



## Tales Of Tribute: A learning guide, v2.0

<u>Version</u>	<u>Date of Version</u>	<u>Description</u>
1.0	18-Oct-2023	Original Version, with first 10 Patron Decks
2.0	30-Oct-2023	Includes changes from Update 40 (v9.2.5), but no Hermaeus Mora deck yet
2.1	15-Dec-2023	As 2.0, but now includes Hermaeus Mora deck
3.0	30-Aug-2024	Addition of St Alessia deck to the Patrons section

## Introduction to Tales Of Tribute

Tales Of Tribute is a card-based mini-game that entered ESO with the High Isle DLC.

On acquiring the DLC, you'll find a Shouty Person at the Cloudy Dregs Inn in the city of Wayrest in the Stormhaven zone. This particular Shouty Person is Sorrine Gaerard, and she'll be shouting about a "*fun new game*".



Sorrine (I hope that's just water in that cup) Gaerard

Accepting her quest will lead you to Gonfalon Bay in the High Isle region, where you'll meet her friend Brahgas, who is absolutely as dodgy as his dialogue suggests.



Dodgy Brahgas with the wonderful accent

When the quest gets to the point where Brahgas is telling you about the game, do your best to actually read and listen to that part instead of just dialogue-skipping, cos he's got some useful things to say. (To all those dialogue-skippers out there, you know who you are...)

After this, you'll be part of the Gonfalon Bay 'Roisters Club', where you'll be able to pick up your Tales Of Tribute daily quests from the Khajiit siblings Kishka (vs NPCs) and Marunji (vs other Players).



Ditzy Kishka (right)  
and big Marunji (left)

You'll also be able to play against various other NPCs around the world, who are often found either in Taverns or in Tribute Tents set up in the big cities. These NPCs have different ranks that have access to more decks as they get harder: Novice, Proficient, Expert, Founder (Founders will only play you at higher ranks). For starters, while you learn the game, just play the Novice NPCs. You can find lots of them in the upstairs room of the Gonfalon Bay Roisters Club, and these are good to practice with.



## The Goal Of The Game

The goal of the game is to beat the other player! There are two win conditions: Prestige, and Patrons.

Prestige:

- Think of Prestige as Victory Points/Goals/etc. The more you have, the better you're doing.
- The cut-off for victory is at 40 Prestige. After a player has hit or passed 40 Prestige, the second player gets a turn to either match it or beat it. If they can, then the first player has to then do the same. If the second player can't match or beat it, then that first player wins.
- There is a maximum cut-off of 80 Prestige. If any player has hit or passed 80 Prestige, then that player wins instantly without the other player getting a turn.

Patrons:

- For a Patron Victory, you'll need the Favour of all four of that game's Patrons. This is when all of the Patron Dials are facing towards you.
- **Most** (*MOST – repeated for importance*) Patron Dials have three stages: Favoured, Neutral, Unfavoured. They will all start in Neutral, regardless of who chose them for the game.
- Once all four Patrons are pointing the same way, that player wins instantly without the other player getting a turn.



# The Tales Of Tribute Table



This screen is your new home! Get used to it, and learn to love it! It looks nice enough now, but when the game gets going, it can fill up fast. The below image shows a game in progress, and points out what each of the areas is for.



## Your Cards

Your cards comprise of the cards still in your Draw Pile, the cards in your Hand, the cards you've played this turn, and those in your Discard Pile. All together, these are your Deck Of Cards.

At the start of the game, you will begin with six 1-Money Cards, and one Starter Card from each of the four chosen Patrons. These will usually give either 1-Money or 1-Power, depending on the Patron.

Money is indicated by the yellow circle, Power is indicated by a red diamond, red diiiiiaamond. Ahem, sorry.



You will draw a hand of five cards every Turn, taken from your Draw Pile.

Played cards will go face up on the table in the Played Cards area. Agents, when played, will be placed in front of you.

At the end of your turn, as you click the 'End Turn' hourglass, your played cards will be moved to your Discard Pile, and you will draw a new Hand of five cards. If you have less than five cards remaining in your Draw Pile, then you will receive those, and your Discard Pile will be shuffled to become your Draw Pile, and you will carry on drawing cards up to five.



Ordinary cards are as they appear. You click to play them, and you receive the effects mentioned on the card. The card's effects are shown at the sides of the card. On the left is the basic effect on playing the card, and on the right are any Combo effects that you gain from playing multiple cards of the same type. The card's type is indicated both by its background colour and also by the symbol in the top right of the card.

The cost of the card can be seen at the top in a big yellow circle. This is how much Money you will have to spend to get the card for your deck.



### Agents

Agents work slightly differently to the normal cards, and instead of being discarded into your Discard Pile at the end of each turn, they stay out in front of you on the table. You will need to remember to click them each turn in order to benefit from their play effect, and while in play they will count towards any Combos you have going.

As well as the play effects and the coin cost, you'll see that they also have a red banner at the bottom that contains a number. This number is the Agent's Health. In order to destroy an opponent's agent, it takes the corresponding amount of Power. If you have enough Power to attack an agent, its card will be outlined in red, and you can click it to damage it.



### Contract Actions

Contract Actions are a specific type of card that you can get from the Supply (Supply = the five cards in the middle). They are indicated by a gold header in a sort of diamond-shape around the coin cost.



Unlike your regular cards, these are a Use-Once kind of thing. When you buy it, the card is played immediately and goes into your Played Cards area, but on ending your turn, the Contract Action is removed from the game.

You get whatever effect is on the card, and it can contribute to your Combos.

### Contract Agents

Cos, why not, right?! We have Agents, and we have Contract Actions, so let's mix the two! Contract Agents are a specific type of Contract Action that you can get from the Supply. When bought, they are played immediately, and will stay in your Agents area until they are destroyed.

However, once destroyed, the Contract Agent is removed from the game. Go in peace, Agent-friend, you've served us well.





## Patrons

Patrons are an important part of the game. Not only are they one of the win conditions, but they can also provide some useful benefits to your gameplay.



On starting a game of Tales Of Tribute, each player has to pick two Patrons.

- In a game with an NPC, the NPC will choose theirs first, and you will choose yours after.
- In a game with a Player, Player 1 will pick their first, Player 2 will pick their first and second, and then Player 1 will pick their second.



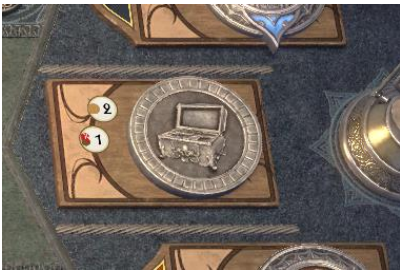
The Patrons chosen will affect the cards in play.

- You will start with six 1-Money cards, and then one Starter Card from each Patron Deck.
- The Supply will be made up from a shuffled mix of all four of the Patron Decks, with a few extra miscellaneous cards.

Each of the Patrons gives a different benefit, and it's worth spending a bit of time getting to know each one, how much they cost to use, what they give you at each stage of Favour, etc.

### The Treasury

The main one in the Patron column that you should be using, certainly at the start of the game, is the one in the very middle: The Treasury. This is one of the most powerful early-game options, and only costs 2-Money to use!



Look after your Treasury, and your Treasury will look after you!

Basically, your deck starts out riddled with 1-Money cards that are pretty rubbish and don't help you too much, and later on in the game actually start to hurt your progress by getting in the way of the good cards that you want to use.

The Treasury lets you pay 2-Money to destroy any card and replace it with a 2-Money card called 'Seal of Writ'. Now, instead of pulling through five 1-Money cards and only having enough money to get a mid-game card, you're pulling through five 2-Money cards and have enough money to buy end-game cards that push you to win.

The Treasury absolutely shouldn't ever be an afterthought. It's one of the most powerful starts to the game that you can have. I know I'm going on about it a bit, and I know it sounds like I'm standing at your doorstep trying to sell you life insurance, but think of it as Winning Insurance. You're welcome. Sign here, please.

### The Turn Counters

There are a set of four counters in the middle of the Tribute Table for keeping track of your available resources for each turn.

Keeping an eye on how many resources you've got can be helpful for planning the rest of your turn. You have 11-Money, but there are no good cards in the Supply? Maybe you'll buy that 2-Cost card to see if a better card gets brought in to the Supply for you to spend your remaining 9-Money. Or, you have 3-Money, but there are no good cards in the Supply?

Probably better not to buy that 2-Cost card, as you'll risk pulling through a good card for your opponent to buy.



### The Money Counter:

This little yellow circle indicates how much available money you have to spend on this current turn.

When you play a card that has Money as an effect, the Money value of the card will be added to your Money Counter.



Let's say you just played that card from before. Its Play Effect is 2 Money, so your Money Counter will set to 2.

If you had another one of these and played that, the 2 Money from the second card would then be added to the Money Counter, giving you  $2+2 = 4$ .

(You'd also activate the Combo-2 effect, but we'll go into that later)

Buying cards will reduce the Money Counter by the amount of the bought card's coin cost.

### The Prestige Counter:

Unlike the other counters, which tell you your resources for the current turn, the big bluey-grey Prestige Counter hexagon is a cumulative total of all of your Prestige Victory Points, and is added to (or subtracted from, *\*evil laugh\**) throughout the game.

### The Power Counter:

The Power Counter is the red diamond, red diiiiiaaamond (Yeah, I wasn't sorry before, either) and indicates how much available power you have to spend on this current turn. It works in a similar way to the Money Counter, in that your played cards will increase the value stored in the Power Counter.

### \*\*\* IMPORTANT NOTE HERE, PAY ATTENTION \*\*\*

Any Power that you have left over at the end of your turn is **TURNED INTO PRESTIGE POINTS**.

This is your primary method of getting Prestige Points, which is what wins you the game. Even if you're playing for a Patron Victory, you'll want to be getting Power Points.

Power can also be used for other purposes.

Some of the Patrons require Power to be spent in order to activate them.

Power is also used to destroy enemy Agents.

You'll need to decide when it's worth spending on Patrons or Agents, and when you want to add to your Prestige Points.

The Patron Counter:

The big grey circle on the right that has the pretty pretty pattern around its edge is the Patron Counter. This indicates the number of Patrons that you're able to activate/influence.

You'll find that this counter is usually at 1, but there are some cards that let you add to this number, so it's worth keeping an eye on this counter so that you can use the Patrons to their full effect.

If you and your opponent are turning one Patron every turn, then neither of you will get the Patron Victory. If your opponent is turning one Patron every turn, but you're turning two Patrons every turn, then it's happy times and you get to go party with Sorinne and Brahgas, and those two sure know how to party.

## Game Systems

There are a lot of different features in Tales Of Tribute, and I'll do my best to go through them here so that you know what to look for/what to do when they come up.

### Combos

Let's talk about Combos. These are likely how you'll win the game. Sure, a card's Play Effect is often nice enough, but it's when you activate its Combo Effects that you jump to warp speed. So, let's find out how to make it so.

As I said earlier, cards from a particular deck will all have the same colour background, and will all share the same symbol in the top-right corner of the card.



We'll bring back our old friend "Toll Of Silver".

This is in the Duke Of Crows deck, and so has a purple background with a picture of a Crow in the top-right corner.

All other cards in the Duke Of Crows deck will have a purple background with a picture of a Crow in the top-right corner.

Playing multiple Duke Of Crows cards in the same turn will activate the Combo Effects on each of those cards, depending on how many you've played.



As you can see here, the Play Effect on the left gives 2 Coin, but it also has Combo Effects on the right.

If you play 2 Duke Of Crows cards, you'll activate the +1 Draw Card effect, and if you play another Duke Of Crows cards for a combo of three, you'll activate the +1 Coin effect.

As you can imagine, chaining together lots of cards of same deck can really start to add up!

It's worth thinking about the kinds of Combos you want to use when you're deciding what cards to buy.

## Draw Cards

At the end of each turn, you draw five cards for your next turn, but this doesn't mean that you'll only ever use five cards on your turn. There are some cards that let you pull through more cards from your Draw Pile. These are the cards that have the Draw Card effect.

This is often on a Combo, so it's good to stock up with plenty of them so that you can increase your chances of drawing them together. If you can play so many Draw Cards that you're using your entire deck every turn, then you're in a very strong position.

## Destroy/Sacrifice Cards

Similar to the Treasury, which lets you destroy rubbish cards and turn them into 2-Money cards, there are some cards that go even further. Sure, it's nice to turn those bad cards into 2-Money cards, but sometimes when your other cards are so good, the 2-Money cards themselves become the bad cards. Wouldn't it be nice if you could just remove these bad cards from the game entirely? YES IT WOULD!

The Destroy/Sacrifice Cards let you do exactly that. You might be wondering how removing money cards from your deck can help you, but think about it like this. If you're drawing a hand of five cards every turn, do you want those five cards to be the end-game killer-cards that you've bought, or do you want them to be the 1-Money starter cards that you began the game with? Do you want to have to wait two or three extra turns to go through all of your rubbish cards before you see your good ones again, or would you rather streamline your deck so that it only contains the good cards, meaning that you get them EVERY TURN?!



Ragpicker, oh Ragpicker. You sound kinda gross, but we love you and your destroying ways.

## **\*\*\* IMPORTANT NOTE HERE, PAY ATTENTION \*\*\***

Please note that you can only destroy cards that you have played this turn. So, make sure that you play the card you want to destroy *before* you play/buy the card that will destroy it.

The Red Eagle, King Of The Reach deck contains a lot of these Destroy Cards. Once you've ranked up in the Roisters Club, unlock it as soon as you can, and use it in every game. That's right, in EVERY game. Cos, why wouldn't you want a killer, kick-ass, streamlined beauty of a deck each time you play?!

### Toss Cards

One of the decks you'll start with is the blue deck called Psijic Loremaster Celarus, and the cards in this deck often have a feature called Toss. This lets you look through the next few cards of your Draw Pile to decide which you want to keep there and which you want to move straight to your Discard Pile.

On first glance, it doesn't look like it's that great, but being able to improve your next hand is actually quite a benefit. If you looked at the top four cards of your Draw Pile and saw that they were all rubbish, you'd be able to Toss them straight to your Discard Pile and save yourself having to have a bad turn next time.

Or, you might be looking for a particular card for a Combo, so you can Toss the others so that you know you're Drawing that specific one. I find it's useful to use it at the start of the turn, so that I can plan the rest of the turn based on what I've seen there.

### Acquire Cards

There are some cards that allow you to pick any card you like from the Supply and to add it to your deck (into your Discard Pile). They generally have a cost limit and are often a Combo Effect, but they can be a useful tool to quickly get quality cards into your deck. Just try not to use the Customs Seizure card for this, cos bleeeuurgh.



=



### Replace Cards

Sometimes, the Supply lets you down even more than that last episode of *How I Met Your Mother* did. There's just nothing in it that you want to buy. Replace Cards let you discard a card from the Supply and remove it from the middle, so that it can be replaced with another. This can hopefully pull through a better card for you to buy that's actually worth your while and lets Barney stay awesome.

Alternatively, let's say that you have 5 Money to spend, and you buy a card costing 3. You now have 2 Money left, but that card you bought has just been replaced by an absolutely amazing game-winning card that you *have* to own.... Except that it's now too expensive for your leftover money, and your opponent is going to get it instead. Unless... A good way to use the Replace Cards can also be to stop your opponent getting the good cards that turn up.

## Taunt Cards

Just like heading into a dungeon, sometimes you want a big beefy Nord at the front to take all the damage for you, so that you can sit back and relax. Erm, I mean sit forward and do your job as positively and productively as you can. Some of the Agent Cards in Tales Of Tribute have the Taunt effect, which means that as they're placed into your Agents area, they protect the other Played Agents.

The job of a Taunt Card is two-fold:

- A Taunt Agent has to be attacked first before any other non-Taunt Agent can be attacked. This is useful for when you have Agents in play that you don't want to lose.
- A Taunt Agent also prevents your opponent from gaining Prestige Points from their turn's Power. Any Power they have has to go to attacking your Taunt Agents before it can be turned to Prestige Points. A useful way to slow down your opponent.

Taunt Cards can be identified by the shield at the bottom where its health banner should be.



## Knock-Out Cards

Power lets you destroy enemy Agents, but there are also the Knock-Out Cards. Play this, and you can pick an enemy Agent to destroy, providing there are no Taunt Agents there as protection which would need to be Knock-Out'ed first. And yes, Knock-Out'ed is a word.





## The First Two Turns

So, we've learnt the basics, and you're ready to start playing. What can you expect?

Well, as we've touched on before, your deck will consist of six 1-Money cards and one Starter Card from each of the chosen Patrons.

This makes a Deck of ten cards, of which you'll be drawing five each turn.

As you start your Tales Of Tribute journey, you'll likely only have the first four decks unlocked, which means that your ten starting cards will be as follows:

*1-Money, 1-Money, 1-Money, 1-Money, 1-Money, 1-Money*  
*Hlaalu Deck Starter – 1-Money*  
*Crows Deck Starter – 1-Money*  
*Celarus Deck Starter – 1-Money*  
*St Pelin Deck Starter – 1-Power*

This means that you'll get one hand of 5-Money, and one hand of 4-Money + 1-Power.

### **\*\*\* IMPORTANT NOTE HERE, PAY ATTENTION \*\*\***

Whoever has the first turn gets first pick of the Supply, so whoever plays second **GETS +1 MONEY ON THEIR FIRST TURN** as a compensation for that.

So, if you're Player 1, your first two turns will be one of the following:

- 5-Money, then 4-Money + 1-Power
- 4-Money + 1-Power, then 5-Money

And, if you're Player 2, your first two turns will be one of the following:

- 6-Money (5-Money cards plus the starting 1), then 4-Money + 1-Power
- 5-Money + 1-Power (4-Money cards plus the starting 1), then 5-Money

If there are 6-Cost cards in the supply on the first turn, then Player 1 can't buy them on their first turn, but Player 2 may be able to, depending on whether that St Pelin Starter turns up in the first or second hand. So, if you're Player 2, make sure to make note of that extra 1-Money.

### What to do with your money?

- If there are good cards in the Supply that will improve your deck, then buy them. If you see any of the Must-Buy cards that I'll point out later, then buy them instantly with no hesitation or exceptions. Cos, if you don't get them, then your opponent will.
- Otherwise, use that Treasury, and turn those 1s into 2s. I can't stress enough just how powerful this is for your gameplay. If you want to win consistently, then it's just not optional. If you took my earlier advice and actually listened to Brahgas telling you

about the game, and were able to get past his lovely accent and actually listen to what he's saying, then you'll have noticed that he gives the same advice. So, this isn't just from me, it's also from the Tales Of Tribute designers. Ignore at your peril, cos your opponent will be making use of it!

For your first few games, I'd recommend trying to buy the Purple and the Red cards, and trying to get Combos of those. They work well together and can give some good results.

Once you're comfortable with those two, then try Purple and Yellow, then Red and Yellow.

And, once you're comfortable with those three, then switch in Blue.

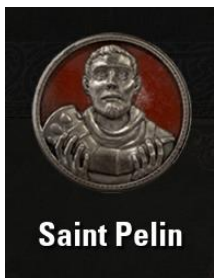
## The Decks

Here, I'll go through the different decks, to help you get better acquainted with them. Hopefully, it'll stop you from being surprised by something you wouldn't have otherwise expected.

I'll attempt to do the following:

- Give an overview of its general idea
- Outline the Patron benefits
- Detail the Must-Buy cards
- Detail the Least Useful cards
- Any cards that you'll want to pay special attention to.

Feel free to ignore this section, cos it's just based on my observations and in-game experiences, but I do hope that you'll find it useful.



### St Pelin Deck

Overview:

This deck is the Power deck. It's about hitting hard and not stopping hitting until whatever dead thing you've just killed has been beaten out of existence. Its cards give Power and pretty much nothing else, and the Combos also generally just add Power, with a tiny bit of Money every now and then for good measure.

If you want a quick game, then choose St Pelin, cos either you or your opponent will be hitting Power that regularly that you'll reach 40 Prestige pretty quickly.

Patron benefits:

You can pay 2-Power to pull an Agent out of your Discard Pile and put it on top of your Draw Pile. You must have an Agent in your Draw Pile in order to use this Patron.

This can be useful if you want to use an Agent you just bought more quickly than having to wait for it to shuffle through your Discard Pile again, or if one of your Agents has just been destroyed, you can bring them back again nice and quickly.

If you activate this Patron to pull an Agent back on top of your Draw Pile, and then use a Draw Card, you bring it through to your current turn and can use it straight away.

## Best Cards:



The standout winner in the St Pelin deck is Rally. That massive hit of 5-Power every time it's played is just enormous. And, it has a Combo-2 of a +1 Draw Card and another 1-Power. Its cost of 8 is a little daunting, but it's worth every one of those eight, and then more.

If you see this card and you can afford it, then you BUY IT. If you can't buy it, replace it. Do not let your opponent get it.

Must-Buy rating: 10/10



A very close second, The Armory has that similar massive hit of 5-Power and only costs 6 instead of 8. Its Combo gives 1-Money, which is nice to have.

If you see this card and you can afford it, then you BUY IT. If you can't buy it, replace it. Do not let your opponent get it.

Must-Buy rating: 10/10



Worth a mention, but not quite as strong as the other two, Siege Weapon Volley is the upgraded version of Archers' Volley, which itself is a decent card, but just doesn't quite make it onto the Best Cards list.

The extra 1-Power this upgraded card has over its base version makes it worth the effort.

Must-Buy rating: 5/10

## Least Useful Cards:

There aren't really any least useful cards here. It's a solid deck that does what it's good at, and that's hitting hard. Really, really hard. Maybe it's that clarity of focus that makes it like this. The deck knows what it wants to do, and just does it.

### Cards To Pay Attention To:



Shield Bearer is an interesting card. As you can see, it's a Taunt Card (shield at the bottom), and it's a Contract Agent (gold diamond at the top around the cost price). So, once you buy it, it's going to be played instantly as a strong Taunt.

Useful for those situations where you want a quick buffer or to quickly defend some of your other Played Agents.

Do be careful about any Knock-Out Cards that may be in play, as this will be removed from the game once it is destroyed. Don't let it go cheaply.



### Grandmaster Delmene Hlaalu Deck

#### Overview:

This is your big money deck. If you want to buy lots of things, then you want the financial powerhouse of House Hlaalu behind you. Some powerful coin cards and some interesting extras make it a fun deck to play.

#### Patron benefits:

You can Sacrifice/Destroy a card from your Played Cards, as long as it has a coin cost of 1 or more, and you'll receive Prestige Points of that coin cost minus 1.

So, for example, you have the 4-cost card Siege Weapon Volley from the St Pelin deck above. You choose to activate the Grandmaster Delmene Hlaalu Patron, and select the 4-cost card Siege Weapon Volley as your sacrificial victim.

Since the card costs 4 coin,  $4-1 = 3$ , so you'll get 3 Prestige from the transaction. Coin Cost minus 1.

This can be a useful way of getting rid of cards that you don't want any more, or of just bumping up that Prestige counter if you need a quick burst of points. However, it does

remove from your deck those nice cards you've just spent all game collecting, so don't go crazy with this. Note that this bypasses Taunts, as it gives straight Prestige, rather than Power.

### Best Cards:



Currency Exchange is a really useful card. Not only does it give you a whopping 5-Money for your turn, but its Combo-2 lets you activate an additional Patron, one of the very few cards in the game that does this. And yeah ok, it has a Replace too. But I'd still buy it without that.

Must-Buy rating: 8/10



House Marketplace and its upgrade, House Embassy, both have a large amount of money in addition to a Combo-2 Acquire that lets you get a free card from the Supply worth up to 7-Money. That's a mid-to-late-game card for free, just cos you've played two yellow cards. And then you buy whatever you want cos you have so much money still to spend.

Must-Buy rating: 7/10



Yes, that's right. A 2-Cost card is on the Must-Buy list. Pay the tiny tiny price of 2-Money, and you get 3-Money each time you play it. For what it costs and what it gives you, the value of this card is great. And, it's a nice cheap card to proc the Combos of these other ones above.

Must-Buy rating: 9/10

### Least Useful Cards:

While most of the cards in this deck are good, there are a few that are just disappointing. They look like they're up to the job, but in reality just don't live up to the expectation.



The first offender is the Customs Seizure. This is an Acquire Card that lets you take a card from the Supply costing 6 or less.

Sounds good at first, right? But consider that the higher-cost cards are the ones that are going to tip you over into the Win Zone, and that you're just clogging up your deck with more cards than you need.

Also, when there's nothing in the Supply that you actually want, or all the cards cost 7 or more, then this card is a big fat 0.

Avoid at all costs. There's a reason that the people who like this card are the ones who ask why they lose so often.



In a similar vein, Hostile Takeover is another of the Acquire Cards, but this time for cards costing 7 or less. Assuming that you can Combo it. And if you can't, it's just a 1-Power Card, like the St Pelin Starter Card that we destroyed as soon as we could. Yeah, exactly.

If you're very very yellow-heavy and are getting two through every turn, then yeah, you may be able to Combo it regularly enough to make it work. But, by then your opponent has likely already won.



No, I don't have a problem with Acquire Cards. I put one in the Must-Buys up there! It's just that these particular ones are just disappointing to buy when there are so many other possibilities, so many other ways you could have spent the money.

And, this one's ok. I mean, it's alright. Maybe it doesn't quite deserve to be in this list. At the very least, it's an extra 2-Money each turn.

But, what could you have bought instead for that 6-Money...

## Cards To Pay Attention To:

Just one card (and its upgrade) to really draw attention to, here. It's a trap that I see quite a few players falling into, and it's not one that I want you to succumb to.



The Kwama Egg Mine, and its upgrade, the Ebony Mine, are both great cards. When used properly. When used poorly, they're just bad, and actually damage your turn.

On the face of it, it looks great. It's a Contract Action that gives you 2-Money! Fantastic! You'll happily take 2-Money, right?! Except that it costs 3-Money to buy. So, in order to get the 2-Money, you have to spend 3-Money, which leaves you at -1. You now have less than you started with.

The way to use this card is with its Combo-3 which gives you the extra money to offset its cost, or to use it to proc the Combo of another card, like the Currency Exchange.

Don't fall into the -1 trap.



## Duke Of Crows Deck

### Overview:

Still one of my favourite decks to use, and a great beginner deck to learn with, the Duke Of Crows is about the swarm. You may have seen the crow swarms in-game, and this deck does exactly that. It's about cards, cards, and more cards. Both Play Effects and Combo Effects have Draw Cards, and if you can stack them up enough, you'll be playing your entire deck each turn. Something to 'crow' about indeed, ho ho.

### Patron benefits:

Similar to the Hlaalu effect, you pay all your current Money (the value stored in your Money Counter), and receive that amount minus 1 in Power.

So, if you have 5 money in your Money Counter, then activate the Patron, you'll get 4 Power. If you then play more cards, you can refill the Money Counter to allow yourself to buy another card.

### Best Cards:



It's probably easier to tell you which aren't the best cards, here. It's a really good deck. It can be a little light on the Power cards until you really get going, but once you do, you're flying. Which is probably quite suitable, since crows are birds, and birds of the crow variety tend to fly.



This is your “See it, Buy it” card for the Duke Of Crows deck. It gives good Draw Card effects, and at Combo-4 gives you 4-Power.

Until you get there, it just replaces itself in your hand anyway until you get enough purple cards to proc it, so there's no reason to not buy it.

Must-Buy rating: 9/10



These ones above are all pretty much the same. They're there for the Combo-2 Draw Card to give you that never-ending stash of cards. The other effects they give are very welcome, but it's that Draw Card we're looking for.

Must-Buy rating: 8/10



Pilfer, and its upgrade called Plunder, are another two that fuel the Draw Card engine this deck gives out. They do nothing else, but they do it well.

Pilfer Must-Buy rating: 7/10

Plunder Must-Buy rating: 9/10



Scratch, and its upgrade called Murder Of Crows, are where you'll get most of your Power, especially in the early-game before you've stocked up on your Squawking Oratory cards.

They don't have Draw Card as an effect, but they're good for Money and Power.

Scratch Must-Buy rating: 7/10

Murder Of Crows Must-Buy rating: 8/10

#### Least Useful Cards:

Like St Pelin, there aren't really any bad cards here. It's a good deck.

#### Cards To Pay Attention To:



Law Of Sovereign Roost is a Contract Action card, so it's a Use-Once thing. Its Play Effect is a Draw Card, but its Combo-3 makes your opponent have to discard a card from their hand at the start of their turn, which means that instead of five cards, they play that turn with 4.

Can also be useful to proc your Draw Card train. Just don't be caught on the wrong end of it.



#### Psijic Master Celarus Deck

##### Overview:

The idea of this deck is that it improves your Draw Pile. The Toss function lets you look into your Draw Pile to let you decide which cards you want to keep in there to bring forward into your next Hand.

### Patron benefits:

Pay 4-Coin to Knock-Out an opponent's Agent. Another way of destroying Agents.

### Best Cards:



Psijic Apprentice, and its upgrade called Psijic Relicmaster, are Agents Cards that allow you to look into your Draw Pile and improve your incoming cards. Since it's an Agent, you get to do this every turn until it is destroyed.

Psijic Apprentice Must-Buy rating: 3/10

Psijic Relicmaster Must-Buy rating: 5/10



The Dreaming Cave does pretty much what the Psijic Apprentice does, but without being an Agent. Instead, you get a Draw Card and a Combo-2 of 2-Power.

Must-Buy rating: 4/10

### Least Useful Cards:

I'm gonna say it. This deck is DULL. I really struggled to pick the two above as 'Best Cards'. I've played against people who have chosen this Patron themselves, and have then gone on to not buy a single card from it all game. The Patron benefit itself of removing Agents can be useful, but the cards themselves are just underwhelming to say the least. I'm not going to list every single card here, but just imagine that I'm doing that.

### Cards To Pay Attention To:

None of them. Unless you're having trouble sleeping.



## Ansei Frandar Hunding

### Overview:

This deck is all about choice. We like choice, don't we? Do we? I dunno, you decide. Even the Starter Card has two different options for how to play it, with either a 1-Money or a 1-Power to choose from. This can help to make your first turns a little more adaptable, and makes this the best of all the Starter Cards.

This deck also introduces the 'Draw Refresh' feature, which allows you to pick cards out of your Discard Pile and put them back on top of your Draw Pile. It's similar to the St Pelin Patron benefit, but can be used on any card.

### Patron benefits:

Pay 2-Power to turn the Patron Dial all the way towards you and get +1 Money every turn while it's facing you. This Patron starts in the middle, but has NO NEUTRAL. It will turn the whole way each time it is activated. Don't let it surprise you into losing to a Patron Victory.

### Best Cards:



Warrior Wave is a great card. It's cheap to buy, and gives you the option of either 3-Money or 3-Power, which is great for versatile turn strategies. Buy a more expensive card, buy an additional card, destroy an Agent, turn a Patron. This card can do it all.

Must-Buy rating: 10/10



March On Hattu and its upgrade, Hira's End, have a large 4-Power hit, with a Combo-2 for 1 more. The alternative is to pull back up to three cards from your Discard Pile and put them back on top of your Draw Pile.

Must-Buy rating: 7/10



Conquest is similar to March On Hattu in that it has a decent 3-Power hit with an additional 1 from its Combo-2, but instead of the Draw Refresh, it has an Acquire for up to a 4-Money card. And, it's so cheap!

Must-Buy rating: 8/10



Ansei Assault, and its upgrade called Ansei's Victory, are the more powerful versions of Conquest.

Ansei's Assault gives the choice of 5-Power or an Acquire up to 9-Coin.

Ansei's Victory gives the choice of 6-Power or an Acquire up to 10-Coin.

Must-Buy rating: 9/10

#### Least Useful Cards:

There are a couple of cards here that just aren't as useful as the others. Similar to how the disappointing Customs Seizure just doesn't ever seem to be as useful as it wants to be, there are two in particular here that need singling out.



Shehai Summoning gives the choice of Draw Refresh or Acquire up to 5-Money. It just doesn't do anything else. Conquest, which is 1-Cost less than it, has the option for 3-Power. March On Hattu, which is 1-Cost more than it, has the option for 4-Power. Shehai Summoning is just disappointing.



No Shira Poet has a Draw Refresh of a single card, and a Combo-2 of 1-Power. Yeah, it's an Agent so you can use it each turn, but that just means that you have to experience that same crushing misery every turn as you realise you've just wasted 6-Money on this garbage. It even has an upgraded version, called Hel Shira Herald. This one can Draw Refresh two cards instead. Oooooooh. Yeah, no.

#### Cards To Pay Attention To:

None in particular, but it's still a reasonably interesting deck.



#### Red Eagle, King Of The Reach

##### Overview:

This is the Destroy Deck! Just like the Destroy/Sacrifice Cards mentioned earlier, this is almost an entire deck dedicated to the art of getting rid of all your rubbish cards. It's absolutely amazing, and when used, gives you a killer deck to be proud of.

##### Patron benefits:

Pay 2-Power to Draw 1 Card. Doesn't need much more explanation than that.

## Best Cards:



Midnight Raid. See it, buy it. This is this deck's absolute MUST. For a simple Combo-2, you're getting 5-Power from a 4-Money card.

If you see this card and you can afford it, then you BUY IT. If you can't buy it, replace it. Do not let your opponent get it.

Must-Buy rating: 10/10



This is a Contract Agent that lets you Destroy your rubbish cards on a Combo-2. It has the 1-Power, but its main purpose is the Destroy.

Must-Buy rating: 7/10



Similar to the above, but has the Destroy on the Play Effect so it doesn't need the Combo. It's just so very, very useful. Its upgrade, the Elder Witch, has a Replace on its Combo-2.

Must-Buy: 9/10



Hagraven is the next Agent with Destroy, but this one isn't a Contract Agent, and so will re-shuffle back through if it is destroyed. Its upgrade, the Hagraven Matron has a 3-Power on its Combo-2 instead of the 1-Power.

Hagraven Must-Buy rating: 7/10

Hagraven Matron Must-Buy rating: 8/10

### Least Useful Cards:



Kinda expensive just for a Replace, and only returns 1-Money on its Combo. Still, if you need to get rid of cards quickly, it's an option.

### Cards To Pay Attention To:



Bonfire is like the Raggicker from above (in the Destroy/Sacrifice section). It's a Contract Action, so is a Use-Once card, but it's a cheap way to get rid of cards when you need it, and can be good for Combos.





## Sorcerer-King Orgnum

### Overview:

This is another of the quick-game decks. It specialises in cheap cards with Power and/or Prestige.

### Patron benefits:

**Favoured:** You pay 2-Money to gain Power for every 4 cards in your Deck. This can become massive in larger decks. Gain one Summerset Sacking Card into your Discard Pile.

**Neutral:** You pay 2-Money to gain Power for every 6 cards in your Deck. This can become big in larger decks.

**Unfavoured:** You pay 1-Money to get a flat 2-Power.

Games involving Sorcerer-King Orgnum tend to be very very boring, cos as soon as someone turns the Patron, you have to turn it back to stop them from getting the "4" over the "6", as they'll get a lot more Power from that. Then, it just becomes a Patron-Clicking contest.

### Best Cards:



Ghostsacle Sea Serpent is one of the cheap cards you're going to want to spam as part of this deck. Since you'll be spending on the Orgnum Patron itself, you won't have much left over for buying cards, so you'll be sticking to these small cheap ones. This one gives you Money, Prestige, and Power, for just 2-Money.

Must-Buy rating: 8/10



Pyandonean War Fleet, and its upgrade called Serpentprow Schooner, are a good Power hit. With its Combo-3, you're getting 5-Power for its 3-Money card. Can't complain about that!

Must-Buy rating: 9/10

#### Least Useful Cards:

None of these particularly deserve to be classed as Least Useful. It's a powerful deck, despite how boring it is playing the Patron Dial Tango.

#### Cards To Pay Attention To:

None in particular.



#### Rajhin, the Purring Liar

##### Overview:

This deck is the CC deck. It's the one where you can interfere with the other player's gameplay. It's generally the counter to most of the powerful decks, which is why I play it so often. Plus, it's just funny being mean. Well, it is, isn't it.

This deck introduces a new feature called 'Break', which removes Prestige from your opponent. Your opponent cannot go below 0. I've tried, multiple times. It's very funny.



##### Patron benefits:

This Patron doesn't actually give you a benefit, it gives the other player a disadvantage. For 3-Money you place a Bewilderment Card into your opponent's Discard Pile.

As you can see, having a stack of Bewilderments in your deck can be pretty devastating. You need to get rid as quickly as you can, either

via the Treasury or with Destroy/Sacrifice Cards, or you get clogged up fast.

On starting your turn with one of these cards in your Hand, it will instantly be placed into your Played Cards area. This means that it can be Destroyed like any other Played Card.

Best Cards:

There are a lot, here. It's a really good deck, and it does a variety of things.



Pounce And Profit, and especially its upgrade called Grand Larceny, are really powerful cards. That hit of 4-Money is so useful, and the Combo-2 is a Knock-Out which can instantly remove an enemy Agent. The upgrade has Break on its Combo-2, to start lowering their Prestige.

Pounce and Profit Must-Buy rating: 6/10

Grand Larceny Must-Buy rating: 10/10



Jeering Shadow and its upgrade, Prowling Shadow, is a cheap Agent that has Break on its Combo-2. When it stacks up with the other Agents, you can do a lot of damage to their Prestige in a very short space of time.

Jeering Shadow Must-Buy rating: 6/10

Prowling Shadow Must-Buy rating: 8/10



Stubborn Shadow is a decent Taunt Card that also has a 2-Break on its Combo-2. This means that you're removing 2-Prestige from them every turn. Again, when it's stacked up with the others here, you're crippling your opponent on each turn.

Must-Buy rating: 9/10



Jarring Lullaby, and its upgrade called Shadow's Slumber, are really good cards. Its Play Effect is 2-Money and 2-Knock-Outs, meaning that you're removing 2 enemy Agents with its ordinary Play Effect. When it Combos, you're adding extra Money, and then making your opponent discard a card. It's just an all-round good card.

Must-Buy rating: 10/10

#### Least Useful Cards:

There aren't really any bad cards in this deck.

#### Cards To Pay Attention To:



Like Red Eagle's Bonfire card, Moonlit Illusion is like the Ragpicker from above (in the Destroy/Sacrifice section). It's a Contract Action, so is a Use-Once card, but it's a cheap way to get rid of cards when you need it. And it adds to your Combos.



Twilight Revelry is the ultimate in Break, but needs a Combo-3 in order to hit it. But, when all these Combo Effects hit in the same turn, this is a powerful card. That +3 Draw Card effect keeps the turn going nicely.



**The Druid King**

## The Druid King Deck

### Overview:

This deck is about Agents. Spamming the heck out of Agents. If you don't have so many Agents that you're having to scroll through them, then you've not got enough! This deck is the MI6 of Tales Of Tribute. It's packed full of Agents and if played right, it can net you a ton of both Money and Power each turn.

### Patron benefits:

- Pay 2-Power to be able to Replace any two cards in the Supply.
- When Neutral, if you play a Combo-5 of Druid King Cards, then you get a super special Taunt Card called The Chimera. Ooooooh, sounds powerful, and it is!
- When Favoured, it only takes a Combo-4 to get The Chimera.



### Best Cards:



Forest Wraith is the absolute Must-Buy of this deck.

While it's in play, every single card that enters your Discard Pile will give you 1-Power. This includes cards that you buy, it includes using the Treasury and putting the Seal Of Writ in there, it includes Tossing cards, it includes being given Bewilderment cards on your opponent's turn.

If you see this card and you can afford it, then you BUY IT.  
If you can't buy it, replace it. Do not let your opponent get it.

Must-Buy rating: 10/10



Similar to the Forest Wraith, the Druid King Vestments also gives you that same 1-Power for each card entering your Discard Pile. Stack them both up for massive Power boosts. This is the upgraded version of Runes Of The Draoife, which only works when Agents enter your Discard Pile. This is the one that you want, though. And it only costs 2-Money. Yessss!

Must-Buy rating: 10/10



This is a really useful card. Draoife Ritecaller is the upgraded version of the Eldertide Fenwitch, but again, this is the version that you want to buy, cos it's just so much more effective than the other. Whenever any card enters your Discard Pile, you get 1-Money for your Turn. Also, on its Combo-2, you get a Wispheart Totem Card into your Discard Pile (see below), which is the best Money Card in the game.

Must-Buy rating: 9/10



As mentioned above, the Wispheart Totem is the best Money Card in the game. If you can Combo-4, which you'll be trying to do anyway to get your Chimera card, you'll be getting 8-Money from each of these. *From each.* (The Red Eagle Deck can help you with this, by Destroying all your non-Druid King cards) Again, it's the upgraded version of the Wispcaller Totem, but get this one instead as it's just better, and why put anything into your deck that's not better?!

Must-Buy rating: 7/10



The Stonelore Rockseer, and its upgrade called Envoy Of The Draoife, give you 1-Money whenever an Agent is activated. You're playing the Agent-heavy Druid King deck, so you're going to be using a *lot* of Agents.

BUT WAIT, "*When an agent is activated or played*" – that's right. You'll even get that 1-Money on your opponent's turn when *they* use *their own* Agents. If your opponent has one of these, take it out before you use your own Agents.

Must-Buy rating: 9/10



The Firesong Haruspex is an interesting one. It actually works off your Agents being bought or destroyed. Whenever an Agent is placed into your own Discard Pile, you'll get 1-Prestige Point.

It's not as important as the Stonelore Rockseer, but it's a useful one to have.

Must-Buy rating: 7/10

Least Useful Cards:



Funnily enough, the least useful card here is the non-upgraded version of one of our 10/10s above.

The Runes Of The Draoife gives you 1-Power whenever an Agent enters your Discard Pile, which as an Action Card will pretty much just be as you buy them. And sure, you're going to be buying a lot, but just not *that* many each turn, and this card's effect just doesn't justify it taking up a space in your Hand.

Sure, if you're struggling to make up your Combo for your Chimera, then give it a go. But otherwise, wait for the Druid King Vestments.

Cards To Pay Attention To:

Just the one to bring up, this time. And while it may not look up to much at first glance, it has its own little niche use that makes it worth paying attention to.



A useful little card, this Contract Action has a Replace on it for a quick swap-out. But, that's not what we use it for. Try not to buy it until you absolutely need it. And sure, sometimes that'll be for the Replace, but what we actually want to use it for is to help make up our Chimera Combo.

If you're needing a Combo-5 for a Chimera and you only have four Druid King cards, then playing this Contract Action bumps you up to the five that's needed. This is what you want to be saving it for, but as mentioned, if you're desperate to remove a Must-Buy before your opponent gets it, then that takes priority.



**Almalexia**

### Almalexia Deck

#### Overview:

Almalexia, the goddess of mercy and of going crazy and murdering her friends, likes to give to the poor. This deck focuses on 'giving away' cards to your Discard Pile in order to get various bonuses.

The deck introduces a new feature called "Donate", which is essentially just discarding a card and drawing a new one.

It also introduces a new feature called 'Confine', which lets you pick cards out of your opponent's Discard Pile and hold them hostage under the confining Agent.

I find that there are basically two ways of using the Almalexia Deck: Using its Discard feature, or just sticking to the Confine feature and using it as a back-up to another Patron Deck.

#### Patron benefits:

Favoured – Pay 1-Money and Discard 1 Card to look through the top five cards of your opponent's deck and make them Discard a card of your choice

Neutral – Discard 1 Card to look through the top four cards of your opponent's deck and make them Discard a card of your choice

Unfavoured – Pay 1-Money to look through the top three cards of your opponent's deck and make them Discard a card of your choice

Note that this Discard can count towards another Discard for your Donation bonuses.



## Best Cards:

There are few here, but it's worth mentioning that if you're playing for Almalexia's Discard strategy, you'll want to buy any card that lets you Donate or Discard.



Philanthropy will be one of the driving forces of your Discard gameplay, as Discarding cards with it in play gives you 1-Power for each.

If you're not playing for the Discard strategy, then Replace it so your opponent can't use it.

Discard Strategy Must-Buy rating: 10/10  
Otherwise: Replace



The other driving force of your Discard gameplay is the Mournhold Clergy Contract Agent. When you Discard any card, gain 2-Prestige Points, and it then lets you Discard and Confine on its Combos.

As a Contract Agent, it'll be removed when destroyed, so try and protect it if you can.

Discard Strategy Must-Buy rating: 10/10  
Otherwise: 2/10 or Replace



I really like the Tribunal Sentinel and its upgrade, the Mercymother Elite. It's a solid Taunt Card with its 5 Health, and its Combo-2 lets you activate an additional Patron.

It's also a good way to protect your more vulnerable Agents, and add to your Almalexia Combos.

Must-Buy rating: 6/10



This card may not look up to much at first, but she can be quite devastating when left to have a few turns of Combos. With two Confines, she can strip the good cards out of your opponent's Discard Pile in no time at all, and she also gives that 2-Money each turn.

Must-Buy rating: 6/10

#### Least Useful Cards:

If you're playing the Discard strategy, there aren't really any bad cards.

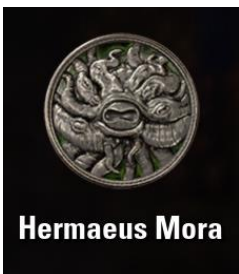
If you're not, then just stay away from the cards that Discard, and stick to the Confine cards.

#### Cards To Pay Attention To:



The Mother's Mercy card and its upgrade, ALMSIVI'S Charity, are fun to play. Similar to the Draw Refresh, it has the Hand Refresh, so instead of taking a card out of your Discard Pile and putting it on top of your Draw Pile, you're taking it out of your Discard Pile and *putting it into your Hand to play*. This can be super powerful, depending on what cards you have in your Discard Pile.

Let's say you've used your best card already, Mother's Mercy lets you play it again. Or maybe you've just bought a card you want to use straight away – OK, Mother's Mercy lets you do that. Or your opponent has destroyed your favourite Agent. Ping, it's back again! The only problem is when it turns up in your first Hand of your shuffle, but I've found that it's worth the gamble.



#### Hermaeus Mora deck

##### Overview:

This deck is about Power. It's like the St Pelin deck in that respect, but it does it in Combo-y overdrive. Additionally, when you play one of these cards, your opponent will get something useful too, depending on the card played. This can be extra Money, extra Power, or even extra Cards. This is shown on the card in the dark-ringed circle in the Play Effects.

Now, at first glance, this doesn't seem that attractive, does it? Playing a card that helps your opponent? But once you look at the actual cards, you'll realise that they're just sooooo powerful, that it doesn't generally matter what you're giving your opponent. Ok, you might give them 1-Money and 1-Power this turn, but you've just got 10-Money and 15-Power. I'd take those numbers any day of the week.

The trick to this deck is to Combo. Combo, Combo, Combo. The more cards you can chain together, the more devastating this deck becomes. People seem to get scared when playing it, thinking that they're giving their opponent too much, but they're missing the point. If you can Combo together a decent set of Hermaeus Mora cards, you only need to play them a few times and you've won. Combo like your game depends on it!

If you're not planning on using the Hermaeus Mora cards, then it's probably worth Replacing as many as you can, to stop your opponent from creating those overpowered Combos themselves.

#### Patron Benefits:

Favoured – Pay 3-Power to gain any non-Contract Card from the Supply. Both you AND your opponent will get a copy of this card. Hermaeus Mora doesn't take sides!

Neutral – Pay 3-Power to gain any non-Contract Card from the Supply. Both you AND your opponent will get a copy of this card.

Unfavoured – Pay 2-Power to gain any non-Contract Card from the Supply. Both you AND your opponent will get a copy of this card.

#### **\*\*\* IMPORTANT NOTE HERE, PAY ATTENTION, EVEN THOUGH IT'S BEEN SAID THREE TIMES ALREADY \*\*\***

When you influence the Hermaeus Mora patron, both you AND your opponent will get a copy of the card. So, do be careful what you're giving away.

#### Best Cards:



The first one I have to mention here is Unsettling Aura, and its upgrade called Chromatic Reservoir. These cards show exactly how brutal a Combo of Hermaeus Mora cards can be.

You're not reading it wrong. In a Combo-4, this card alone gives you 11-Power. Not including what you get from the other cards. That's a quarter of your 40-Prestige Win Condition from a single card, just because you Combo'd it properly.

If you see this card and you can afford it, then you BUY IT. If you can't buy it, replace it. Do not let your opponent get it.

Hermaeus Mora Combo Must-Buy rating: 10/10  
Otherwise: Replace

*“But Daveywavey, you've just given your opponent +1 Card to their next Hand!!!one!!!”*

Boo-hoo. I've just got 11-Power from my single card, just because I played a few of them together. See you at the finish line.



Next up is Apocryphal Pact and its upgrade called Lantern Of The Endless. This continues the steady drive of Power, giving you 5-Power and 1-Money from its Combo of three cards.

You're giving your opponent 2-Money each time, which I've found to be tolerable given the amount of Power gained.

Hermaeus Mora Combo Must-Buy Rating: 9/10

Otherwise: Replace



There are a few Contract Cards in this deck, the best of which is Bargain For Knowledge and its upgrade called Unfathomable Secrets. These cards are relatively cheap and pack a punch of Power.

They do give +1 Card to your opponent's Hand, but that 5-Power can be worth it.

Must-Buy Rating: 7/10

Least Useful Cards:



I know what you're going to say, and you're right. *"Daveywavey, you said destroying cards was amazing and we should destroy all our rubbish cards to streamline our deck, but you've just put this Destroy Card in the 'Least Useful' section!!!one!!!"*

Firstly, well done for paying attention to the Destroy section. It's really important.

Secondly, this Destroy Card called Cipher of the Eye, and its upgrade called Seeker Aspirant, while good at what it does, gives your opponent 3-Money each time it's played. I've found that that's just too much. 1-Money from a card, or even 2-Money can be coped with, but 3-Money from a card just allows the opponent too much freedom. Use it if you're really struggling to Destroy your rubbish, but use it sparingly!



Yeah, ok. Say it again.

This card destroys two of your rubbish cards each time it's played! And yes, that's very powerful. But it also gives your opponent +2 Cards to their Hand, which again, gives them too much freedom with their turn. You're essentially giving them a Crow-style draw deck without even having to play any cards.

The benefit of this card, though, is that it does give you 5-Power when Combo'd properly, so I can see the justification for this one.

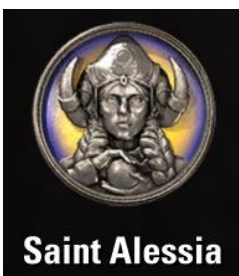
It just gives your opponent a really good turn afterwards, so do be careful.

Cards To Pay Attention To:



A pretty standard Contract Action. It's an ok card, for sure. I probably wouldn't buy it as it is, but it's great for pumping up those Combos. Maybe you've played three Hermaeus Mora cards and want that fourth? This can be it, for the low, low price of 2-Money. In all good Supply decks near you.

It can also be handy for topping up your Power at end-game when you're trying to hit 40 Prestige.



**Saint Alessia**

St Alessia deck

Overview:

This deck is similar to the Druid King, in that it has a *lot* of Agents. But, it's also similar to the Hunding deck in that its cards generally have the choice aspect to them. But, it's also similar to the Rajhin deck in that it has a lot of Knock-Out cards.

Almost like they ran out of ideas and just merged a load together and gave it a shiny icon. But, we know they wouldn't do that...

### Patron Benefits:

Favoured – Pay 4-Money and get one Chainbreaker Sergeant Card into your Discard Pile.

Neutral – Pay 4-Money and get one Soldier Of The Empire Card into your Discard Pile.

Unfavoured – Pay 3-Money to get 2-Power. Kinda similar to Sorcerer King Orgnum.



Basically, the whole point of this deck is to spam the hell out of the Patron to get as many Chainbreaker Sergeants as you can. If you can use Red Eagle to destroy all non-Alessia cards, then you're left with a strong set of Chainbreaker Sergeants. The only problem is that they're all very low Health, which means they can be removed easily, but that has the benefit of wasting all of your opponent's Power every turn, so it's not much of a problem.

If your opponent is playing this deck against you, try to have some other means of removing their Agents, so that you can keep your Power for yourself. The Rajhin deck can be helpful here, or indeed some of the St Alessia deck Knock-Outs.

### Best Cards:



The Chainbreaker Sergeant, and its upgrade the Chainbreaker Captain, is the card that's going to lead you to victory, here. You want to be hitting that Favoured Patron as often as you can, to flood your deck with these things.

It has no Combo effect, but its Play Effect is a choice of either 3-Money or 2-Power. So, similar to Warrior Wave from the Hunding deck, but as a 1-Health Agent. When you have a big long line of these, they can stack up pretty fast.

St Alessia Combo Must-Buy Rating: 10/10

Otherwise: Replace



This one will likely be your standard Knock-Out Card, as you'll be wanting to use your Power for your Prestige, rather than just for removing your opponent's Agents and having none left over for yourself. Its upgrade, Morihaus Sacred Bull is almost identical.

Its Play Effect is a simple Knock-Out, but it also has a passive similar to the Draoife Ritecaller from the Druid King deck. Yep, they did it again here. Whenever any Agent (yours or your opponent's) is Knocked-Out, you gain 1-Money. It also has a Combo-3 of 2-Prestige.

Must-Buy Rating: 8/10



Pelinal Whitestrake, and its upgrade Whitestrake Ascendant, is a good Knock-Out Card. Simple and effective, but a little pricey.

Its Play Effect is a choice of either Knock-Out two enemy Agents, or Draw Refresh of up to four Agent Cards from your Discard Pile.

The upside to the 7-Cost Card is that its Combo-3 is a juicy 3-Prestige, with 4-Prestige on the Ascendant. And, you're going to be trying to Combo this deck as much as you can.

St Alessia Combo Must-Buy Rating: 8/10

Otherwise: 4/10

Least Useful Cards:



Priestess of the Eight is just a little disappointing, and just doesn't really fit the theme of the deck. Almost as if they ran out of ideas and just merged another idea in with it. But, we know they wouldn't do that...

The Play Effect here is a choice of either Replace one card, or Donate two. Yep, Donate like from the Almalexia deck. Just out of nowhere, cos why not. Its Combo-2 is just 1-Prestige.

And all that for 5-Money! You'd have been better hitting that Patron again for 4-Money. Avoid, unless you're playing an Almalexia Discard game and are desperate for more Donates.

## Cards To Pay Attention To:

Two here, and both for the same reason. Previously, the Knock-Out feature has been restricted mainly to single Knock-Outs, with a few powerful cards having that juicy two Knock-Outs. Well, in keeping with the 'ran out of ideas' theme of the deck, they took it even further.



Saint's Wrath has a choice of either a Draw Refresh of any 3 Cards, or a new effect called Knock-Out All. Yep, every single Agent in play on both sides, yours and theirs. All gone. With a simple 4-Cost Card.

Previously, we've had 7-Cost Cards that can manage to Knock-Out two Agents, but this one does them all for 4-Money. If you're playing an Agent-heavy deck, do NOT let your opponent get this card.



Ayleid Defector, and its upgrade Ayleid Quartermaster, is a Contract Agent that has the choice of either Draw +1 Card or the Knock-Out All. And yes, it will Knock-Out itself.

This is actually a reasonably useful card if you can protect it well enough, cos that +1 Card can be pretty helpful.

But it's also a quick Panic Button for if your opponent has stacked up too many Agents, and you need to wipe them all.

Either way, if you're relying on your own Agents, don't let your opponent get either of these.



## Why Do I Keep Losing?

Ok, so you've read through and you've tried a few games. Maybe you've won some, maybe you've lost some. Maybe you've lost more than you've won. Let's take a look at some suggestions as to why.

If you're not losing many games, feel free to ignore this section, although it might be helpful just to cement some ideas in your gameplay. Maybe you can come up with your own and send them in so that I can add them to the list. Maybe you just want to read how other players are losing so you can have a laugh. Whatever you choose, I'm good with it.

### **1. Not Destroying Enough Rubbish:**

As mentioned earlier a number of times, having rubbish cards in your Hand will stop you from playing effectively. Ideally, you don't want any of your Starting Cards in your final Deck, cos they're rubbish, that's why you start with them.

If you have 30 cards in your Deck, and half of them are rubbish, the chances of you getting a truly superb Hand are pretty low.

If you have 20 cards in your Deck, and a quarter of them are rubbish, the chances of you getting a truly superb Hand increase somewhat.

If you have 15 cards in your Deck, and they're all great, you'll be getting those truly superb Hands every single turn. And that's when you make your opponent cry and rage quit, and isn't that what we're going for here?

### **2. Not Taking Notice Of The Patrons**

I've been guilty of this, myself. A couple of exciting cards come up in the Supply, and you rush to get them, and giggle with glee at your fortune, only to realise that your opponent has been turning the Patron Dials and that you've just lost.

Remember that there are cards that allow the turning of more than one Dial in a turn, so you can't rely on there only being two left. Don't let it get that far. Plan in advance.

I mean, the Patrons give benefits to your Turn, so it's not a bad thing to use them. Sure, there will be turns where you don't because you need your resources to spend in the Supply or to destroy Agents, but just keep an eye on the Patron Dial positions.

Try to look at them at the start of each turn, and then after you've spent your money, and then before you hit the End Turn hourglass.

### **3. Not Buying The Must-Buys**

They're Must-Buys for a reason. They're ridiculously overpowered, and if you don't buy them, then your opponent will. The choice is simple: Do you want to have the powerful cards, or do you want your opponent to have the powerful cards?

There are some that you absolutely cannot afford to pass up on. Anything above that is 8/10, 9/10, or 10/10 should be grabbed at the first opportunity, and if you can't get them yourself and think your opponent will get them instead, you need to Replace them. It's not worth having to try to play against them.

#### 4. Not Countering Your Opponent's Must-Buys

Sometimes you get unlucky, and there's nothing you can do to stop your opponent from getting one of the Must-Buy Cards. If this happens, then you need to think fast. See if you can plan a strategy to upset it or to work around it.

Maybe you're playing the Rajhin deck and you can fill their deck with Bewilderments to stop that card coming through as often? Or you can spam the Break cards to pummel their Prestige into the floor?

Maybe you're playing the Almalexia deck and can Confine that card so that they can't use it?

Maybe you're playing the Red Eagle deck and can Destroy your rubbish so quickly that your own Must-Buy Cards outpace your opponent's.

Maybe you're playing the St Pelin deck and can just power your way through with brute force.

Maybe you're playing the Hlaalu deck and you can use the Currency Exchange card to sneak a Patron Victory.

Maybe you're playing the Celarus deck and every turn is so darn boring that your opponent falls asleep or quits cos they're so ridiculously fed up of every one of your turns, and of there being no good cards in the Supply.

Maybe you're playing the Crow deck and can pull your entire deck through every turn, negating the advantage they have at having some powerful cards.

Maybe you're playing the Hermaeus Mora deck, and it just doesn't matter what they do cos you're getting so much Power every turn.

#### 5. Buying Too Much

This one is similar to the Not Destroying Enough Rubbish, except that it's more self-inflicted. Instead of your deck being clogged up with rubbish, if you buy too many cards, you can get clogged up with mediocre cards that just get in the way of your good cards coming through. Sure, they can be ok for the early-game, but if you're still buying early-game cards in the mid-game or end-game, then there's something wrong there.

The best deck you can have, except for an Orgnum game, is a small and streamlined deck where your powerful cards have the space and freedom to do what they do best. I've played games where I've only had seven cards in my entire deck, and three of those were Agents, and I can tell you that it's absolutely brutal.

If you don't need it, then don't buy it. You don't *have* to spend all your Money just because it's there. It's there to be useful, not to hinder you. Don't fall into the trap of buying because you can. Buy because you need. A useful life lesson in general. You're welcome. Tips and donations can be mailed to @daveywavey...

That's all, folks!

So, now you're ready to hit the tables and to unleash cardy destruction on your foes.

Go forth, and win! Destroy that rubbish! Gain that Power! Earn that Prestige!

I hope you've found this useful. Any questions, please give me a poke.

- daveywavey

