

Minions (Black Cards)			
Rank	Name	Food	Pay
A	Peon	N/A	N/A
2	Bat	1	N/A
3	Goblin	2	2
4	Skeleton	N/A	3
5	Rogue	2	4
6	Dark Elf	2	1
7	Succubus	2	2
8	Black Knight	3	3
9	Occultist	1	2
10	Oni	5	1
Joker	Dragon	N/A	10

Rank	Name	How to Beat	Consequence
H 2	Tunneller	1 Rank 2+	LOSE ONE PEON
H 3	Tunneller	1 Rank 2+	LOSE ONE PEON
H 4	Bandit	1 Rank 3+	LOSE 1d8 OF GOLD
H 5	Assassin	1 Rank 3+	LOSE 1 HP
H 6	Brother	2 Rank 2+	LOSE 2 HP
H 7	Priest	2 Rank 3+	LOSE 2 FARMS
H 8	Titan	2 SAME RANK	LOSE 2 HP
H 9	Giant	2 SAME RANK	LOSE 2 HP
H 10	Royal Guard	2, HIGHEST RANK DIES	LOSE 3 HP
R JK	Monarch	???	GAME OVER

Rank	Name	How to Beat	Consequence
D 2	Dwarf	1 Rank 2+	LOSE ONE PEON
D 3	Dwarf	1 Rank 2+	LOSE ONE PEON
D 4	Archer	1 Rank 3+	LOSE 1 RANK 2
D 5	Boltman	1 Rank 3+	LOSE 1 RANK 2
D 6	Paladin	2 Rank 2+	LOSE 2 HP
D 7	Templar	2 Rank 3+	LOSE 2 FARMS
D 8	Conjurer	2 SAME RANK	LOSE 2 HP
D 9	Enchanter	2 SAME RANK	LOSE 2 HP
D 10	Royal Guard	2, HIGHEST RANK DIES	LOSE 3 HP

Doors	Gold	Labour	
Wood	50	25	
Metal	100	50	
Magic	250	125	
Traps	Gold	Stone	Labour
Pit	20	20	30
Rockfall	10	30	40
Spike	50	25	55
Poison Dart	100	20	35

DIG	CHANT
H = GOLD (1d8)	H = 1d8
D = GEMS (3d6)	D = 2d8
S = STONE (2d8)	S = 1d6
C = HARD ROCK	C = 2d6
JK = C IS S (THIS TURN)	JK = 2d8 + 10

SPELL	COST TO CAST	CHANNEL POINTS
TO ARMS	20	16
SUMMON PEON	50	25
REGEN	100	30
PREMONITION	150	35
POWER STRIKE	300	50
SUMMON DRAGON	500	100

Rank	Name	COST	
		Gold	Stone
0	Lair	10	15
0	Farm	15	5
0	Vault	20	10
0	Quarry	15	N/A
0	Evil Gate	10	30
1	Library	40	10
1	Training	10	10
1	Blacksmith	30	30
2	Shrine	30	30