



GOOD
KNIGHTS

CARD FRONT

ARMY

Elven Knight



Race: Elf
Type: Knight
Attack: 3
Defense: 7

Elven Knight



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Type: Knight
Attack: 3
Defense: 7

Elven Knight



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Attack: 3
Defense: 7

Elven Knight



Race: Elf
Type: Knight
Attack: 3
Defense: 7

Elven Knight



Race: Elf
Type: Knight
Attack: 3
Defense: 7

Elven Mage



Race: Elf
Type: Mage
Attack: 10
Defense: 0

Elven Mage



Race: Elf
Type: Mage
Attack: 10
Defense: 0

Elven Mage



Race: Elf
Type: Mage
Attack: 10
Defense: 0

Elven Mage



Race: Elf
Type: Mage
Attack: 10
Defense: 0

Elven Mage



Race: Elf
Type: Mage
Attack: 10
Defense: 0

Elven Mage



Race: Elf
Type: Mage
Attack: 10
Defense: 0

Elven Mage



Race: Elf
Type: Mage
Attack: 10
Defense: 0

Elven Mage



Race: Elf
Type: Mage
Attack: 10
Defense: 0

Elven Guard



Race: Elf
Type: Sword
Attack: 4
Defense: 6

Elven Guard



Race: Elf
Type: Sword
Attack: 4
Defense: 6

Elven Guard



Race: Elf
Type: Sword
Attack: 4
Defense: 6

Elven Guard



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Type: Sword
Attack: 4
Defense: 6

Elven Guard



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Type: Sword
Attack: 4
Defense: 6

Elven Guard



Race: Elf
Type: Sword
Attack: 4
Defense: 6



Race: Elf
Type: Sword
Attack: 4
Defense: 6



Race: Elf
Type: Sword
Attack: 4
Defense: 6



Race: Elf
Type: Sword
Attack: 4
Defense: 6

Human Knight



Race: Human
Type: Knight
Attack: 1
Defense: 9

Human Knight

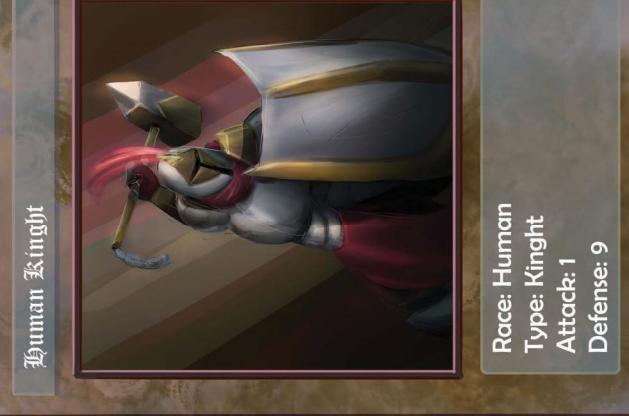


Race: Human
Type: Knight
Attack: 1
Defense: 9

Human Knight



Race: Human
Type: Knight
Attack: 1
Defense: 9



Human Knight

Race: Human
Type: Knight
Attack: 1
Defense: 9



Human Knight

Race: Human
Type: Knight
Attack: 1
Defense: 9



Human Knight

Race: Human
Type: Knight
Attack: 1
Defense: 9



Human Knight

Race: Human
Type: Knight
Attack: 1
Defense: 9



Human Knight

Race: Human
Type: Knight
Attack: 1
Defense: 9



Human Knight

Race: Human
Type: Knight
Attack: 1
Defense: 9

Human Mage



Race: Human
Type: Mage
Attack: 7
Defense: 3

Human Mage



Race: Human
Type: Mage
Attack: 7
Defense: 3

Human Mage



Race: Human
Type: Mage
Attack: 7
Defense: 3

Human Mage



Race: Human
Type: Mage
Attack: 7
Defense: 3

Human Mage



Race: Human
Type: Mage
Attack: 7
Defense: 3

Human Mage



Race: Human
Type: Mage
Attack: 7
Defense: 3

Human Mage



Race: Human
Type: Mage
Attack: 7
Defense: 3

Human Mage



Race: Human
Type: Mage
Attack: 7
Defense: 3

Human Mage



Race: Human
Type: Mage
Attack: 7
Defense: 3

Human Swordmaster



Race: Human
Type: Sword
Attack: 4
Defense: 6

Human Swordmaster



Race: Human
Type: Sword
Attack: 4
Defense: 6

Human Swordmaster



Race: Human
Type: Sword
Attack: 4
Defense: 6

Human Swordmaster



Race: Human
Type: Sword
Attack: 4
Defense: 6

Human Swordmaster



Race: Human
Type: Sword
Attack: 4
Defense: 6

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Type: Sword
Attack: 4
Defense: 6

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Race: Human
Type: Sword
Attack: 4
Defense: 6

Human Swordmaster



Race: Human
Type: Sword
Attack: 4
Defense: 6

Human Swordmaster



Race: Human
Type: Sword
Attack: 4
Defense: 6

Human Swordmaster



Race: Human
Type: Sword
Attack: 4
Defense: 6

Elven Mage



Race: Elf
Type: Mage
Attack: 10
Defense: 0

Human Mage



Race: Human
Type: Mage
Attack: 7
Defense: 3

Human Knight



Race: Human
Type: Knight
Attack: 1
Defense: 9

Elven Knight



Race: Elf
Type: Knight
Attack: 3
Defense: 7

Elven Guard



Race: Elf
Type: Sword
Attack: 4
Defense: 6

MOBS

GOBLINS



[PLAQUE] Move 1 unit to [Royal Army]
[WAR] Maximum 2 Mage allowed
[FAMINE] Discard 2 Elf cards
[DEATH] If > 3 elf cards on hand, discard 3 elf cards or pay 2 golds. Else, no penalty.

GOBLINS



[PLAQUE] Move 1 unit to [Royal Army]
[WAR] Maximum 2 Mage allowed
[FAMINE] Discard 2 Elf cards
[DEATH] If > 3 elf cards on hand, discard 3 elf cards or pay 2 golds. Else, no penalty.

WYVERNNS



[PLAQUE] Maximum 2 sword allowed
[WAR] Lose 1 health for each Wyvern on hand. Discard 1 elf card to regain 1 Gold.
[FAMINE] If > 3 human cards on hand, discard 3 human cards or pay 2 golds. Else, no penalty.
[DEATH] Discard one card with highest attack.

BATS



[PLAQUE] Draws 2 cards from the deck, pay 1 gold to draw 1 more. If total defense > 10, move 1 card from hand to join the Royal Army. Else, lose 2 Health
[WAR] [FAMINE] [DEATH]

SKELETONS



[PLAQUE] Discard 1 card with highest Defense
If > 3 sword cards on hand, discard 3 sword cards or pay 2 golds. Else, no penalty.
[WAR] Lose 1 Gold for each Knight on hand. Discard 1 knight card to regain 1 Gold.
[FAMINE] Maximum 3 human cards in play
[DEATH] [DEATH]

THIEVES



[PLAQUE] Lose 1 Gold for each mage on hand.
Discard 1 mage card to regain 1 Gold.
[WAR] Discard 2 swordman cards
[FAMINE] Maximum 3 Elves in play
[DEATH] Discard 2 Knight cards

BATS



[PLAQUE] Draws 2 cards from the deck, pay 1 gold to draw 1 more. If total defense > 10, move 1 card from hand to join the Royal Army. Else, lose 2 Health
[WAR] [FAMINE] [DEATH]

SKELETONS



[PLAQUE] Discard 1 card with highest Defense
If > 3 sword cards on hand, discard 3 sword cards or pay 2 golds. Else, no penalty.
Lose 1 Gold for each Knight on hand. Discard 1 knight card to regain 1 Gold.
Maximum 3 human cards in play
[WAR] [FAMINE] [DEATH]

THIEVES



[PLAQUE] Lose 1 Gold for each mage on hand.
Discard 1 mage card to regain 1 Gold.
[WAR] Discard 2 swordman cards
[FAMINE] Maximum 3 Elves in play
[DEATH] Discard 2 Knight cards

ZOMBIES



[PLAQUE] Draws 2 cards from the deck. Pay
[WAR] 1 gold to draw 1 more. If total
attack > 10, move 1 card on hand to
Royal Army. Else, discard 1 card
from hand

ZOMBIES



[PLAQUE] Draws 2 cards from the deck. Pay
[WAR] 1 gold to draw 1 more. If total
attack > 10, move 1 card on hand to
Royal Army. Else, discard 1 card
from hand

WYVERNS



[PLAUE] Maximum 2 sword allowed
Lose 1 health for each Elves on hand. Discard
1 elf card to regain 1 Gold.
If > 3 human cards on hand, discard 3 human
cards or pay 2 golds. Else, no penalty.
Discard one card with highest attack

BOSS & KOA

Demon King O'Borse



Variation: Famine
Attack: 85
Defense: 135

Demon King O'Borse



Variation: Plague
Attack: 60
Defense: 160

Demon King O'Borse



Variation: War
Attack: 150
Defense: 70



Variation: Death
Attack: 115
Defense: 105



Element: Death
Effect: Elves' stats are halved
Attack: 14
Defense: 24



Element: Famine
Type: Humans' stats are halved
Attack: 21
Defense: 19

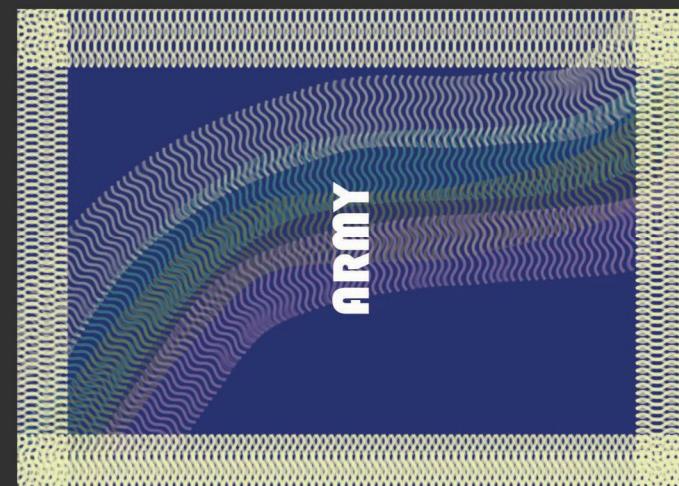
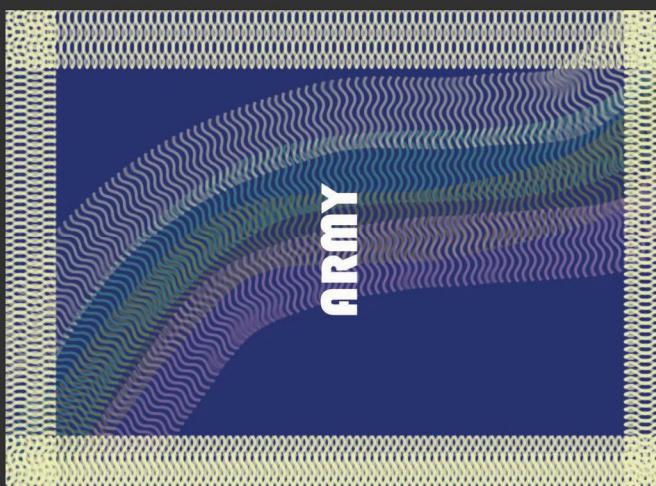
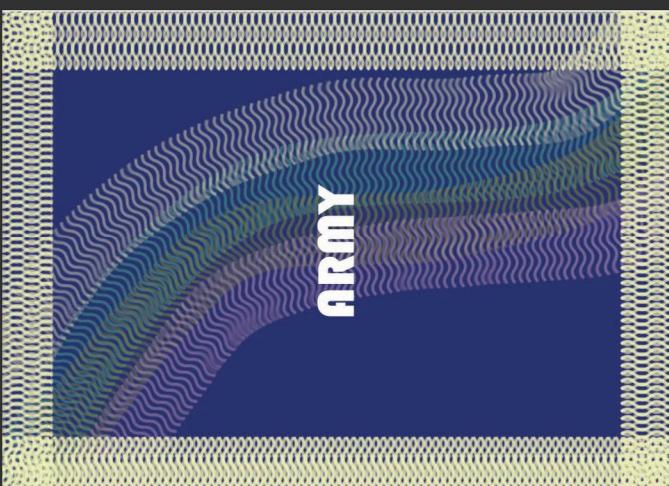
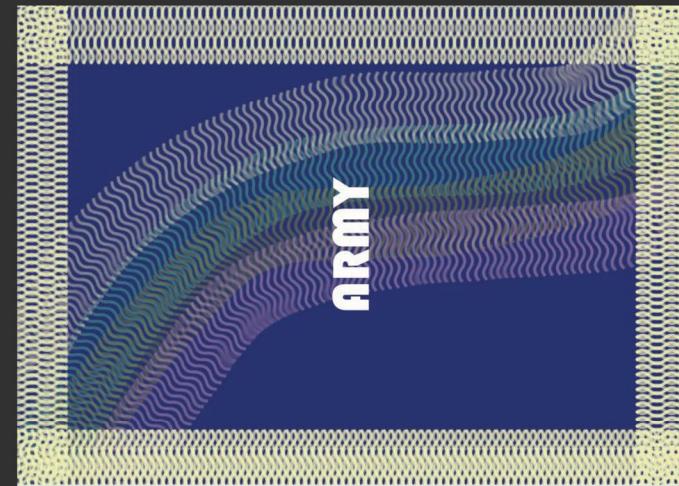
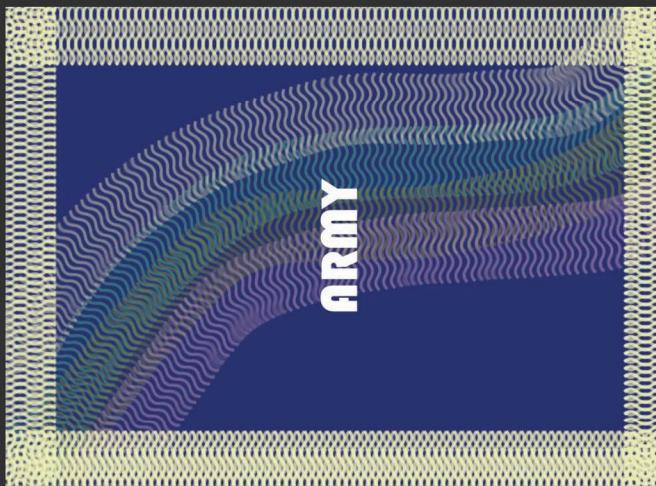
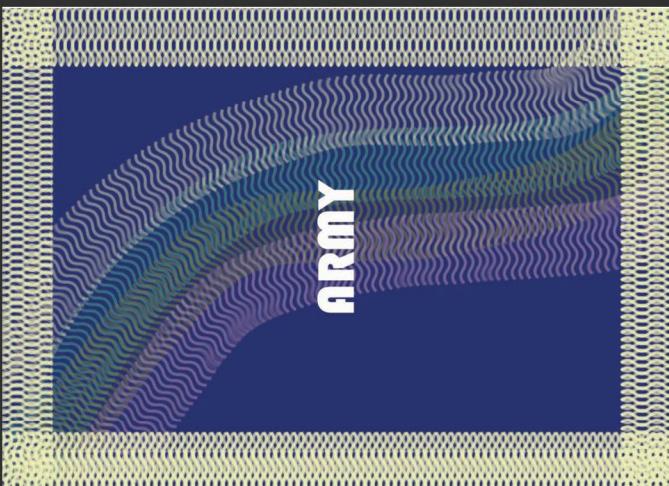
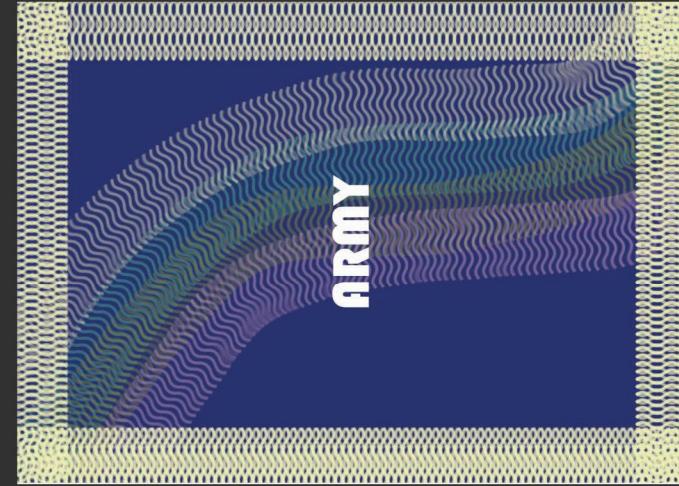
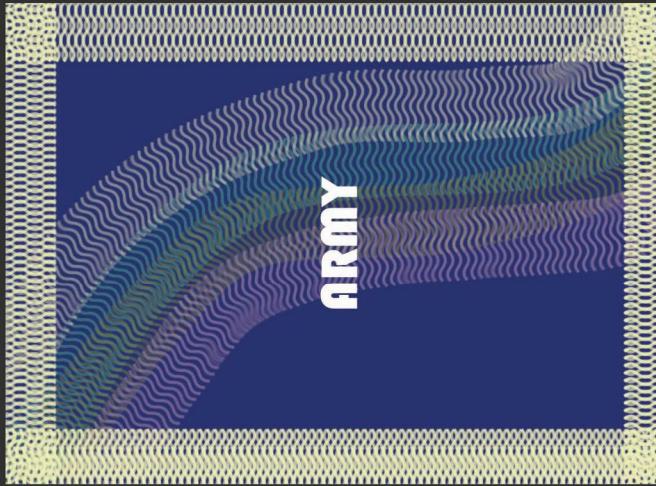


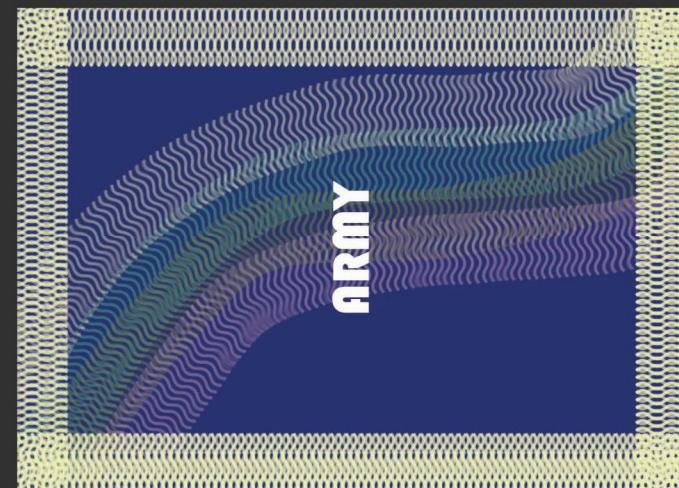
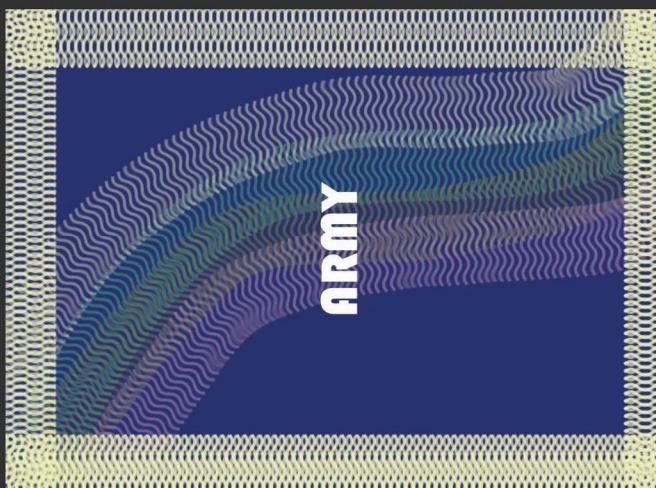
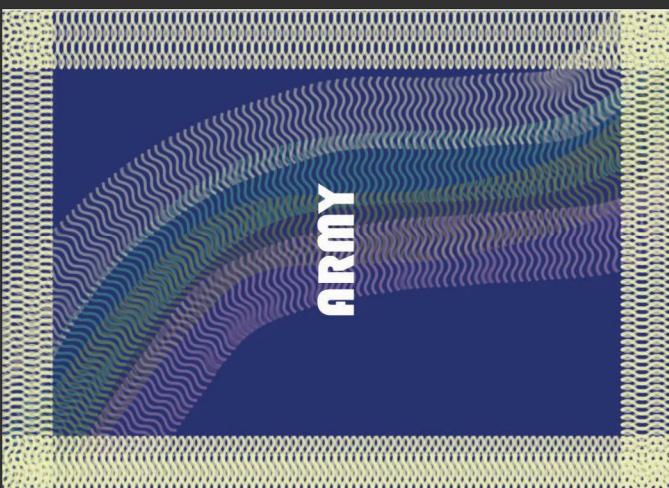
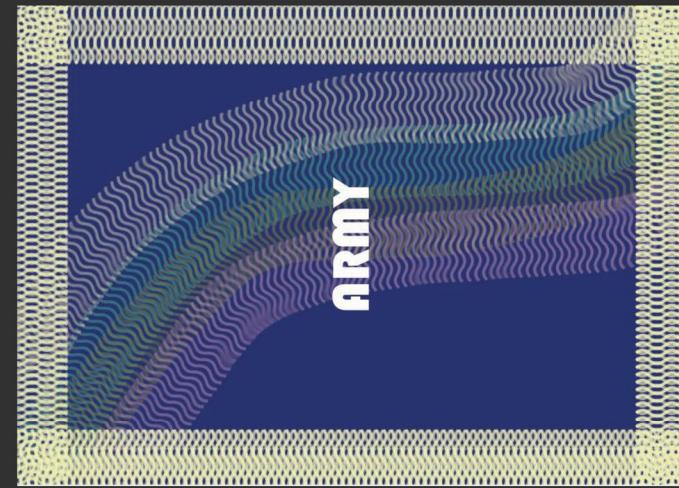
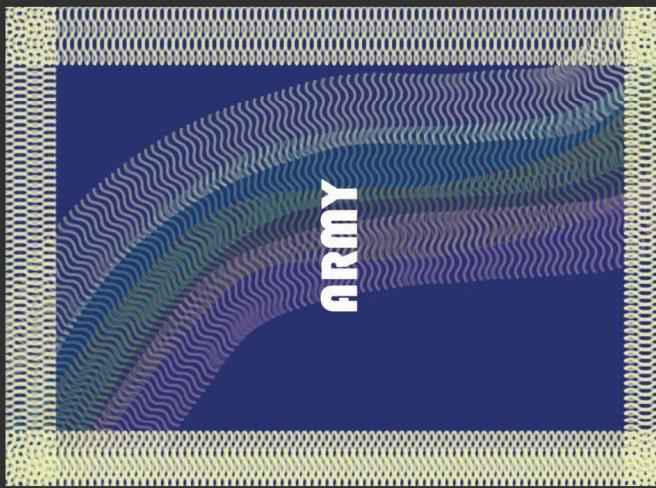
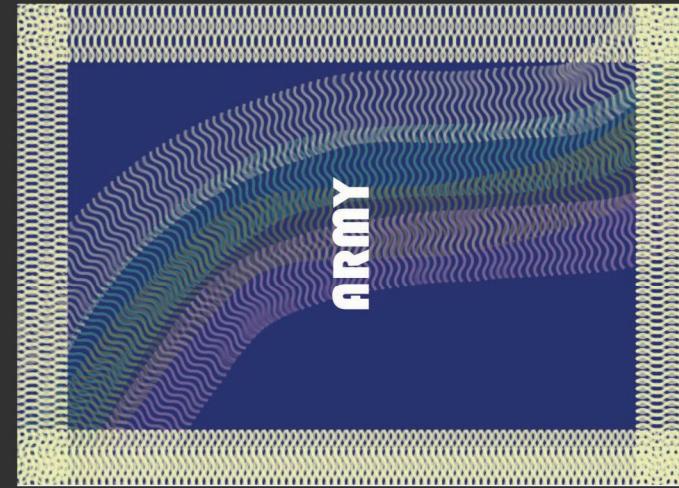
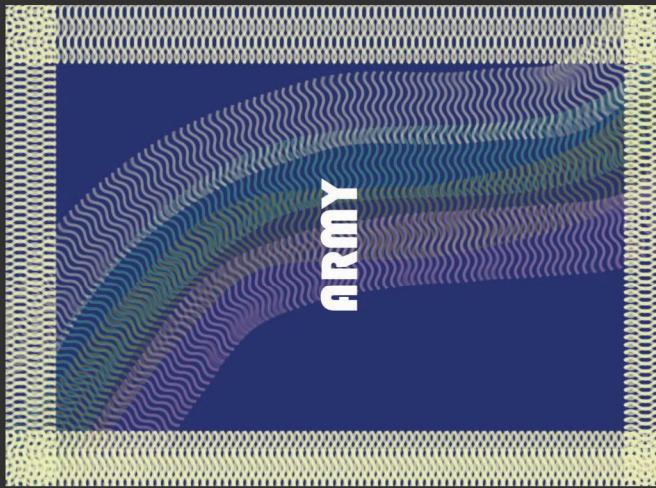
Element: War
Effect: All cards' attack are limited to 3
Attack: 25
Defense: 15

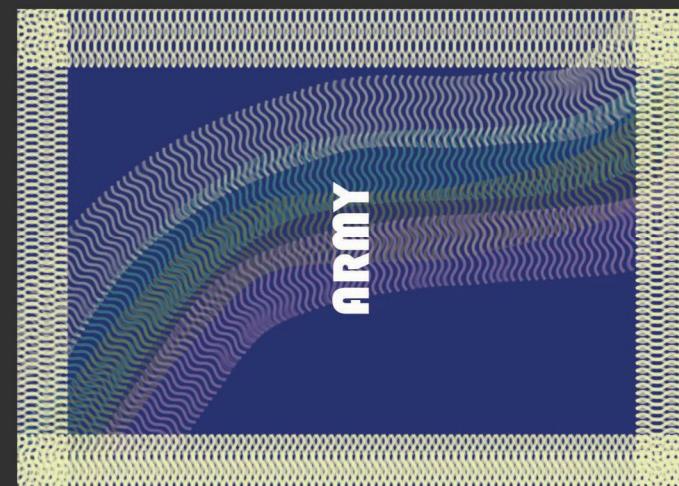
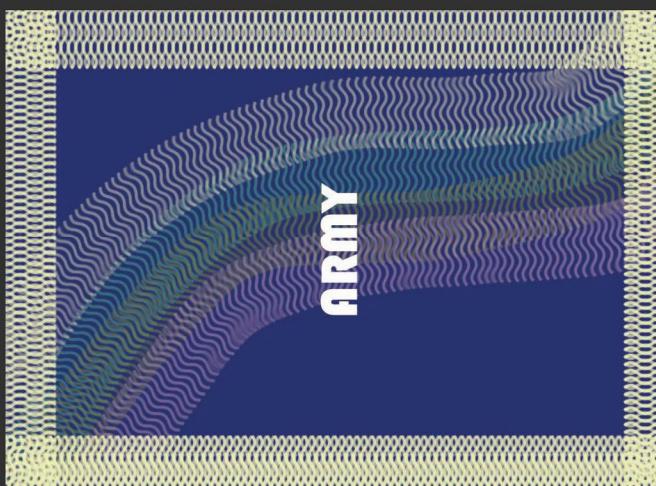
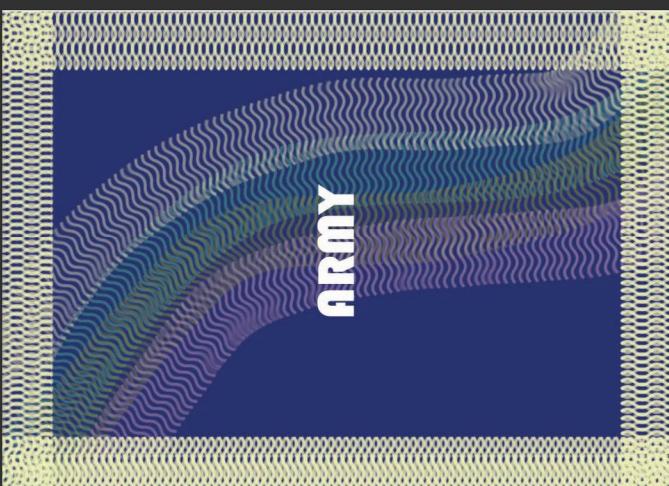
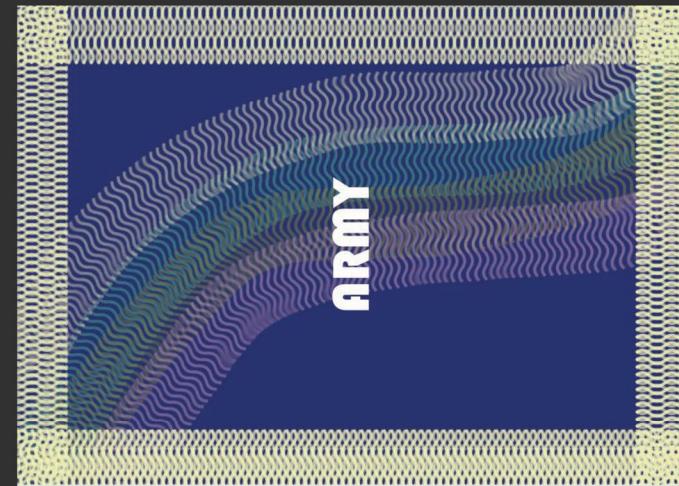
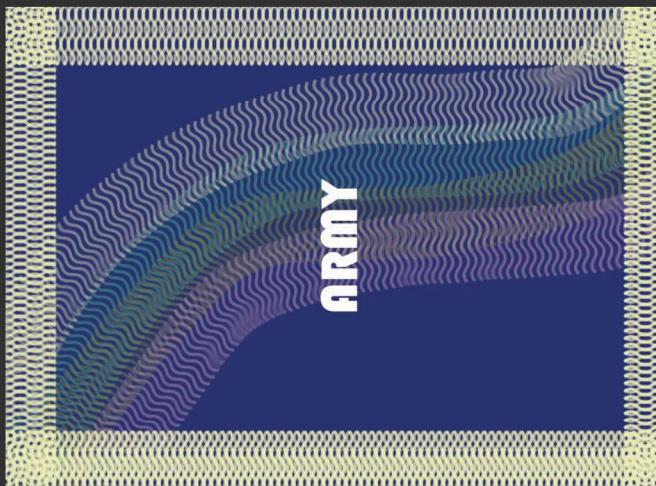
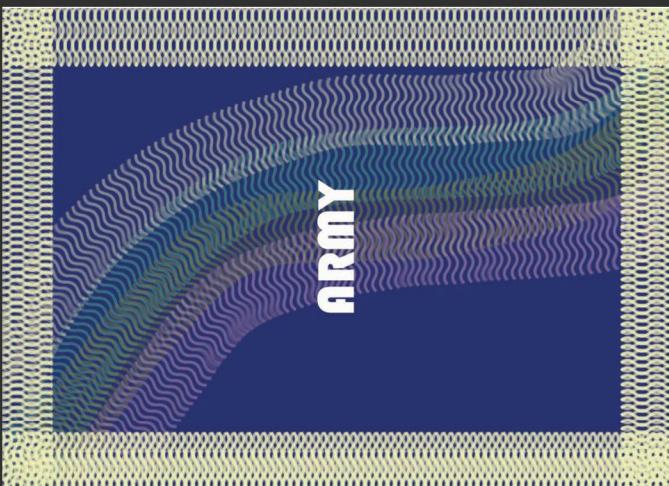
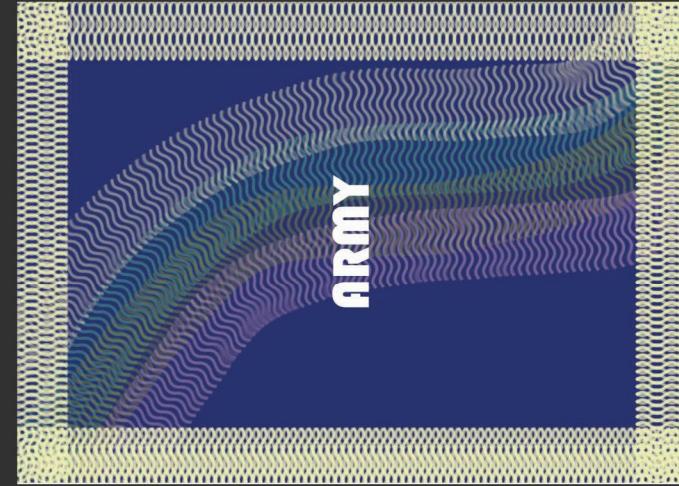
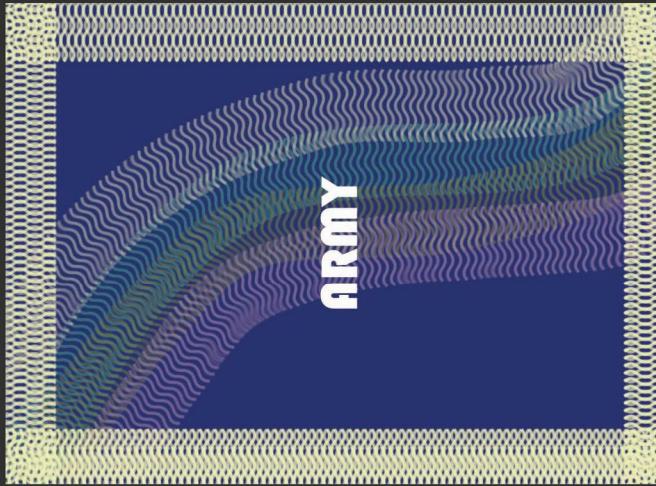


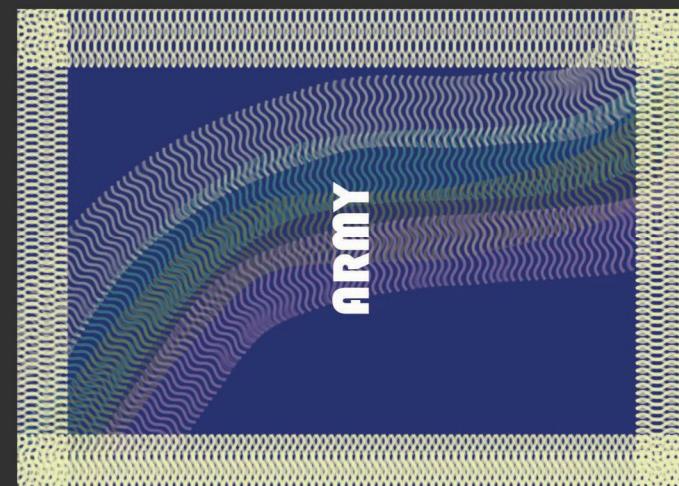
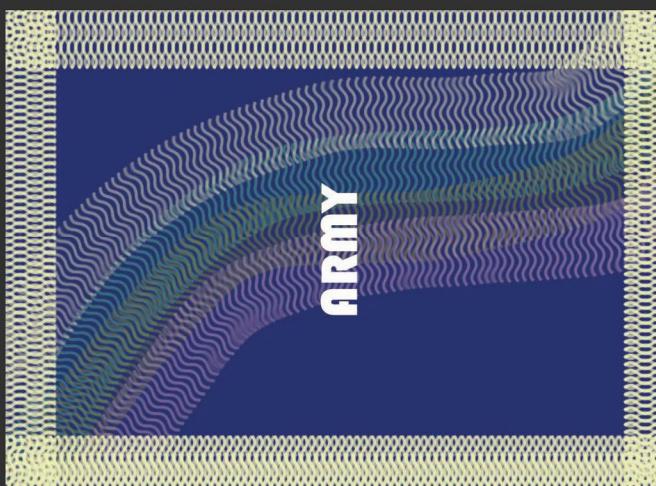
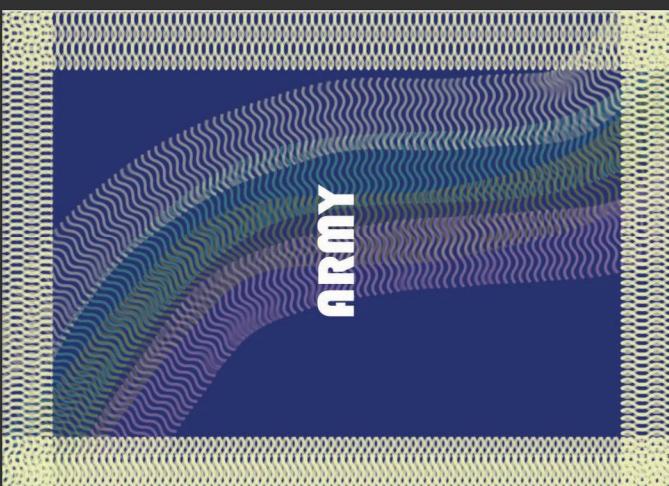
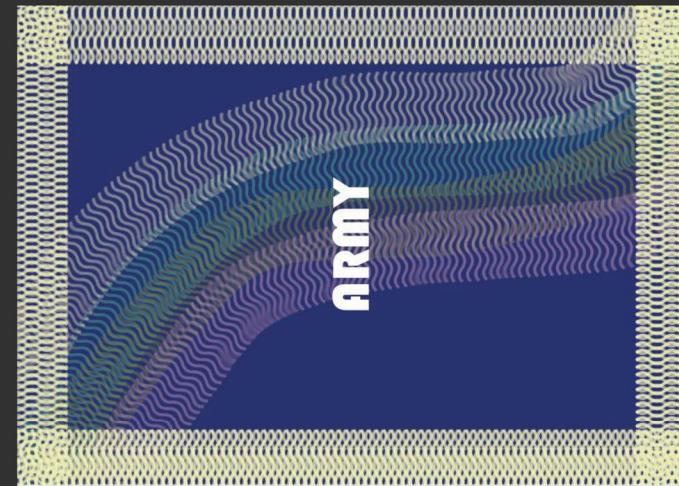
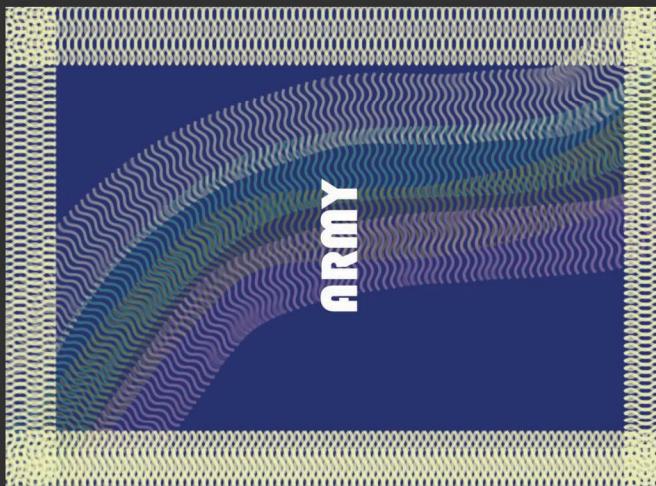
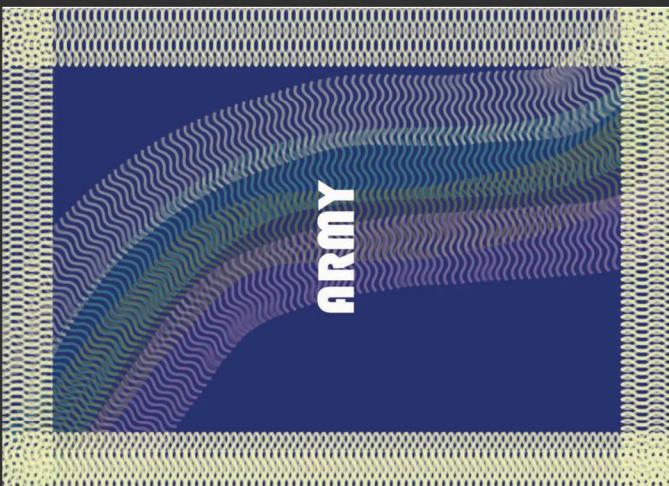
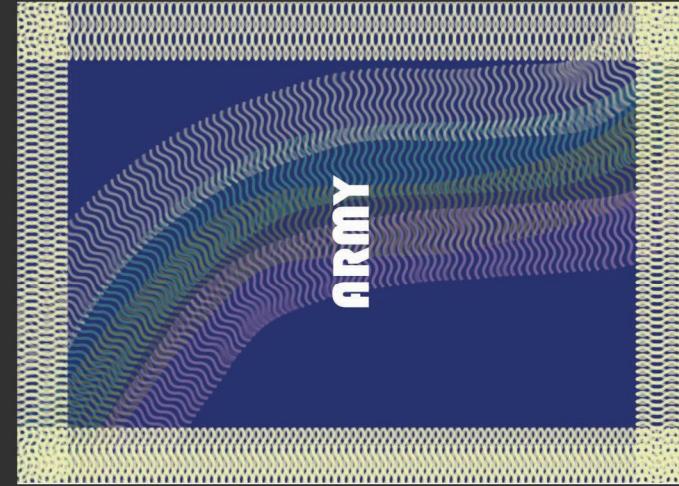
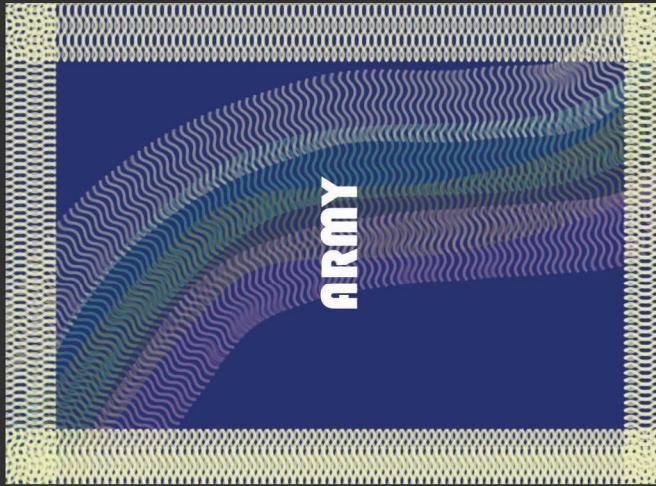
Element: Plague
Effect: Ignore the defense of Knight cards
Attack: 15
Defense: 25

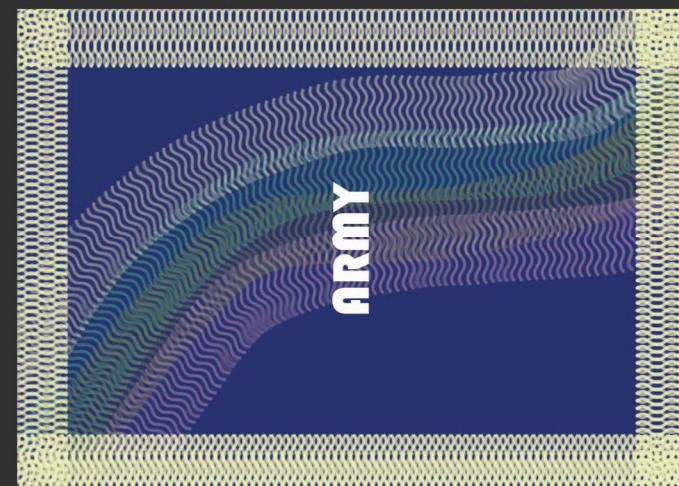
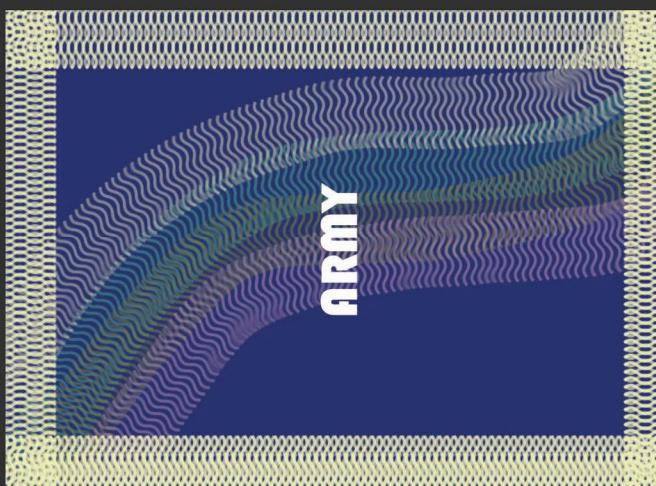
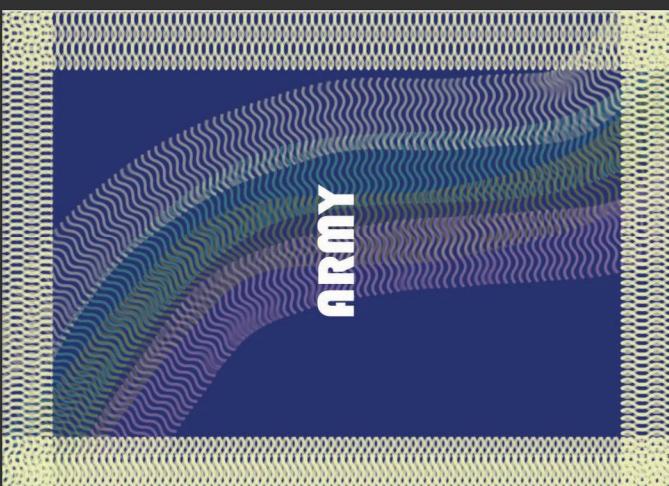
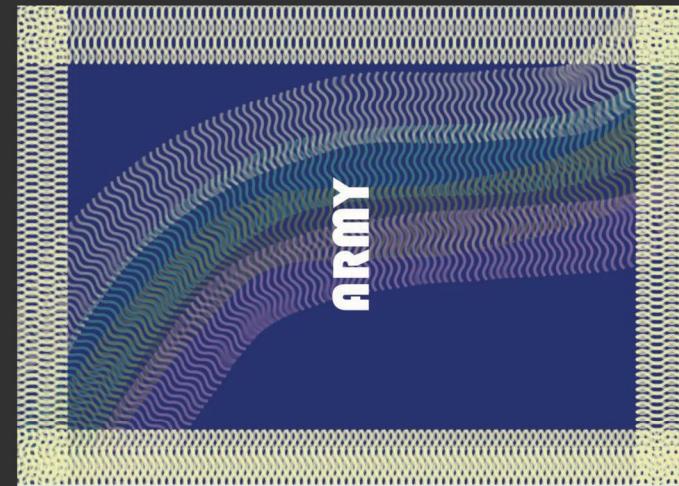
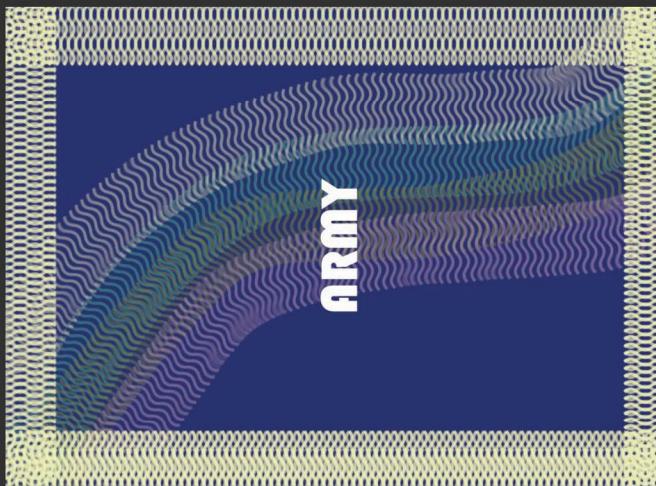
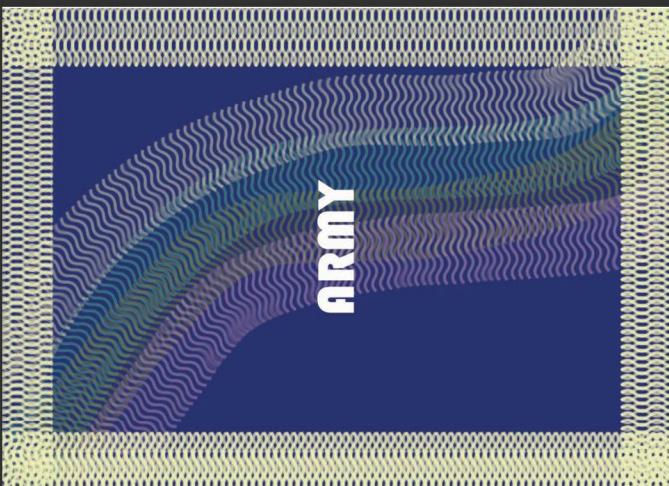
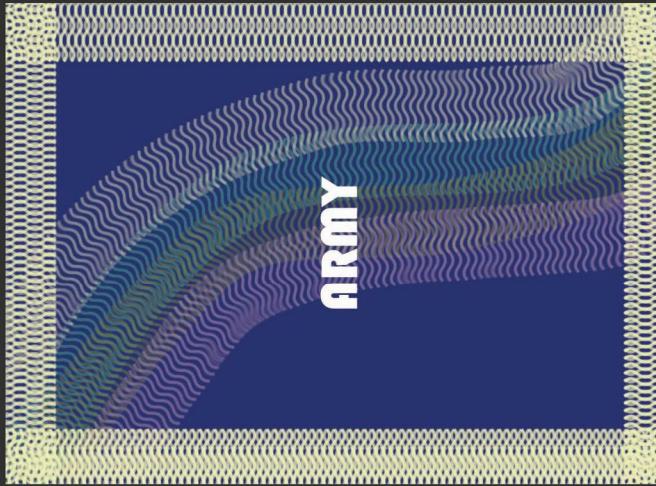
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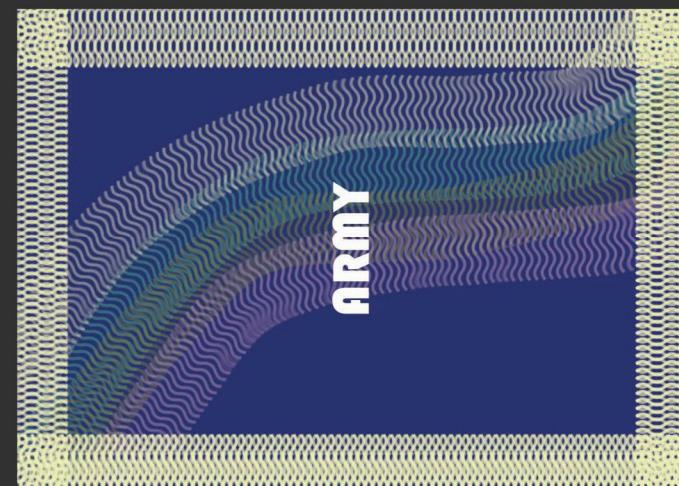
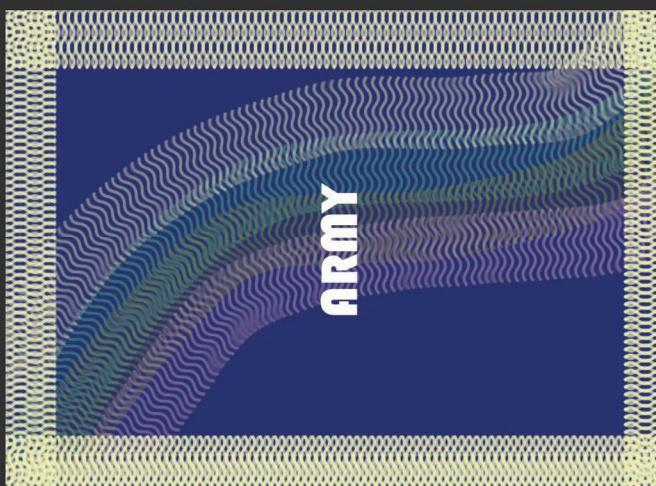
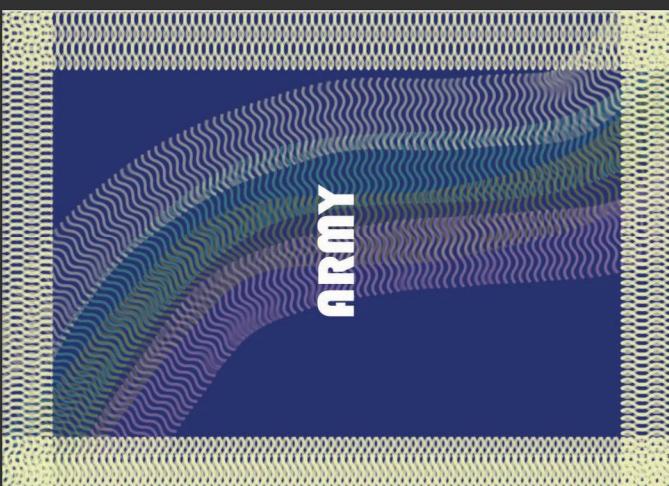
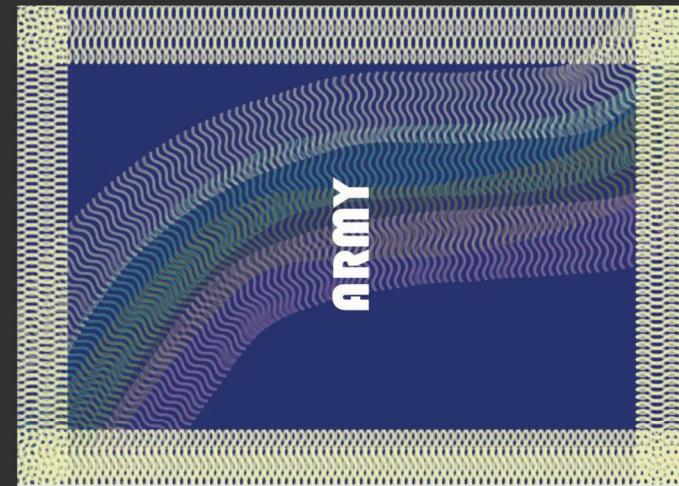
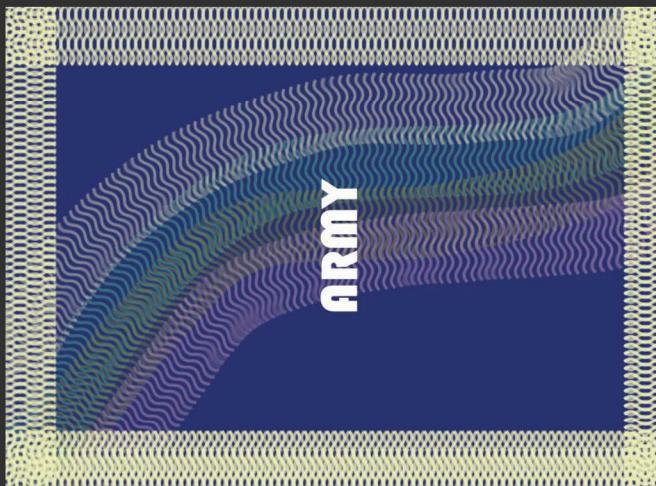
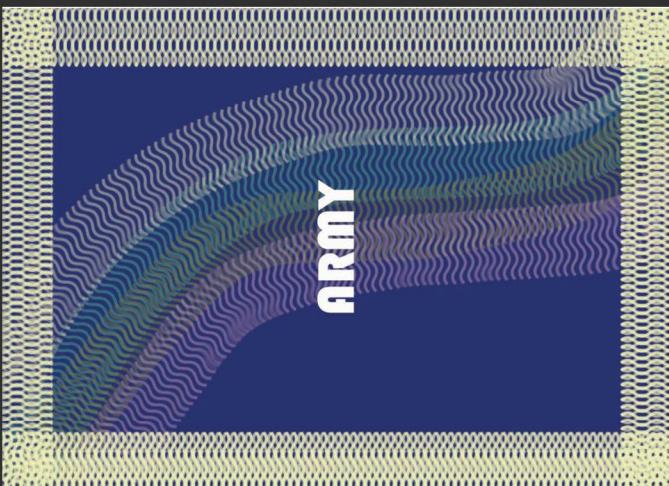
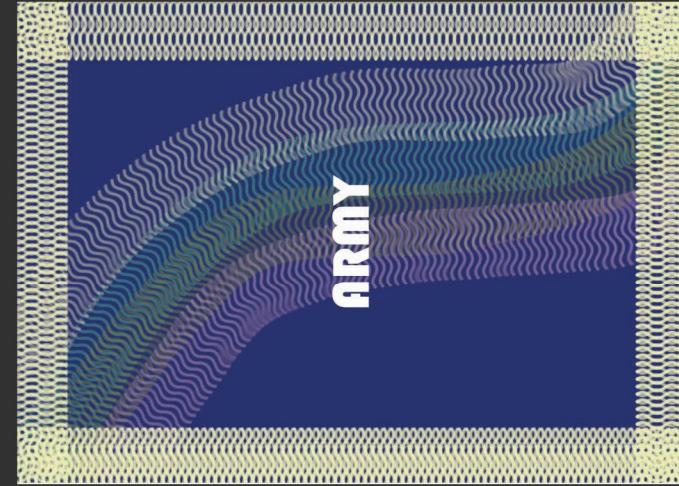
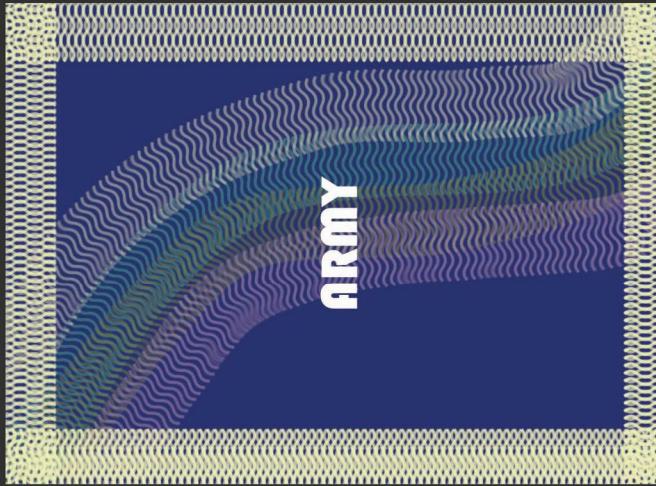


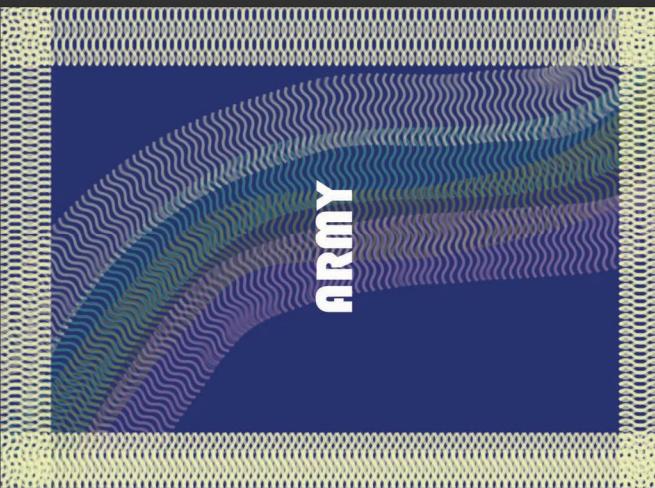
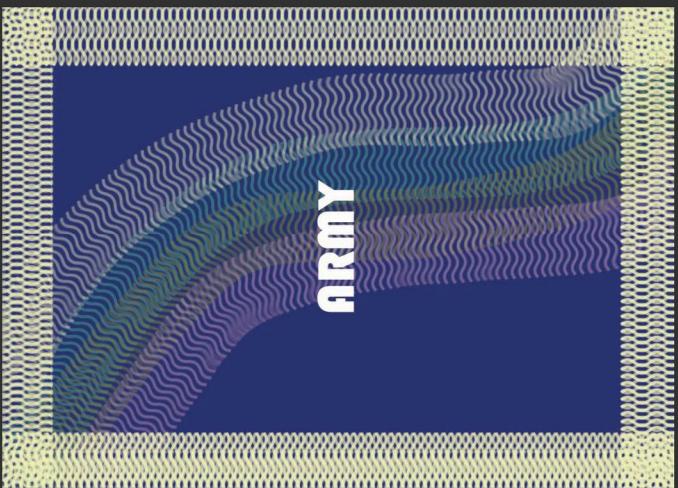
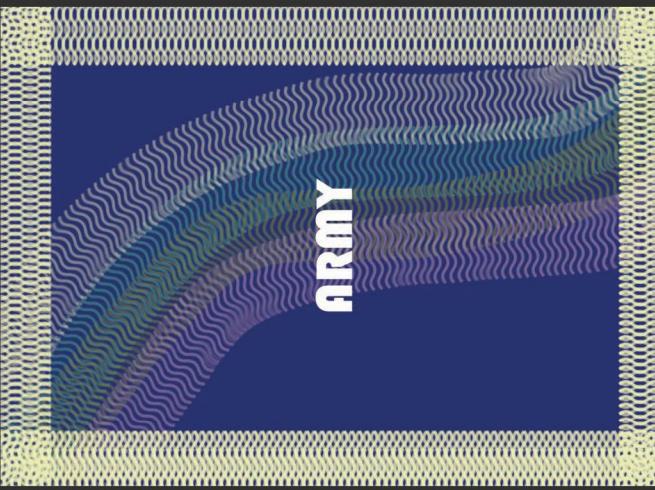
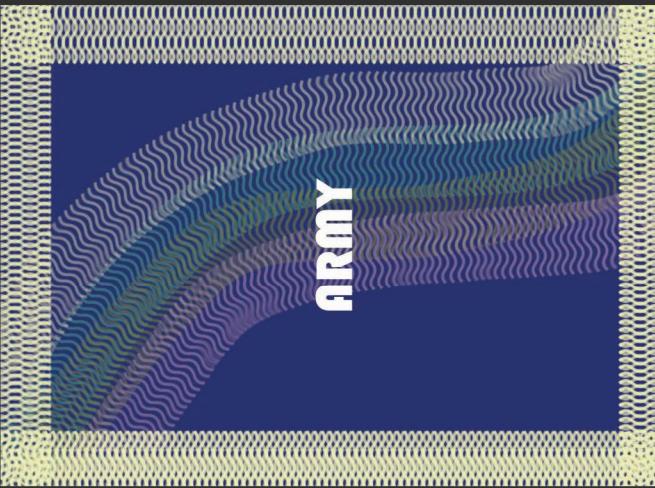














morb

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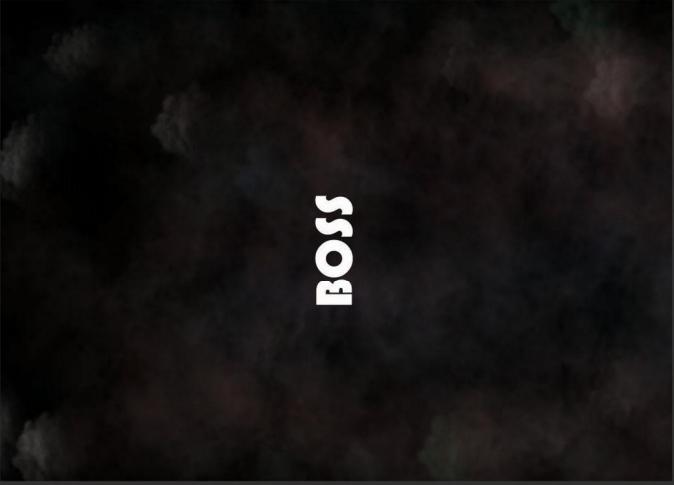
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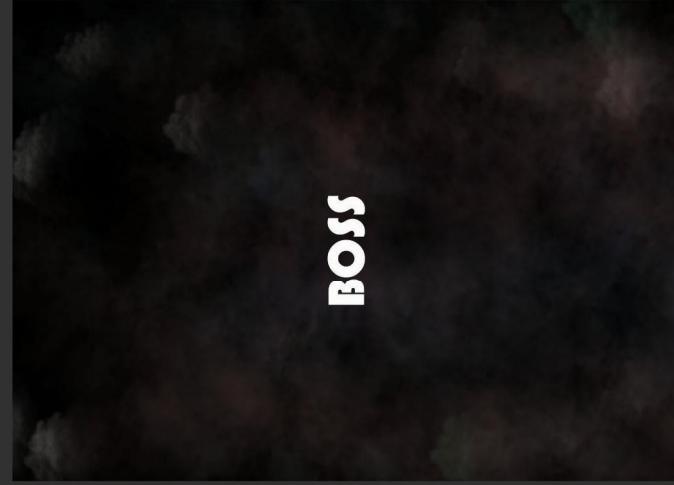
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BOSS



BOSS



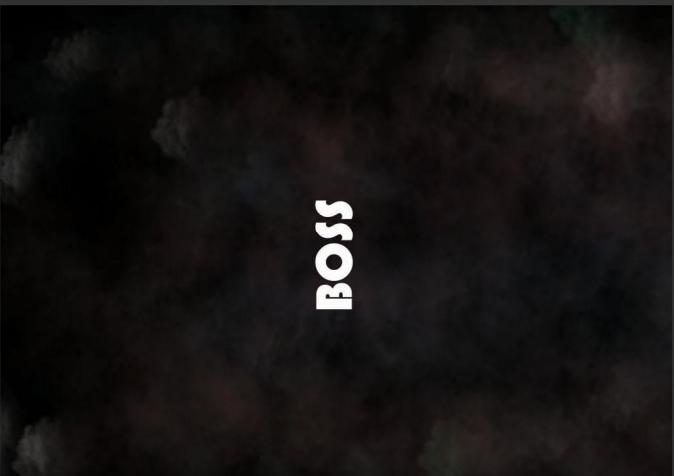
BOSS



**KNIGHT OF
APOCALYPSE**



**KNIGHT OF
APOCALYPSE**



BOSS



**KNIGHT OF
APOCALYPSE**



**KNIGHT OF
APOCALYPSE**