

4

Gain coins equal to the strength of one of your cards, then destroy it.



Alchemist

4

Gain coins equal to the strength of one of your cards, then destroy it.

1

Destroy one of your opponent's cards in this lane.



Assassin

1

Destroy one of your opponent's cards in this lane.

2

**Recruitment:** Your opponent has to pay you one coin more.



Bard

2

**Recruitment:** Your opponent has to pay you one coin more.

3

If you have fewer coins than your opponent, gain 2 coins.



Beggar

3

If you have fewer coins than your opponent, gain 2 coins.

3

**Score:** Your opponent's cards in this lane have 1 strength less.



Berserker

3

**Score:** Your opponent's cards in this lane have 1 strength less.

2

Your opponent destroys one of their cards in this lane.



Blood Priest

2

Your opponent destroys one of their cards in this lane.

3

Destroy a weaker card than this one in any lane.



Bully

3

Destroy a weaker card than this one in any lane.

2

Move a card from any lane to another lane on its side.



Chaos Mage

2

Move a card from any lane to another lane on its side.



5

Flip all of your other cards in this lane.



Clumsy Ogre

5

Flip all of your other cards in this lane.

5

Flip one of your cards in this lane.



Demon

5

Flip one of your cards in this lane.

3

**Income:** If you are the leading player in this lane, gain one coin.



Dodgy Dealer

3

**Income:** If you are the leading player in this lane, gain one coin.

4

**Score:** Double the strongest card's strength on each side of this lane.



Fairy

4

**Score:** Double the strongest card's strength on each side of this lane.

3

**Destruction:** Flip this card and move it to another lane on your side.



Fanatic

3

**Destruction:** Flip this card and move it to another lane on your side.

4

**Recruitment:** The top card of the deck is part of the offer for you.



Fortune Teller

4

**Recruitment:** The top card of the deck is part of the offer for you.

2

Gain coins equal to the strength value of one of your cards, then flip it.



Grave Robber

2

Gain coins equal to the strength value of one of your cards, then flip it.

3

Move one of your opponent's cards to another lane on its side.



Illusionist

3

Move one of your opponent's cards to another lane on its side.



3

**Income:** Flip one of your cards in this lane.



Mad Cook

3

**Income:** Flip one of your cards in this lane.

1

**Income:** Gain one coin.



Merchant

1

**Income:** Gain one coin.

4

Each player flips one of their cards in this lane.



Monk

4

Each player flips one of their cards in this lane.

4

**Score:** Gain 2 strength for each of your face-down cards in this lane.



Necromancer

4

**Score:** Gain 2 strength for each of your face-down cards in this lane.

2

**Score:** Your cards in this lane have 1 strength more.



Paladin

2

**Score:** Your cards in this lane have 1 strength more.

3

**Score:** All face-down cards on both sides of this lane have 3 strength.



Plague Doctor

3

**Score:** All face-down cards on both sides of this lane have 3 strength.

2

**Score:** Pay as many coins as you want. Gain 1 strength for every 2 coins.



Swordsword

2

**Score:** Pay as many coins as you want. Gain 1 strength for every 2 coins.

2

Your opponent has to move 2 of their cards to this lane on their side.



Siren

2

Your opponent has to move 2 of their cards to this lane on their side.



3

Flip all the strongest cards on each side of this lane.



Slinger

3

Flip all the strongest cards on each side of this lane.

1

Choose a card from the offer. Place it face-down on your side of this lane.



Summoner

1

Choose a card from the offer. Place it face-down on your side of this lane.

3

Take one coin from your opponent.



Thief

3

Take one coin from your opponent.

2

Swap this card with one of your opponent's cards in this lane.



Trickster

2

Swap this card with one of your opponent's cards in this lane.

1

Destruction: Move this card to another lane on your side.



Undead

1

Destruction: Move this card to another lane on your side.

2

Flip a card in any lane.



Wizard

2

Flip a card in any lane.

### Turn Overview

- Income:** Gain 3 coins.
- Recruitment:** Put at least one of your coins on exactly one card on offer. Your opponent chooses to...  
... match: Your opponent puts as many coins on the card as you did and places the card in front of them. You get all the coins.  
... or pass: You put the card in front of you. Your coins go to the bank.
- Deployment:** Play all cards you have in front of you.
- Score:** If a player has 4 or more cards in a lane, trigger Score effects in that lane. Add up all strength values. The player with more strength wins.

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