

The Professor's Nephew Trading Cards
Series 13 FRONT

The Seven Treasures

Treasure: The Fire Pot of Ramsdoom

Found by: Chief Aclamarak of Moute Creb

Description: The Fire Pot of Ramsdoom was forged from both the minerals of Na'Kit-Kivian Cove and Mount Calderock, the largest and most violent volcanic peak of the Badlands of Ramsdoom. Chief Aclamarak found the small dark cauldron and was mesmerized by its beauty. Soon he finds it gives him the power to ignite and control fire.

THE FIRE POT




THE PROFESSOR'S NEPHEW 13-1

Card 13-1 The Fire Pot

CONFLICT


ALL CARDS

THE PROFESSOR'S NEPHEW 13-2

Card 13-2 Conflict All Cards

The Rock That Sees All

The Rock of Iris was the center of a meteor that crashed thousands of years ago into Na'Kit-Kivian Cove forever illuminating it with a foreign glow. It's strange mineral is a continual mesmerizing incandescent and can give powers beyond belief. Only Nabuk was brave enough to explore Na'Kit-Kivian Cove discovering the power of the Rock and now everyone is after his treasures and the power they bring.



THE ROCK OF IRIS

YOU JUST EARNED A TREASURE CARD!

THE PROFESSOR'S NEPHEW 13-3

Card 13-3 The Rock of Iris #4


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The Water Thieves

3

ETRIO SPEETCH

Name: Etrio Speetch
Clan Allegiance: Djarten Nor
Occupation: Holistic Healer and Groovy Politician
Weapon: Medicines and the power from the Tree of Hadakmur.
Character Trait: Kind and gentle.



THE PROFESSOR'S NEPHEW 14-1


Card 14-1 Etrio Speetch

The Sokestam Stranded

1

BORIAK

Name: Boriak
Clan Allegiance: Narte Shoals
Occupation: Alpha-Apprentice to Aurorak and Narak to Rylen Alu-mak.
Weapon: Youthful and athletic 150 pound wolf frame.
Character Trait: Loyalty and a keen sense of adventure.



THE PROFESSOR'S NEPHEW 14-2


Card 14-2 Boriak

The Gustavor Crew

1

DR. NAVRID NEEVELNABER

Name: Dr. Navrid Neevelnaber
Clan Allegiance: Narte Shoals
Occupation: Doctor of Health and Scientific Experiments
Weapon: His knowledge gained while being the understudy of Dr. Hemmil Heiffenluker, the greatest molecular scientist in history.
Character Trait: Hardworking, quiet and reserved.



THE PROFESSOR'S NEPHEW 14-3

Card 14-3 Dr. Navrid Neevelnaber



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The Seven Treasures

Treasure: The Featherstone

Found by: Larkenova, Queen of Sote Endigor

Description: During a ritual hike in the woods with her pet fox Tilliven, Queen Larkenova shot down a strange bird. The bird survived and fluttered away, but not before it dropped a feather on the ground at Larkenova's feet. She discovered it to be made of an unusual mineral, much like a diamond and it gave her the power of ultimate knowledge.

THE FEATHERSTONE

THE PROFESSOR'S NEPHEW 15-1

Card 15-1 The Featherstone

The Promised Sons

Name: Chief Aclamarak

Clan Allegiance: Moute Creb

Occupation: Chief of the People of Moute Creb.

Weapon: The Legendary Blade of Aclamarak.

Character Trait: Loyal, courageous and a great leader.




CHIEF ACLAMARAK

THE PROFESSOR'S NEPHEW 15-2

Card 15-2 Chief Aclamarak

The Sokestam Stranded

Name: Elok and Dermir

Clan Allegiance: Narte Shoals

Occupation: Former businessmen of City Funds, Inc. and trained warriors of Brander.

Weapon: The Narak Wolves and anything else they can get their hands on.

Character Traits: Adventurous thrill seekers who would rather be in Tretton Valley than behind a desk.



ELOK AND DERMIR


THE PROFESSOR'S NEPHEW 15-3

Card 15-3 Elok and Dermir

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2.2 Queen Larkenova	11.2 Fehlior Tusk
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 16-1

Card 16-1 Index Card

GAME RULES

For 2-4 Players

Before Game Play

1. Make Three Piles
 - Pile 1—Treasure Cards
 - Pile 2—Conflict, Rock of Iris and Demeanis Deyol Cards
 - Pile 3—Character Cards
2. Shuffle and deal out four cards to each person from Character Cards (Pile 3). Each player will place their four cards in a *Line-Up* face up in front of them.
3. Shuffle remaining Character Cards (Pile 3) with Pile 2 cards and place face down in a Draw Pile.

How to Win


1. Earn the majority (4) Treasure Cards and have the Prince Gustavor Card within your Line-Up.

During Play

1. Players take turns drawing a card from the Draw Pile. They must replace it with one from their Line-Up. The replaced card goes into a Discard Pile. The Line-Up may not be rearranged unless it is your turn immediately following a drawn/replaced card.

How to Earn Treasure

1. Win a conflict over a player that has a Treasure Card. If your score is higher than your opponent's in conflict you may either trade one of your Line-Up cards for one of theirs or take one of their Treasure Cards.
2. If you have four of a kind (i.e.: four Gustavor Crew Cards). This may be done only once per kind.
3. Draw a Rock of Iris card from the Draw Pile. The Rock of Iris Card immediately goes into the Discard Pile.
4. Treasure Cards are kept in a Treasure Chest for each player separate from their Line-Up.

 16-2

Card 16-2 Rules Card #1

GAME RULES

Conflicts

1. A Conflict occurs when you see a Conflict Card showing from the top of the Draw Pile. Do **NOT** draw it yet. You must first select an opponent to have a conflict with (unless you are playing a 2-person game).
2. Draw the card and turn it over to see what to score. It might say Cards 1 & 2, which would mean add up point totals from the 1st and 2nd cards in your Line-Up. Remember there are negative point cards (which would mean subtract).
3. The winning player (highest total) of the conflict must either trade a card with their opponent or take a Treasure Card from them.
4. If it is a tie in score then no action is taken.
5. Place the Conflict Card in the Discard Pile after the conflict.

Draw and Discard Pile


1. When there are no more cards in the Draw Pile shuffle the Discard Pile to make a new one and resume play.

Demeanis Deyol Card

1. If the Demeanis Deyol Card is drawn, that player must return all Treasure Cards to the Treasure Card Pile and immediately place Demeanis Deyol into the Discard Pile.

Questions or comments, visit:

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 16-3

Card 16-3 Rules Card #2

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Card 13-1 The Fire Pot



Card 13-2 Conflict All Cards



Card 13-3 Rock of Iris #4

The Professor's Nephew Trading Cards
Series 14 BACK



Card 14-1 Etzio Speech



Card 14-2 Boriak



Card 14-3 Dr. Navrid Neevelnaber

The Professor's Nephew Trading Cards
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Card 15-1 The Featherstone



Card 15-2 Chief Aclamarak



Card 15-3 Elok and Dermir

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Card 16-1 Index Card



Card 16-2 Rules Card #1



Card 16-3 Rules Card #2