

Knife



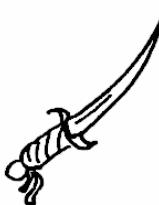
+1

Dagger



+2

Dagger



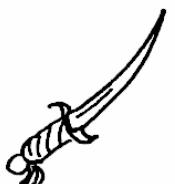
+2

Dagger



+2

Dagger



+2

Dagger



+2

Spear



+3

Spear



+3

Spear



+3

Spear



+3

Sword



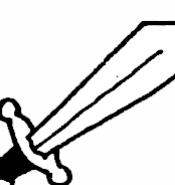
+4

Sword



+4

Sword



+4

Mace



+5

Mace



+5

Battle-Axe



+6

Paralyze



Stuns the opponent for one blow in combat!

Paralyze



Stuns the opponent for one blow in combat!

Paralyze



Stuns the opponent for one blow in combat!

Paralyze



Stuns the opponent for one blow in combat!

Earthquake



Discard a card from an arbitrary square except the city and squares with Henchmen. Treasures remain!

Earthquake



Discard a card from an arbitrary square except the city and squares with Henchmen. Treasures remain!

Earthquake



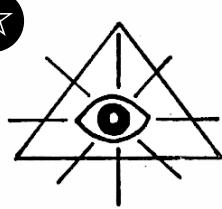
Discard a card from an arbitrary square except the city and squares with Henchmen. Treasures remain!

Earthquake



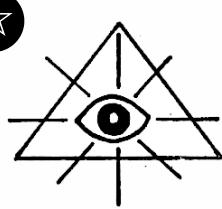
Discard a card from an arbitrary square except the city and squares with Henchmen. Treasures remain!

The Third Eye



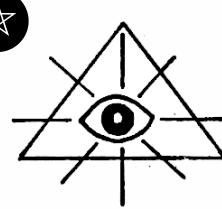
Peek at the cards in the squares adjacent to your Henchman. Not diagonal.

The Third Eye



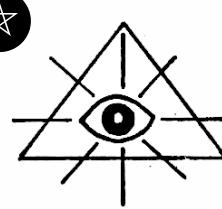
Peek at the cards in the squares adjacent to your Henchman. Not diagonal.

The Third Eye



Peek at the cards in the squares adjacent to your Henchman. Not diagonal.

The Third Eye



Peek at the cards in the squares adjacent to your Henchman. Not diagonal.

Crystal Orb



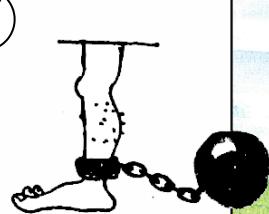
Peek into the cards of another Ruler and take one, but not a treasure. The victim of theft draws a new one.

Teleportation



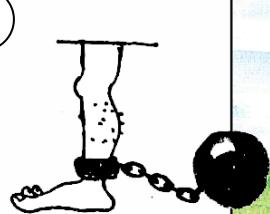
Immediately moves any one Henchman to any square! If a card is present, it must be uncovered in his turn.

Enslaved



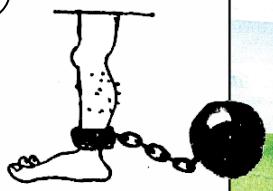
Skip the next round!

Enslaved



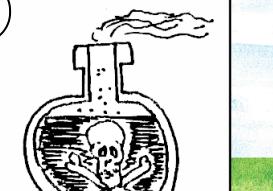
Skip the next round!

Enslaved



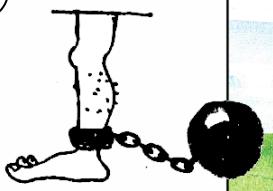
Skip the next round!

Poisoned



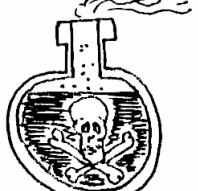
At the end
of each day
your Henchman
loses 1 Health!

Enslaved



Skip the next round!

Poisoned



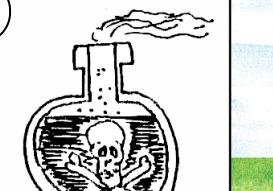
-1
At the end
of each day
your Henchman
loses 1 Health!

Poisoned



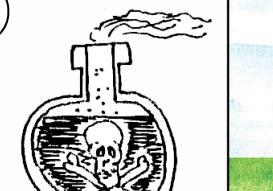
-1
At the end
of each day
your Henchman
loses 1 Health!

Poisoned



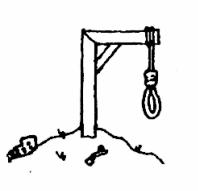
At the end
of each day
your Henchman
loses 1 Health!

Poisoned



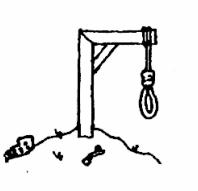
-1
At the end
of each day
your Henchman
loses 1 Health!

Confused



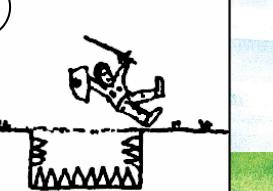
÷2
The mob lynches
your Henchman...
a while.
He loses
half of his Health!
(round down result)

Confused



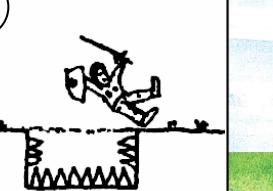
÷2
The mob lynches
your Henchman...
a while.
He loses
half of his Health!
(round down result)

Tripped



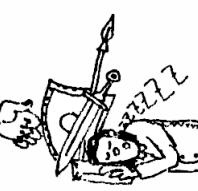
-5
Your Henchman
loses five points
of his Health!

Tripped



-5
Your Henchman
loses five points
of his Health!

Slumbered



÷2
Every second
weapon is stolen
from your Henchman!
(round down result)

Slumbered



÷2
Every second
weapon is stolen
from your Henchman!
(round down result)

Devoured



÷2
Your Henchman
loses half of
his Strength!
(round down result)

Devoured



÷2
Your Henchman
loses half of
his Strength!
(round down result)

Map



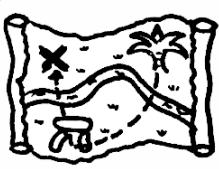
A4
Present this card,
when your Henchman
stands on the
specified square,
to unlock a treasure.

Map



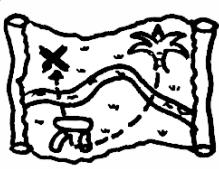
F0
Present this card,
when your Henchman
stands on the
specified square,
to unlock a treasure.

E3



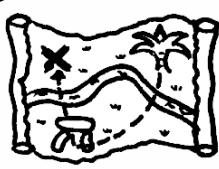
Present this card,
when your Henchman
stands on the
specified square,
to unlock a treasure.

J5



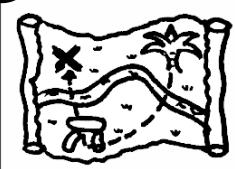
Present this card,
when your Henchman
stands on the
specified square,
to unlock a treasure.

E9



Present this card,
when your Henchman
stands on the
specified square,
to unlock a treasure.

C7



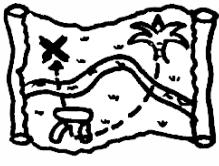
Present this card,
when your Henchman
stands on the
specified square,
to unlock a treasure.

F6



Present this card,
when your Henchman
stands on the
specified square,
to unlock a treasure.

D5



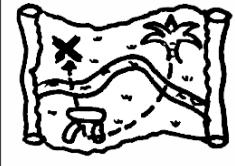
Present this card,
when your Henchman
stands on the
specified square,
to unlock a treasure.

C2



Present this card,
when your Henchman
stands on the
specified square,
to unlock a treasure.

H2



Present this card,
when your Henchman
stands on the
specified square,
to unlock a treasure.

H7



Present this card,
when your Henchman
stands on the
specified square,
to unlock a treasure.

G4



Present this card,
when your Henchman
stands on the
specified square,
to unlock a treasure.

