

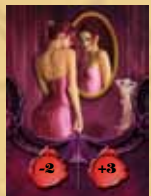
Sin Cards

Each of the players may use one of his actions to play a sin card from his hand (if he has any). When he does that, he has to choose one of the possible actions and resolve it immediately. The sin cards give the following possibilities:



Choose one:

1. Untap one of your characters
2. Tap an untapped character or discard a tapped character belonging to another player



Choose one:

1. Use on another player. He loses 2 fame.
2. You gain 3 fame.



Choose one:

1. Play when another player uses a sin card. The card has no effect.
2. Exchange a character you own for another, belonging to another player or from the tavern board. That character's cost must be equal or lower to the cost of the character you are replacing. A new character enters play untapped, and in case of an exchange between players, both characters are untapped. If a character supplies might, you get it normally.



Choose one:

1. Play when another player uses a sin card. The card has no effect.
2. Exchange a building you own with a building another player owns.



Choose one:

1. Play when another player uses a sin card. The card has no effect.
2. Exchange your marker that has been placed on any quest with another player's marker found in the same row.



Choose one:

1. Use on another player. That player loses 2 gold.
2. You gain 3 gold.



Choose one:

1. Use on another player. He loses two gift cards, as chosen by you.
2. You gain any two gift cards.

Artifact cards



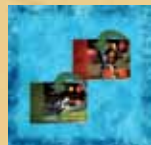
1. You gain 7 gold.



2. You gain 7 fame.



3. You receive a single gift of all types (even if some of them are out of the game)



4. Untap two chosen characters



5. Remove one destruction card from the tavern board, and draw a card from the character deck – you receive that character without paying the cost. A new character should be placed on the empty space. You can immediately buy that character using the normal rules.



6. Remove one destruction card from the store board, and draw a card from the elixir deck – you receive that elixir without paying the cost. A new elixir should be placed on the empty space. You can immediately buy that elixir using the normal rules.



7. Exchange up to two of your markers, found in either the first or second row, with any markers belonging to another player or players.

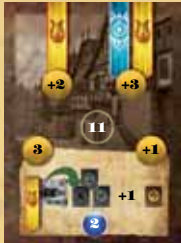


Building cards



Castles (cards 1-6)

When you discard an Elixir to gain Gifts, you receive one additional Gift as shown on the Castle card. - Cost: 1 Might point



Estates (cards 7-12)

When you tap a character to gain Gifts, you receive one additional Gift as shown on the Estate card. - Cost: 2 Might points

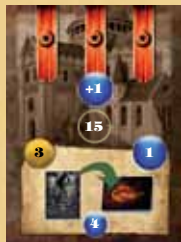
Temples



13. When you tap a character to receive the gifts it supplies, you receive an additional gift of your choosing. - cost: 4 points



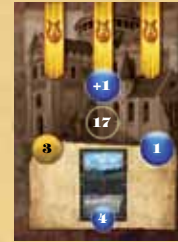
14. Participating in a quest costs you one gift less. - cost: 4 points



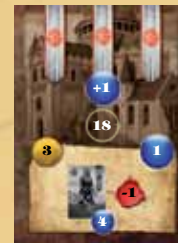
15. The sin cards you play are not discarded, but instead they are shuffled back into the deck. - cost: 4 points



16 – Other players (as well as the Unnamed) cannot play cards on you. - cost: 4 points



17. You may participate in quests found in the third row. - cost: 4 points



18. The cost of recruiting a new character is reduced by 1 fame, to a minimum of 1. - cost: 4 points

