

**LOOT
PILE**

ITEMS

- J♥** +5 max health.
- Q♥** **Discard:** Avoid death, and end round with 5 HP.
- K♥** Fully restore health.
- J♣** **Discard:** If loss, win for just you.
- Q♣** Dexterity +2. If Cleric, Constitution +1.
- K♣** **Discard:** When a loot card is revealed, take it.
- J♦** +1 to final scoring for each loot card (not items).
- Q♦** +1 card in hand.
- K♦** **Discard:** Discard hand, and draw a new hand.
- J♠** **Discard:** Automatic win.
- Q♠** Strength +1 and Dexterity +1.
- K♠** **Discard:** Play 2 extra cards this round.

**XP
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**ACTION
PILE**

**DISCARD
PILE**

CLERIC

STRENGTH ♣ -3
CONSTITUTION ♥ +3
DEXTERITY ♠ 
INTELLIGENCE ♦

TRAIT

If he plays a heart (not royal), other players may choose to heal for the value of the card. In so doing, that player ignores his chance at treasure.

HEALTH

25	18	11	5
24	17	10	4
23	16	9	3
22	15	8	2
21	14	7	1
20	13	6	0
19	12		

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FIGHTER

STRENGTH ♣ +3
CONSTITUTION ♥
DEXTERITY ♠ -3
INTELLIGENCE ♦ 

TRAIT

Once plays are revealed, may play discard a royal from his hand to increase his attack by 3. If this is required to defeat the enemy, his attack card's rank is -3 when checking

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ROGUE

STRENGTH ♣
CONSTITUTION ♥ 
DEXTERITY ♠ +3
INTELLIGENCE ♦ -3

TRAIT

Takes no damage and avoid all penalizing effects if he plays an even spade attack.

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WIZARD

STRENGTH ♣ 
CONSTITUTION ♥ -3
DEXTERITY ♠
INTELLIGENCE ♦ +3

TRAIT

May play two diamonds next round if
he plays a club or spade attack.

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