



Charlotte

Assassin

Quick

Kill 1 card in any position.



Makuna

Assassin

Quick

Kill 2 Henchman in any position.



Shimaru

Assassin
Evasive

Quick

Kill all enemy cards that flipped face-up this turn.



Hunters

Assassin
Slayer

Quick

Kill 1 "Invulnerable" card in any position.



Ms. Hive

Assassin
Flying

Slow

Kill all enemy cards that stole a treasure on the opponent's next turn.



Texique

Assassin

Slow

Kill all enemy cards that flip face-up on the opponent's next turn.



Erzsebet

Assassin
Flying, Invulnerable

Quick

Give one of your cards the Assassin Skill until the end of this turn.



Rhowl

Assassin
Invulnerable

Quick

Flip all enemy cards face-down.

**Assassin***Ongoing*

Choose a card type for this card and keep it as long as this card remains face-up.

**Assassin***Quick*

Trigger a Quick or Slow power of a card in either player's Graveyard.

**Assassin
Slayer***Slow*

Kill all enemy cards that don't move during the opponent's next turn.

**Assassin***Quick*

Kill all enemy cards in adjacent positions to this card.

**Assassin***Slow*

Enemy cards cannot kill your cards during the opponent's next turn.

**Assassin***Quick*

Attack a card and gain 2 treasure if this card kills it.

**Assassin
Evasive***Ongoing*

Gain 2 treasures every time your Assassins kill a card (active as long as this card remains face-up).

**Thief***Slow*

The opponent will lose 1 AP in their next turn.



Thief

Quick

Repeat the last triggered power.



Thief

Quick

Take control of 1 enemy card. Use your AP to move it, trigger its power or attack.



Thief

Quick

Return this card to your hand and play a card face-up in its position.



Thief

Invulnerable

Quick

Move this card to any empty position, except the opponent's zones.



Thief

Flying

Slow

Gain "Invulnerable" type during the opponent's next turn.



Thief

Quick

Turn this card into a copy of another face-up card. It doesn't revert as long as it's face-up.



Thief

Evasive

Quick

Swap this card's position with a card in an adjacent position.



Thief

Flying

Quick

For each card you return to your hand this turn, choose 1 enemy card to return to the opponent's hand.

Didi and Dingle

Thief

Ongoing

If this card dies, you gain 2 treasures (active as long as this card remains face-up).

Magnete

Thief

Ongoing

Target 1 enemy card and keep the treasures it steals. Ready this card if it loses its target. (active as long as this card remains face-up).

Ragdoll

Thief

Regenerative

Quick

Add a Maniac card from your Deck to your Hand and return this card to your Deck (shuffle).

Barrel

Thief

Strongman

Quick

Steal 2 treasures if this card is on a Treasure Zone position.

Flamel

Thief

Quick

Double your Total Treasure. You cannot trigger another power, before or after this one, this turn.

Black Fox

Thief

Quick

Gain 1 treasure for each "Flying" type card in a Treasure Zone position that returns to your hand this turn.

White King

Spy

Slow

Enemy cards cannot move during the opponent's next turn.

Naptali

Spy

Slow

Face-down enemy cards cannot flip face-up during the opponent's next turn.



Spy

Quick
Destroy the position under this card if it's on the Treasure Zone. Until the end of the game, any card on this position cannot steal treasures.



Spy

Slow
Enemy "Flying" type cards cannot do any actions during the opponent's next turn.



Spy

Slow
Face-up enemy cards cannot do any actions during the opponent's next turn (except "Flying" type).



Spy
Flying

Quick
Move all enemy cards 1 position backwards if that position is empty.



Spy

Quick

Double your Action Points (after triggering this power).



Spy

Flying

Quick

Flip all enemy cards face-up.



Spy

Quick

Flip all your cards face-down.



Spy
Strongman

Quick

Play 1 card face-up on the Treasure Zone position in the same column as this card, if it's empty.



Spy
Regenerative

Quick

Kill this card and return all face-up cards to its owner hands.



Spy

Slow

The Total Treasure of both players cannot be changed during the next opponent's turn.



Spy

Quick

Play as many "Flying" type cards as you want face-up in your Zone 1.



Spy

Quick

The opponent draws 2 cards now.



Spy
Slayer

Quick

Halve your opponent's Total Treasure (round it down). You cannot trigger another power, before or after this one, this turn.



Maniac

Quick

Summon as many "Zombie" cards as you want, up to the number of cards in your Graveyard.



Maniac

Quick

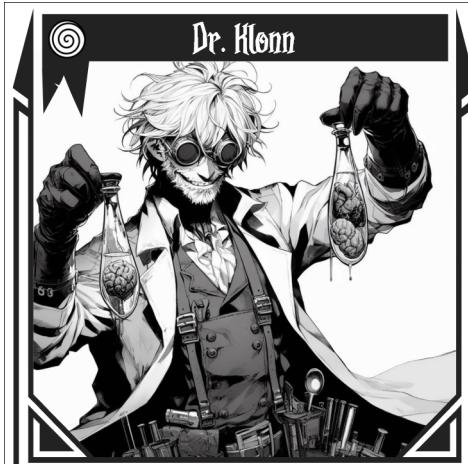
Summon 1 "Shark".



Maniac

Quick

Summon 1 "Illusion".



Dr. Klenn

Maniac

Quick

Take a card from your Graveyard and play it face up on your Zone 1.



Fithy Beard

Maniac

Quick

Summon 1 "Pirate".



Hadini

Maniac

Quick

Summon 1 "Frog".



Grottheus

Maniac

Invulnerable

Quick

Summon 1 "Demon".



Hameline

Maniac

Quick

Summon 1 "Crow" for each empty position in the Treasure Zone.



Akhrunes

Maniac

Invulnerable

Quick

Add an Assassin card from your Deck to your Hand (shuffle).



Gretel

Maniac

Quick

Summon 1 "Rat" or 1 "Bear". Remove this card from the game and play the Henchman in its position.



H'ffulhaazgar

Maniac

Invulnerable

Quick

Summon 1 "Madness".

