Petyr Baelish
1
2
3
4
5
6
7
8
9
10
11
12
13
Knights of the Vale
1
1
2
3
2
1
2
3

Attack
1
2
Defend

Tribute
7
7
FIELD
Petyr Baelish
MASTER OF COIN
Discard field tribute to enact.
As long as this card remains on the field, Littlefinger receives 3 actions per turn instead of 2.
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Defend
Knights of the Vale
THE BLOODY GATE
Play when defending.
The defending Knight receives no damage. The attacking character receives 1 damage.

Attack 4
4 Defend

Petyr Baelish

KEEP YOUR FOES CONFUSED

Play in combat.

Switch the attack and defense values of the combat card your opponent plays.

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4 Defend

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SKIRMISH

Petyr Baelish

OUT THE MOON DOOR

Play anytime on your turn.

Move a character adjacent to Littlefinger to any unoccupied space on the board. That character receives 3 damage.

Attack 5

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CHAOS IS A LADDER

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After calculating damage, you may move all characters up to 3 spaces each.

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Use this card in place of a combat card when you attack or defend. After your opponent's card is revealed, choose another combat card from your hand and play that instead.

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4
1
Defend
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1
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4
1
Defend
Attack
3
1
Defend
Attack
3
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Defend
Attack
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2
Defend
Attack
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Defend

EPIC
DUELS
GAME