



**Healer**  
Twice per game, a card's healing ability can be activated in addition to its attack.



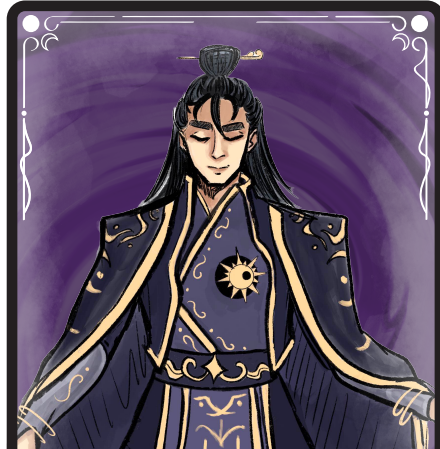
**Guard**  
The first fallen defender can be replaced with another one.



**Strategist**  
Players can play face-down starting on their first turn.



**Spy**  
At the start of each second round, the payer may show their ally the face-down card they are playing.



**Summoner**  
At the start of the showdown, one of the players draws a card and the alternative effect triggers.



**Priest**  
Players get 10 cards instead of 7.



**Yulin**  
Spirit of the moon



**Akin**  
Spirit of the sun



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