





ATTACK

Deal 1 damage to a player.



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BACKSTAB

Deal 1 damage to a player.
Ignore attack limit.



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.



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Steal another player's
building.



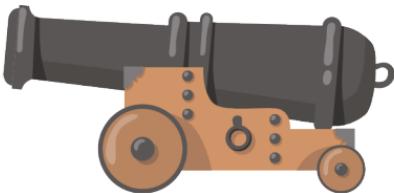
CAPTURE

Steal another player's
building.



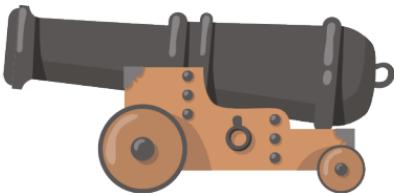
DESTROY

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.



PLUNDER

Steal a random card
from another player's hand.



PLUNDER

Steal a random card
from another player's hand.



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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GOODY BAG

Draw 2 cards.
Ignore hand size.



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.



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Increase your attack
limit by 1.



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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.



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.



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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.



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.