



ATTACK

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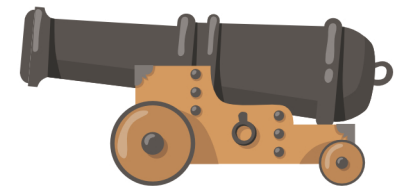
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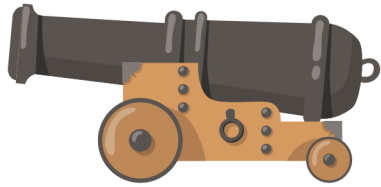
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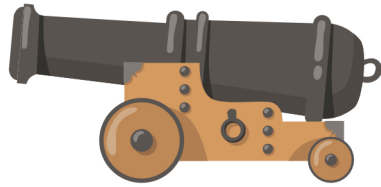
DESTROY

Pick a **building** card.
Remove ALL of them from a player.



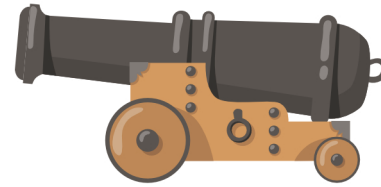
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Pick a **building** card.
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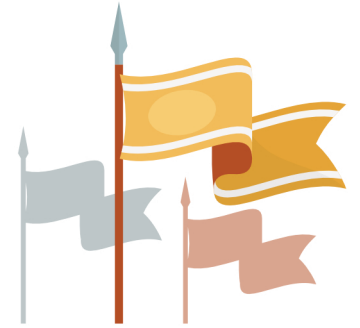
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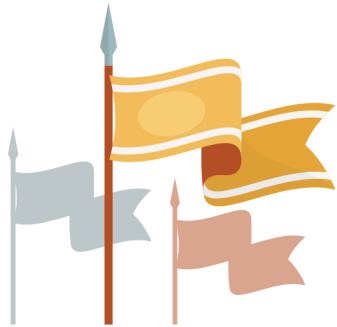
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Pick a **building** card.
Remove ALL of them from
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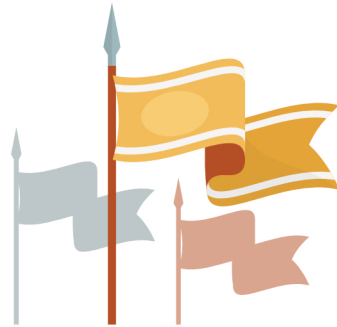
CAPTURE

Steal another player's
building.



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Steal another player's
building.



CAPTURE

Steal another player's
building.



BACKSTAB

Deal 1 damage to a player.
Ignore attack limit.



BACKSTAB

Deal 1 damage to a player.
Ignore attack limit.



HEIST

Switch hands with another player.



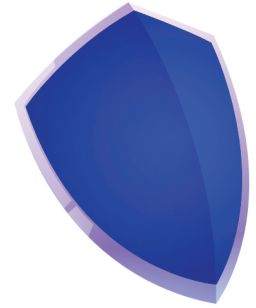
SABOTAGE

Discard 2 cards from a player's hand.



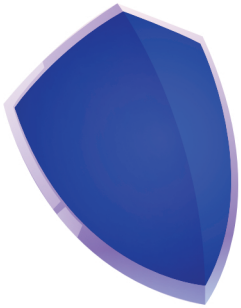
SPY

Reveal another player's hand ONLY to you.



DEFEND

Block an **offensive card**. You can use this even if you're not the target.



DEFEND

Block an **offensive card**. You can use this even if you're not the target.



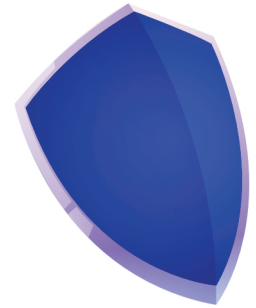
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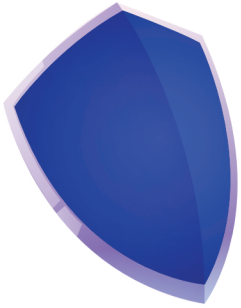
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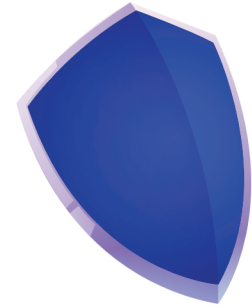
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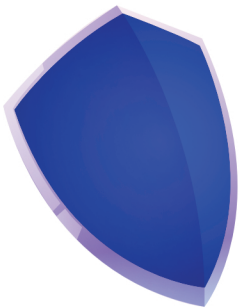
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Block an **offensive card**.
You can use this even if
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GOODY BAG

Draw 2 cards.
Ignore hand size.



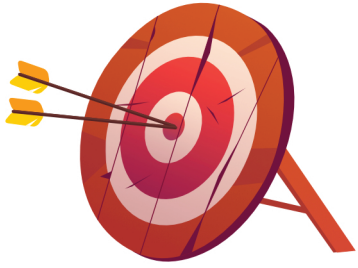
GOODY BAG

Draw 2 cards.
Ignore hand size.



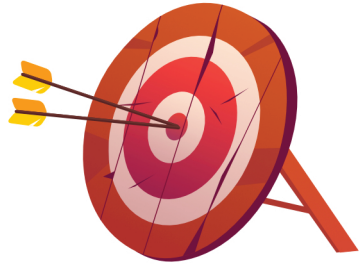
GOODY BAG+

Draw 3 cards.
Ignore hand size.



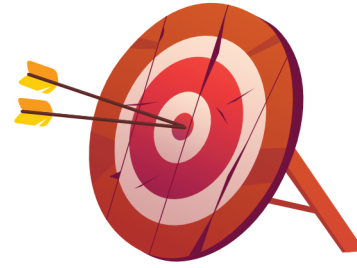
BARRACKS

Increase your attack
limit by 1.



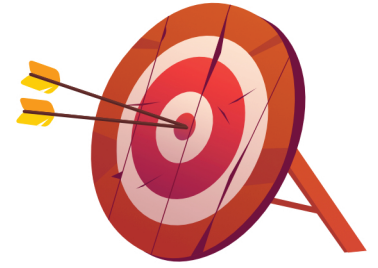
BARRACKS

Increase your attack
limit by 1.



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Increase your attack
limit by 1.



BARRACKS

Increase your attack
limit by 1.



FARM

Increase your hand
size by 1.



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Increase your hand
size by 1.



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Increase your hand
size by 1.



SPELL TOWER

ALL players can use **spells**.
Increase your **ATTACK**
damage by 1.



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ALL players can use **spells**.
Increase your **ATTACK** damage by 1.



SPELL TOWER

ALL players can use **spells**.
Increase your **ATTACK** damage by 1.



FORT

Choose to discard when damaged and you will not lose health.



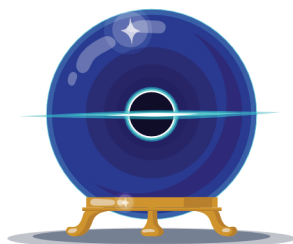
FORT

Choose to discard when damaged and you will not lose health.



BARRIER

ANY player must own a **SPELL TOWER** to use this.
You cannot be targeted until your next turn.



BLACK HOLE

ANY player must own a **SPELL TOWER** to use this.
Destroy ALL player buildings.



BLOOD MAGIC

ANY player must own a **SPELL TOWER** to use this.
Switch health with another player.



NULLIFY

ANY player must own a **SPELL TOWER** to use this.
Block ANY card played at ANY time.



ORACLE

This must be the last card in the deck.
Reveal all player roles.



THE CROWN

Eliminate all who oppose you.



USURPER

Execute The Crown.



CULTIST

Slay The Crown and Knight.



DEMON LORD

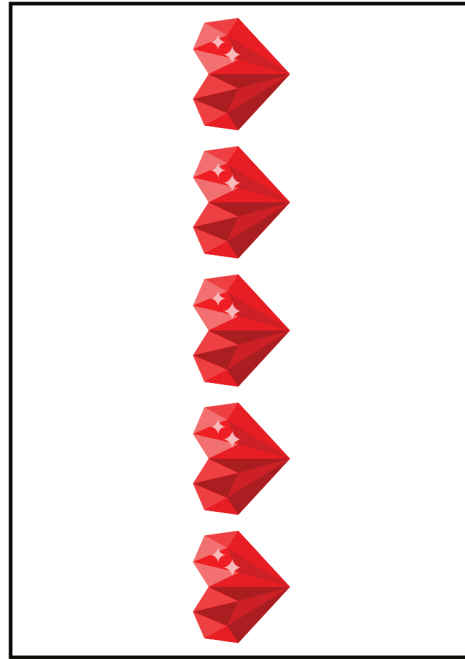
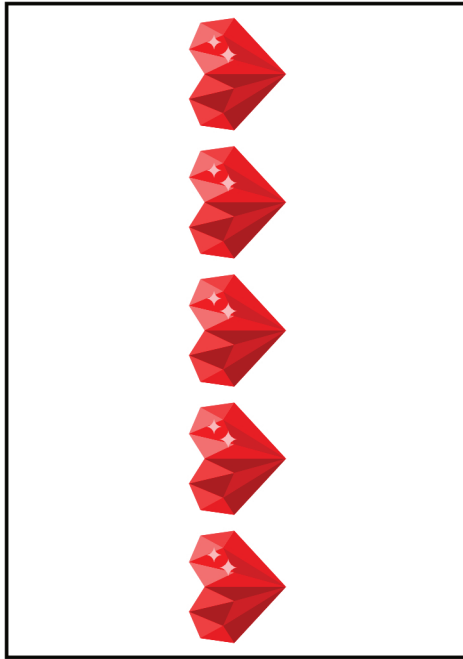
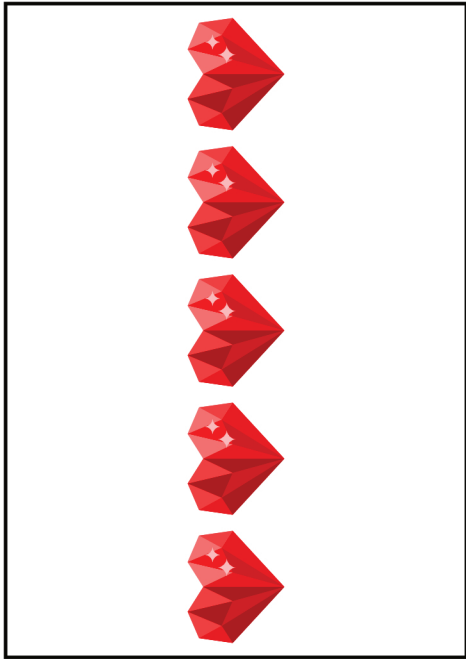
Exterminate all other players.



KNIGHT

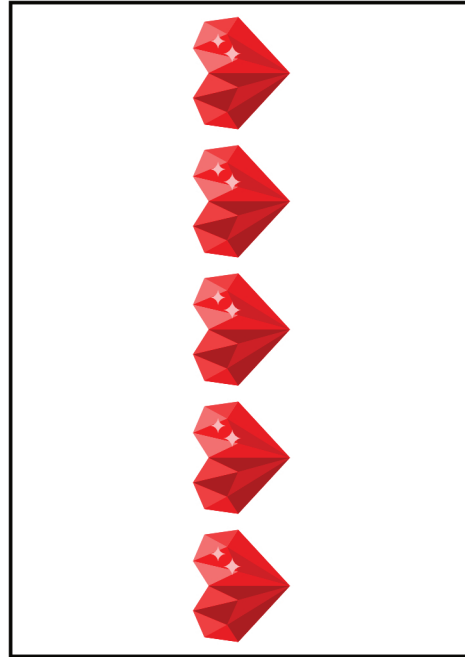
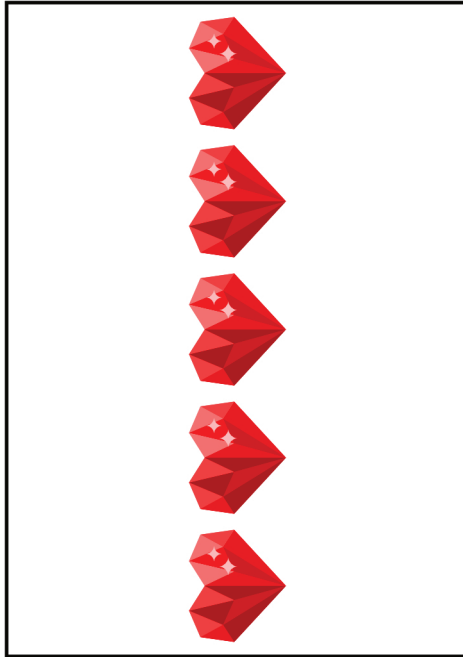
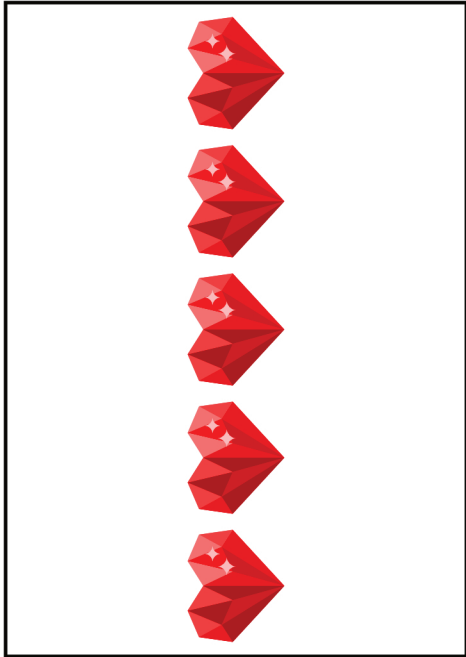
Protect The Crown
(even if it kills you!)





DEFEND

Block a player's offensive card. You can also use this for any other player at ANY time.



















The Crown

Eliminate all who oppose you.

Usurper

Execute The Crown.

Demon Lord

Exterminate all other players.

Knight

Protect The Crown.

Cultist

Slay The Crown and Knight.

The Crown

Eliminate all who oppose you.

Usurper

Execute The Crown.

Demon Lord

Exterminate all other players.

Knight

Protect The Crown.

Cultist

Slay The Crown and Knight.

The Crown

Eliminate all who oppose you.

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Knight

Protect The Crown.

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Slay The Crown and Knight.

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Slay The Crown and Knight.

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Eliminate all who oppose you.

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Cultist

Slay The Crown and Knight.



