



 **FARMER**



    **Gain** 

 **FARMER**



    **Gain** 

 **FARMER**



    **Gain** 

 **WALL**



 **Steal**  **Bank** 

   **Gain**  **Bank** 

 **WALL**



 **Steal**  **Bank** 

   **Gain**  **Bank** 

 **WALL**



 **Steal**  **Bank** 

   **Gain**  **Bank** 

 **WALL**



 **Steal**  **Bank** 

   **Gain**  **Bank** 

 **WALL**



 **Steal**  **Bank** 

   **Gain**  **Bank** 

 **RAIDER**



  **Steal** 

RAIDER



Steal 4

RAIDER



Steal 4

RAIDER



Steal 4

RAIDER



Steal 4

MERCHANT



Buy relic | If unable:
Buy card
for 1

MERCHANT



Buy relic | If unable:
Buy card
for 1

MERCHANT



Buy relic | If unable:
Buy card
for 1

MERCHANT



Buy relic | If unable:
Buy card
for 1

MERCHANT



Buy relic | If unable:
Buy card
for 1

FLORIST



Gain 5 Opponent steals 2

Gain 5

MASON



Gain 4 Steal 1 Bank 2

Gain 4

RAT CATCHER



Gain 6

Gain 4

INNKEEPER



Gain 5 Buy a card for free

Gain 4

PICKLER



Gain 4

Gain 4 Bank 2

MINER



Gain 5 Exhaust that

Gain 4

LABYRINTH



Steal 3 Exhaust that

Gain 1 Bank 2

CATHEDRAL



Steal 3 Bank 1

Buy a card for 1

TOLL BRIDGE



Steal 2, including banked (Steal unbanked first)

Bank 2

MOAT



 Gain 2 Steal 3
 Bank 2
 Opponent gains 1

TREASURY



 Steal 2 Bank 4
 Gain 1 Bank 4


DUNGEON



 Gain 1 Steal 1 Bank 1
 Gain 1 Bank 2


BERSEKER



 Steal 6
 Opponent steals 1

OUTLAW



 Steal 5
 Steal 4
 Buy a card for free

VETERAN



 Steal 6
 Exhaust Veteran

BURGLAR



 Steal 4
 including banked
 (Steal unbanked first)

CUTPURSE



 Steal 6
 Opponent steals 1

TRAPPER



 Steal 4 Gain 1
 Steal 1



BARD



Buy
relic

If unable:
Gain  1
Take the top card of
the deck face-down.



DOCTOR



Buy
relic

If unable:
Gain  2
Exhaust
opponent's card

