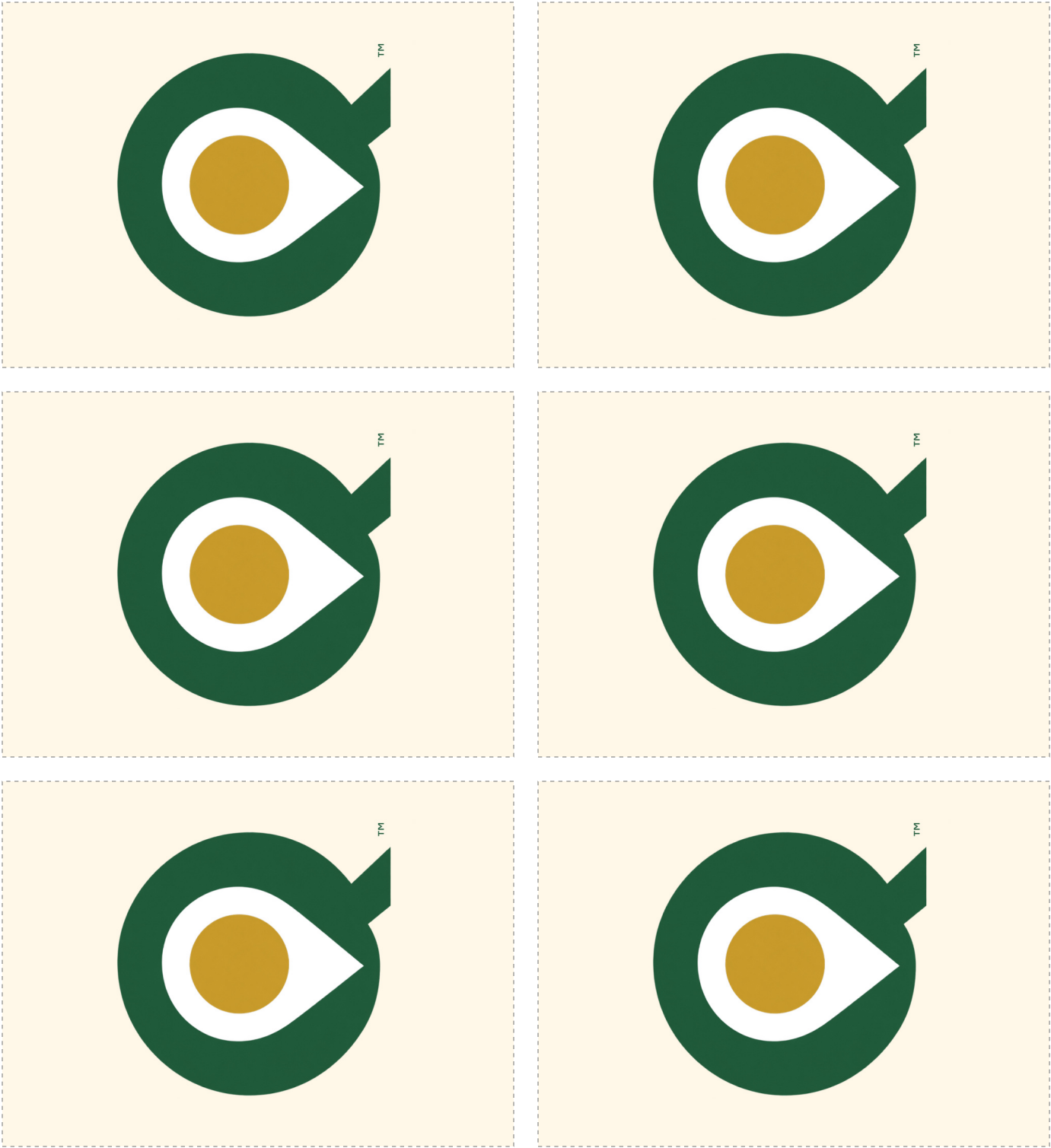
Wild

DEFENSE • DRAW CARD



On a draw: prevents
ordinary HARM. Move to
USED for this fight.

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ANYSPACE QUEST

Wild

DEFENSE • DRAW CARD



On a draw: prevents ordinary HARM. Move to USED for this fight.

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ANYSPACE QUEST

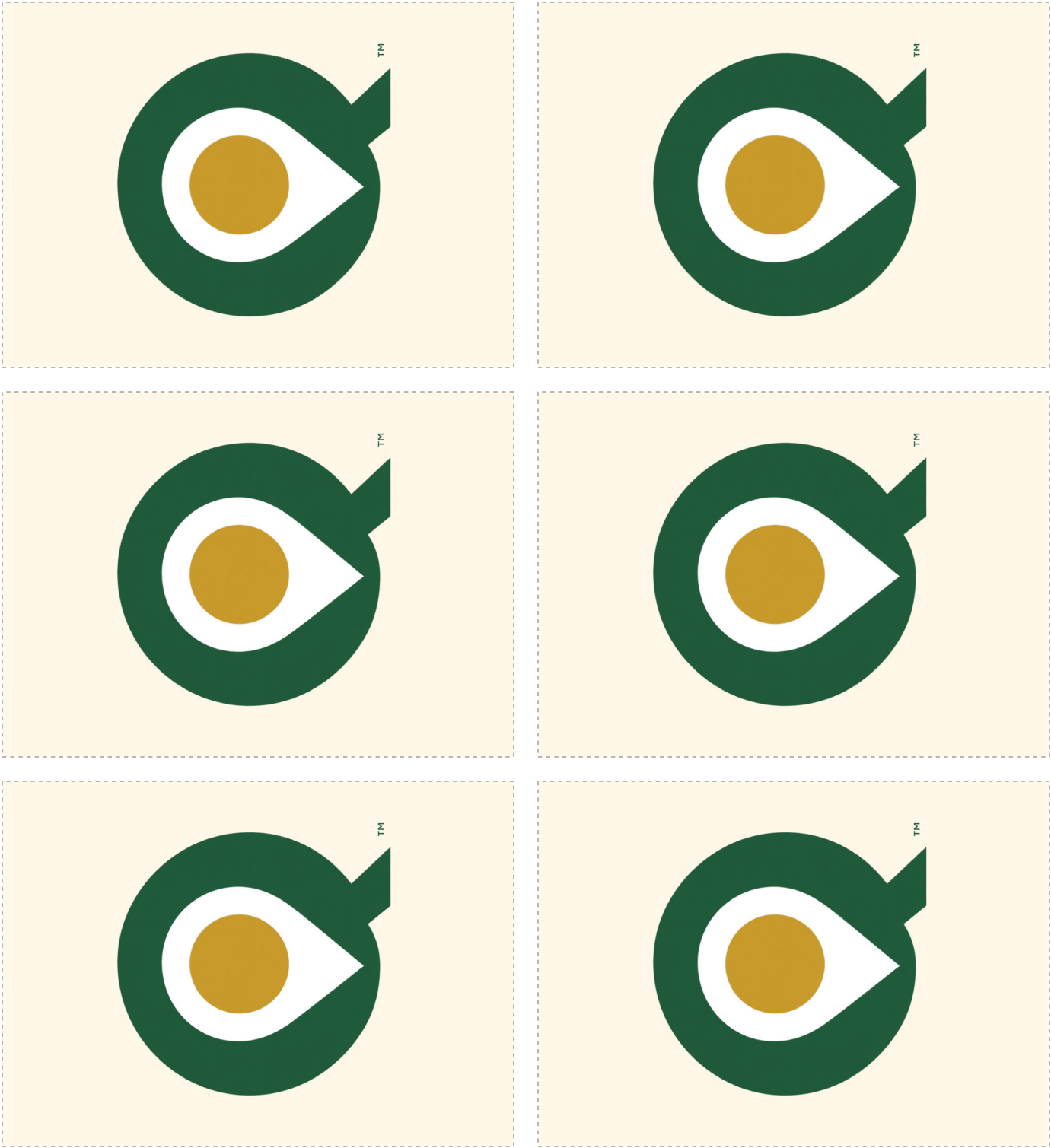
wild

DEFENSE • DRAW CARD



On a draw: prevents ordinary HARM. Move to USED for this fight.

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ANYSPACE QUEST

Wild

DEFENSE • DRAW CARD



On a draw: prevents ordinary HARM. Move to USED for this fight.

© 2026 Spare-A-Game LLC



ANYSPACE QUEST

Wild

DEFENSE • DRAW CARD



On a draw: prevents ordinary HARM. Move to USED for this fight.

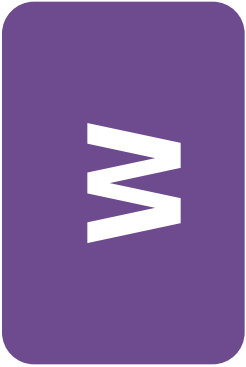
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ANYSPACE QUEST

Wild

DEFENSE • DRAW CARD



On a draw: prevents ordinary HARM. Move to USED for this fight.

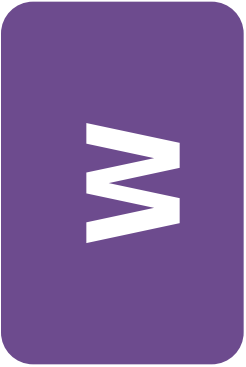
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ANYSPACE QUEST

Wild

DEFENSE • DRAW CARD



On a draw: prevents ordinary HARM. Move to USED for this fight.

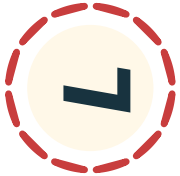
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ANYSPACE QUEST

TEMP Life

DEFENSE • DRAW CARD



TEMP • ADD ONLY WHEN GRANTED
Prevents ordinary HARM, then remove. Not ordinary Life or Armor.

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ANYSPACE QUEST

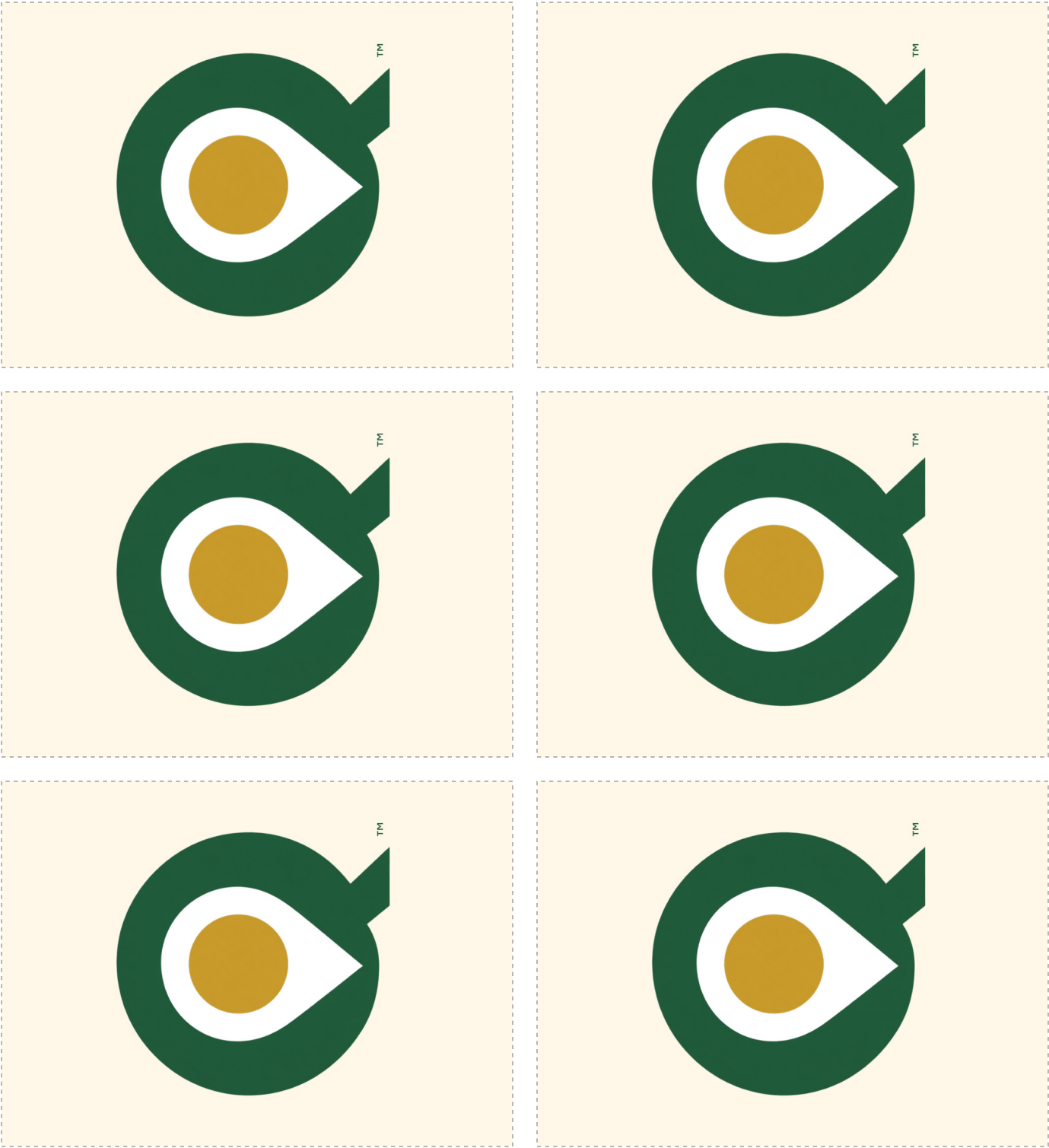
TEMP Armor

DEFENSE • DRAW CARD



TEMP • ADD ONLY WHEN GRANTED
Prevents ordinary HARM, then remove. Not ordinary Life or Armor.

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ANYSPACE QUEST

TEMP Armor

DEFENSE • DRAW CARD



TEMP • ADD ONLY WHEN GRANTED
Prevents ordinary HARM, then remove. Not ordinary Life or Armor.

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ANYSPACE QUEST

Life

DEFENSE • DRAW CARD



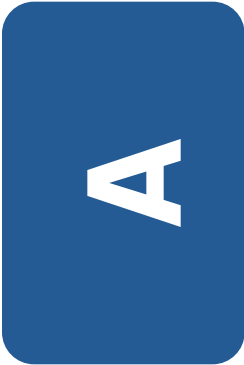
On a draw: takes HARM 1.
Move this ordinary Defense card to USED.

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ANYSPACE QUEST

Armor

DEFENSE • DRAW CARD



On a draw: takes HARM 1.
Move this ordinary Defense card to USED.

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ANYSPACE QUEST

Dodge

DEFENSE • DRAW CARD



On a draw: takes HARM 1.
Move this ordinary Defense card to USED.

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ANYSPACE QUEST

Wild

DEFENSE • DRAW CARD



On a draw: prevents ordinary HARM. Move to USED for this fight.

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