


A Single Gold Coin




Gains 1 

RESOURCE

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A Single Gold Coin




Gains 1 

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A Single Gold Coin



Gains 1 

RESOURCE

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A Single Gold Coin




Gains 1 

RESOURCE

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Multiple Gold Coins




Gains 2 

RESOURCE

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Multiple Gold Coins




Gains 2 

RESOURCE

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Multiple Gold Coins




Gains 2 

RESOURCE

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Multiple Gold Coins



Gains 2 

RESOURCE

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A Single Wooden Log



Gains 1 🪵

RESOURCE

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A Single Wooden Log



Gains 1 🪵

RESOURCE

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A Single Wooden Log



Gains 1 🪵

RESOURCE

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A Single Wooden Log



Gains 1 🪵

RESOURCE

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Some Wooden Logs



Gains 2 🪵

RESOURCE

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Some Wooden Logs



Gains 2 🪵

RESOURCE

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Some Wooden Logs



Gains 2 🪵

RESOURCE

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Some Wooden Logs



Gains 2 🪵

RESOURCE

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A Chest of Gold Coins

Gains 4 🟡

RESOURCE

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Wooden Log Warehouse

Gains 4 🪵

RESOURCE

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Keep

Gains 1 🟡 and 1 🪵 each turn.

HP: 10 KINGDOM COST: 0 🪵

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Keep

Gains 1 🟡 and 1 🪵 each turn.

HP: 10 KINGDOM COST: 0 🪵

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A Chest of Gold Coins

Gains 4 🟡

RESOURCE

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Wooden Log Warehouse

Gains 4 🪵

RESOURCE

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Keep

Gains 1 🟡 and 1 🪵 each turn.

HP: 10 KINGDOM COST: 0 🪵

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Keep


Gains 1 🟡 and 1 🪵 each turn.

HP: 10 KINGDOM COST: 0 🪵

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A Single Gold Coin





Gains 1 

RESOURCE

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A Bag of Gold Coins



Gains 3 

RESOURCE

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A Bag of Gold Coins




Gains 3 

RESOURCE

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A Bag of Gold Coins





Gains 3 

RESOURCE

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Multiple Gold Coins





Gains 2 

RESOURCE

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Stack of Wooden Logs



Gains 3 

RESOURCE

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Stack of Wooden Logs





Gains 3 

RESOURCE

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Stack of Wooden Logs



Gains 3 

RESOURCE

cardconjurer.com



A Single Wooden Log



Gains 1 

RESOURCE

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Fortress



Gains 2  and 1  each turn.

HP: 12    KINGDOM    COST: 3 

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Fortress



Gains 2  and 1  each turn.

HP: 12    KINGDOM    COST: 3 

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Citadel



Gains 3  and 1  per turn.

HP: 15    KINGDOM    COST: 5 

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Some Wooden Logs



Gains 2 

RESOURCE

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Fortress




Gains 2  and 1  each turn.

HP: 12    KINGDOM    COST: 3 

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Fortress



Gains 2  and 1  each turn.

HP: 12    KINGDOM    COST: 3 

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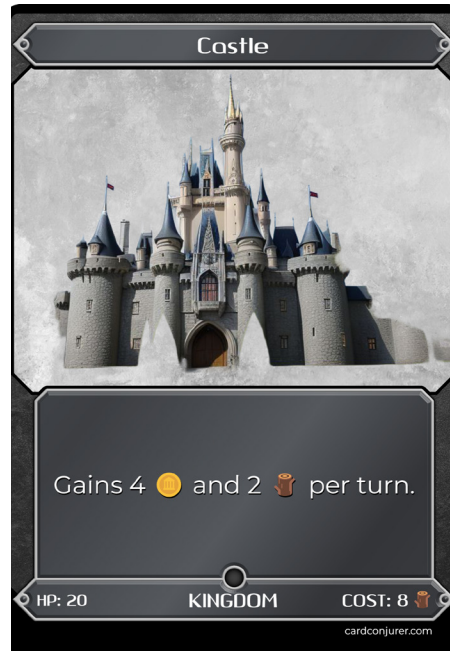
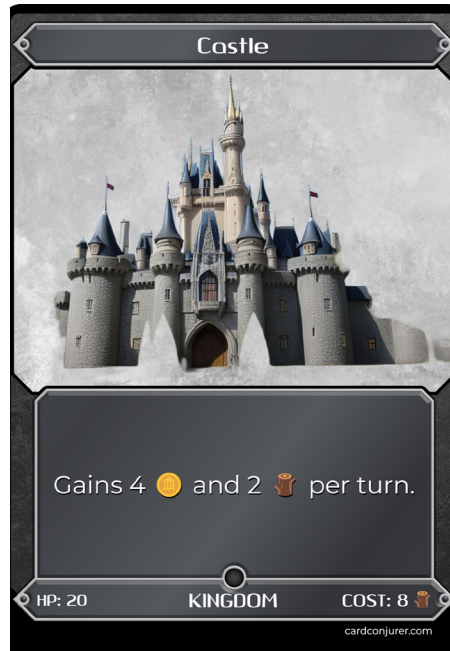
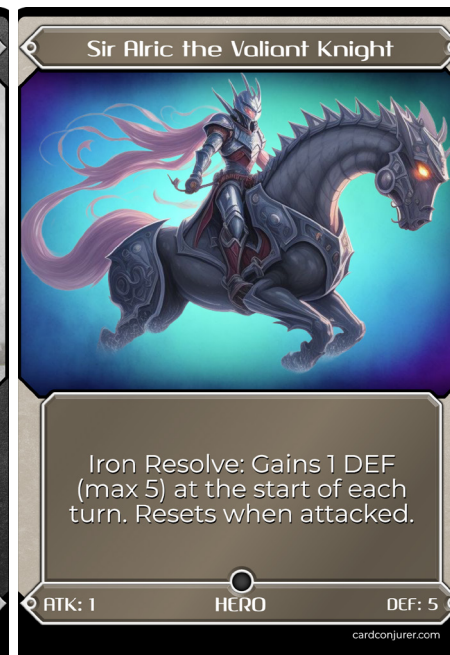
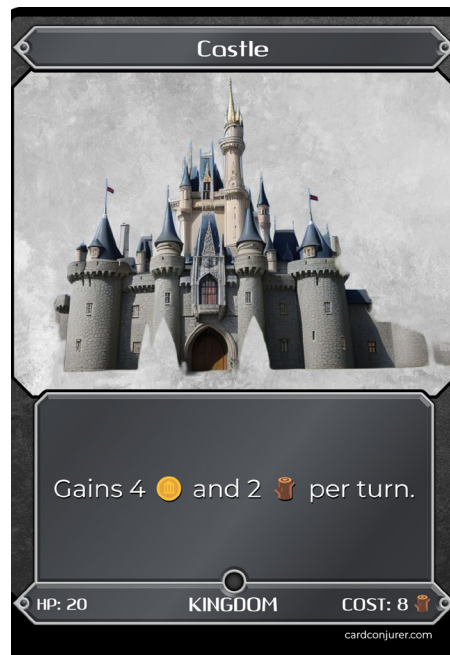
Citadel



Gains 3  and 1  per turn.

HP: 15    KINGDOM    COST: 5 

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Lyra the Swift Archer



Precision Shot: If you attack an enemies who did not defend this turn, deal +2 bonus damage.

ATK: 3

HERO

DEF: 2

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Retribution



Attacks will be dealt using 20/50/100% of DEF instead (rounded down).

KNIGHT


SKILL

COST: 2

2

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Arcane Overload



When you attack, you may choose to take 1/2/3 self-damage to increase the attack damage by 1/2/3.

WITCH

SKILL

COST: 3

2

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Jarek the Nimble Thief



Black Market Deals: Whenever you play Gold or Wood, you may convert half of it to the other resource (rounded down) instead.


ATK: 5

HERO

DEF: 2

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Precision Shot



Your attacks ignore 2/3/4 DEF.

ARCHER


SKILL

COST: 3

3

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Twin Blades



When you attack, you may attack twice, but each attack deals 2/1/0 less damage. The second attack ignores enemy's DEF.

THIEF

SKILL

COST: 4

4

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