



ATTACK

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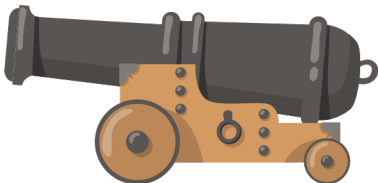




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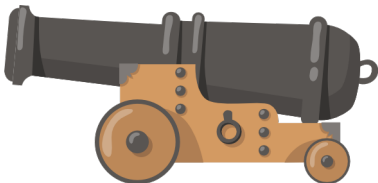




DESTROY

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

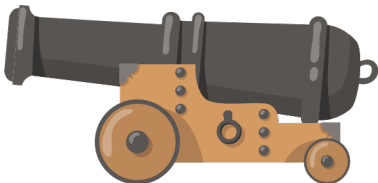




DESTROY

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

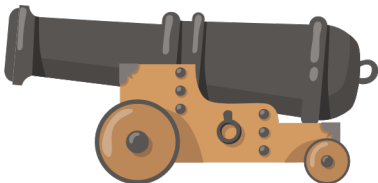




DESTROY

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





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





CAPTURE

Steal another player's
building.





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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.

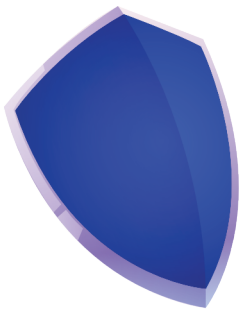




SPY

Reveal another player's
hand to you.

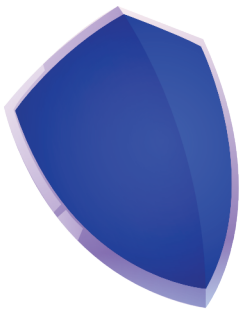




DEFEND

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

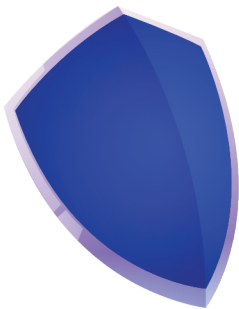




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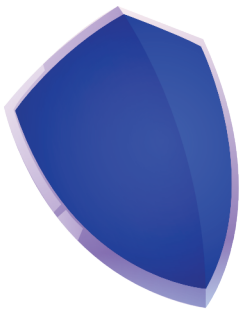




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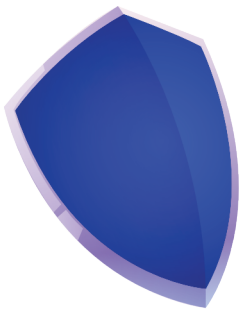




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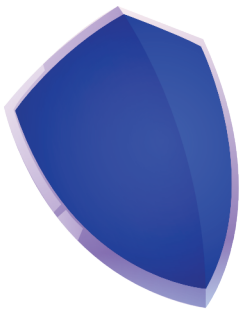




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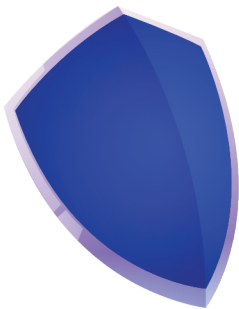




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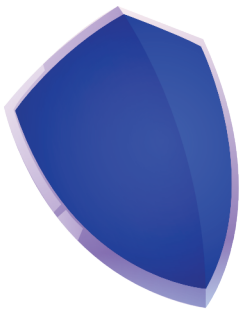




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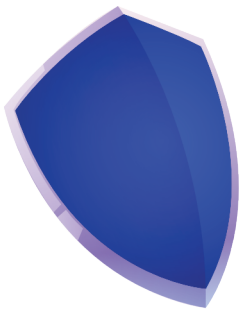




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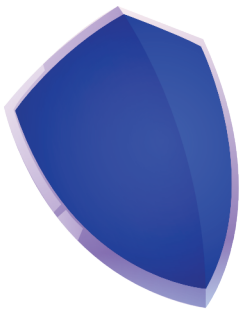




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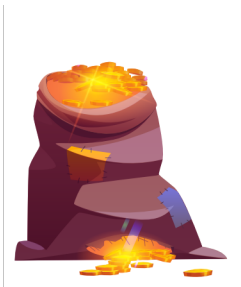




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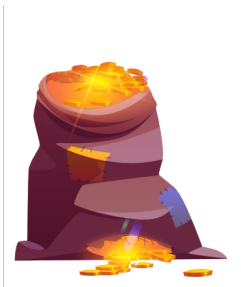




GOODY BAG

Draw 2 cards.
Ignore hand size.





GOODY BAG

Draw 2 cards.
Ignore hand size.

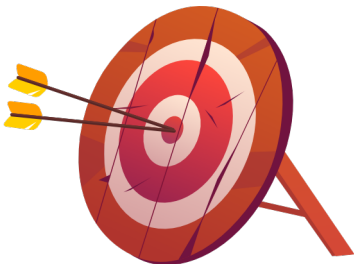




GOODY BAG+

Draw 3 cards.
Ignore hand size.





BARRACKS

Increase your attack
limit by 1.

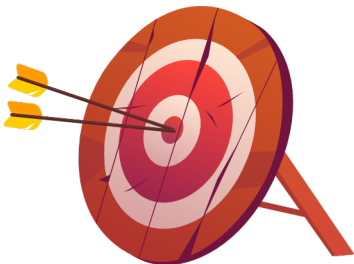




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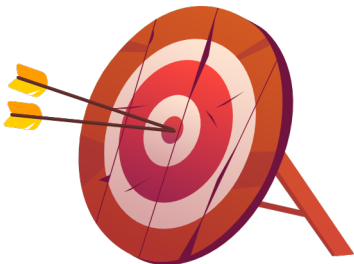




BARRACKS

Increase your attack
limit by 1.





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Increase your attack
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FARM

Increase your hand
size by 1.





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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**.

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SPELL TOWER

ALL players can use **spells**.

Increase your **ATTACK**
damage by 1.





FORT

Discard to block all
damage from a card.





FORT

Discard to block all
damage from a card.





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.





ORACLE

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





CULTIST

Slay The Crown and
Knight.

The Crown

Eliminate all who oppose you.

Demon Lord

Exterminate all other players.

Usurper

Execute The Crown.

Knight

Protect The Crown.

Cultist

Slay The Crown and Knight.



DEMON LORD

Exterminate all other
players.

The Crown

Eliminate all who oppose you.

Demon Lord

Exterminate all other players.

Usurper

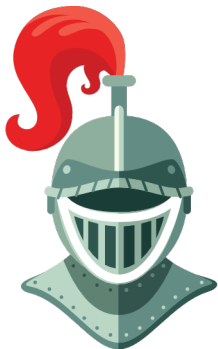
Execute The Crown.

Knight

Protect The Crown.

Cultist

Slay The Crown and Knight.



KNIGHT

Protect The Crown
(even if it kills you!)

The Crown

Eliminate all who oppose you.

Demon Lord

Exterminate all other players.

Usurper

Execute The Crown.

Knight

Protect The Crown.

Cultist

Slay The Crown and Knight.



THE CROWN

Eliminate all who
oppose you.

The Crown

Eliminate all who oppose you.

Demon Lord

Exterminate all other players.

Usurper

Execute The Crown.

Knight

Protect The Crown.

Cultist

Slay The Crown and Knight.



USURPER

Execute The Crown.

The Crown

Eliminate all who oppose you.

Demon Lord

Exterminate all other players.

Usurper

Execute The Crown.

Knight

Protect The Crown.

Cultist

Slay The Crown and Knight.



















