Monke library:

nameString = "Gym Monke"

textString = ""

attack = 4

health = 4

nameString = "Hungry Monke"

textString = "When this eats a banana, \ngain +1/+1"

attack = 2

health = 2

nameString = "Miffed Monke"

textString = "When it Attacks: gain +1/+1"

attack = 2

health = 2

nameString = "Monke With a Banana"

textString = "When Played: Add a\n banana to your hand"

attack = 3

health = 1

Neutral Card Library:

nameString = "Farmer"

textString = "When it dies: Create a 1/1 \nskeleton"

attack = 1

health = 1

nameString = "Frog"

textString = "When Played: Gain 1 gold"

attack = 2

health = 1

nameString = "Octo Bro"

textString = "When Played: Give another \nrandom minion you control +1/+1"

attack = 1

health = 1

nameString = "Town Guard"

textString = "Protect"

attack = 2

health = 3

Spells:

nameString = "Banana"

textString = "Give a minion +1/+1"

nameString = "Brewed Spell"

textString = spell text of reagents

nameString = "Curse"

textString = curse text of offerings

Unique card library (not in shop):

nameString = "Spawn of N'zoth"

textString = "When it dies: \nGive your minions +1/+1"

attack = 2

health = 2

Witch Card Library:

nameString = "A Leg"

textString = "Cadaver"

attack = 2

health = 3

nameString = "Amalgam"

textString = ""

attack = cadavers’ attack

health = cadavers’ health

nameString = "An Arm"

textString = "Cadaver"

attack = 3

health = 2

nameString = "Evil Barber"

textString = "When Played: Add a\n 0/1 hair to your hand"

attack = 1

health = 3

nameString = "Cursed Scroll"

textString = "Curse Power +1"

attack = 0

health = 1

nameString = "Strand of Hair"

attack = 0

health = 1

textString = "Offering: Give a minion -%d/-%d" % [1 + cursepower, 1 + cursepower]

nameString = "Newt"

textString = "Reagent: Give a minion +1/+1"

attack = 2

health = 2

nameString = "An Arm and a Leg"

textString = ""

\_giveStats(2, 2)

nameString = "Voodoo Doll"

textString = "Effigy 1"

attack = 1

health = 1