



ATTACK

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BACKSTAB

Deal 1 damage to a player.
Ignore attack limit.



BACKSTAB

Deal 1 damage to a player.
Ignore attack limit.



CAPTURE

Steal another player's
building.



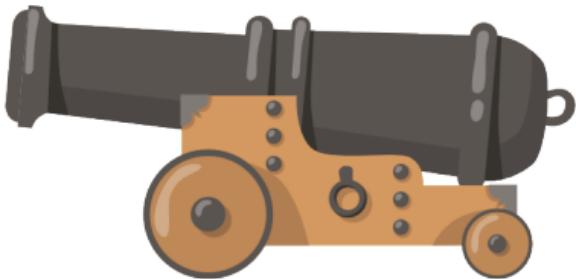
CAPTURE

Steal another player's
building.



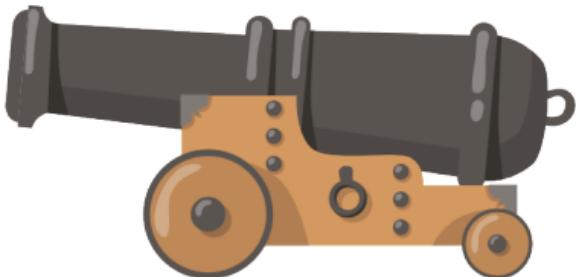
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Steal another player's
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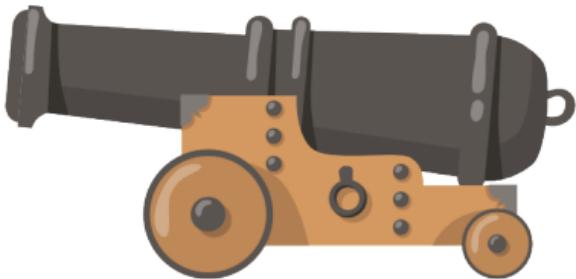
DESTROY

Remove a **building** and
all copies of it from a player.



DESTROY

Remove a **building** and
all copies of it from a player.



DESTROY

Remove a **building** and
all copies of it from a player.



HEIST

Switch hands with
another player.



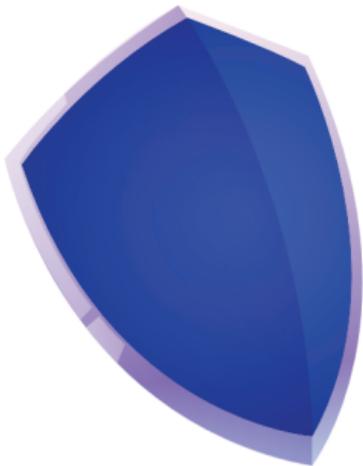
SABOTAGE

Discard 2 random cards
from a player's hand.



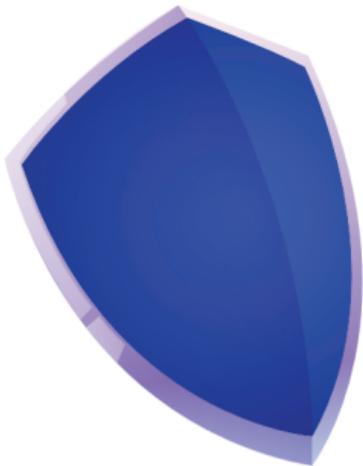
SPY

Reveal another player's
hand to you.



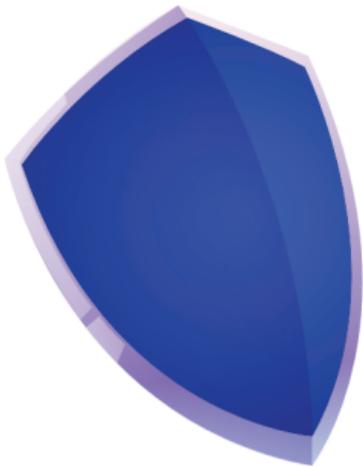
DEFEND

Block an **offensive** card used
against ANY player.



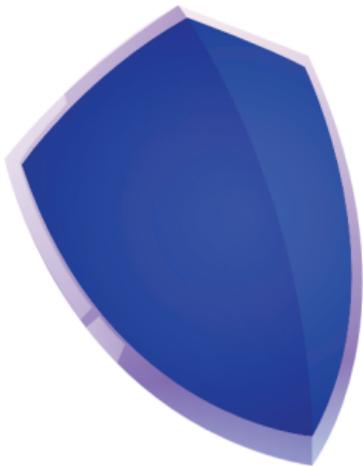
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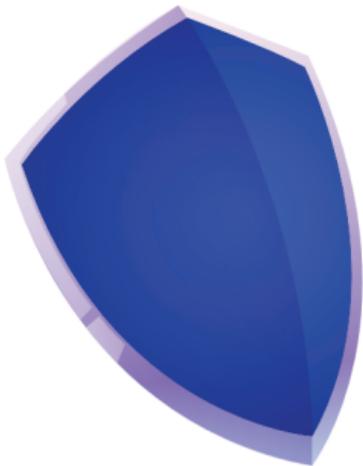
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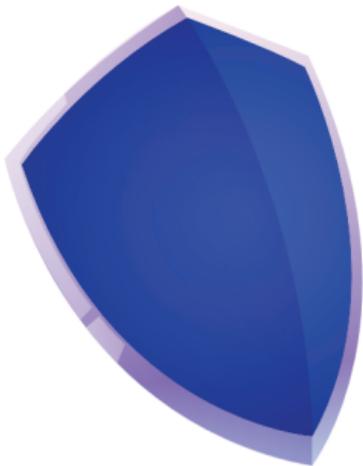
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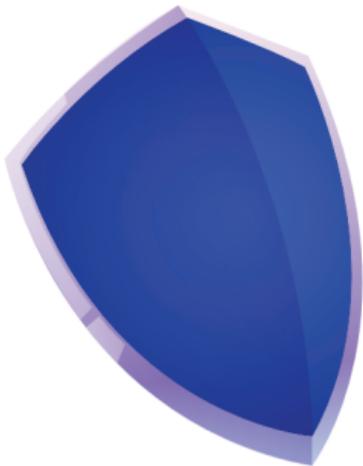
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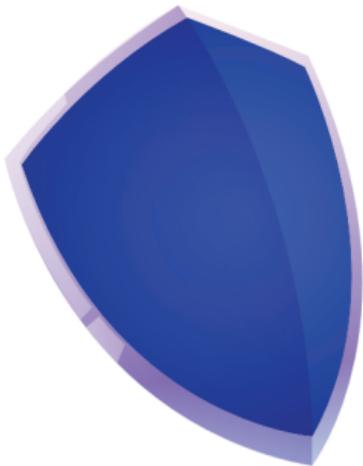
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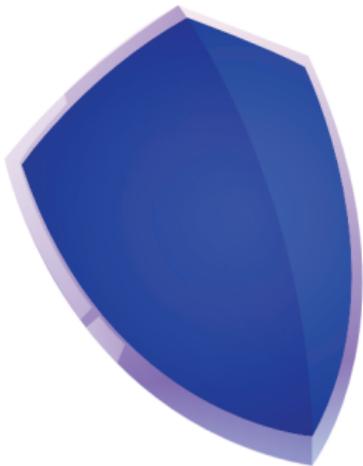
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against ANY player.



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.



BARRACKS

Increase your attack
limit by 1.



BARRACKS

Increase your attack
limit by 1.



FARM

Increase your hand size by 1.



FARM

Increase your hand size by 1.



FARM

Increase your hand size by 1.



FORT

Discard to block all damage from a card.



FORT

Discard to block all damage from a card.



SPELL TOWER

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



SPELL TOWER

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



SPELL TOWER

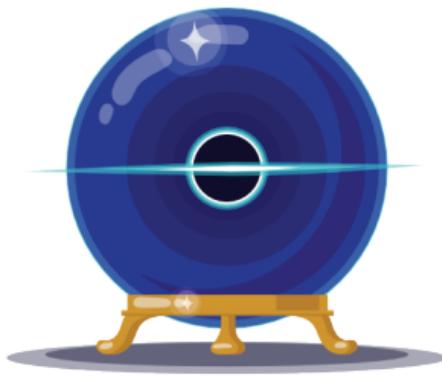
ALL players can use spells.
Increase your ATTACK
damage by 1.



BARRIER

A **SPELL TOWER** must be present to use this.

You cannot be targeted until your next turn.



BLACK HOLE

A **SPELL TOWER** must be present to use this.
Destroy ALL player buildings.



BLOOD MAGIC

A **SPELL TOWER** must be present to use this.
Switch health with another player.



NULLIFY

A **SPELL TOWER** must be present to use this.
Block ANY card played at ANY time.



CULTIST

Slay The Crown and Knight.



DEMON LORD

Exterminate all other players.



KNIGHT

Protect The Crown
(even if it kills you!)



THE CROWN

Eliminate all who
oppose you.



USURPER

Execute The Crown.













ORACLE

Reveal another player's
role card to you.

(Setup: Last card in the deck)