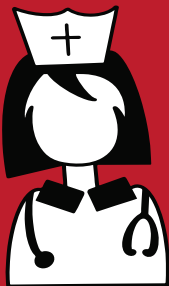


将



♥ x 5

HEAL: If boss draw two same basic card in one round, then help a character heal 2.

FIRST-AID: When your ♥ is 0, roll a dice, number 5 or 6 then +1 ♥



♥ x 6

ARCHERY: If dice number = 1 anytime, boss heart -1

EXECUTION: In your round, If the boss has less heart than you, then roll a dice. Boss heart = 0 if dice number is 1,3,5



♥ x 6

MAGIC: roll a dice if you lose heart. If dice number is 2, then draw 2 cards.

FATE: Give up 1 card to reroll dice once.



♥ x 9

DOUBLE: All your damage are double

SNIDE: Deal 4 damage to boss (only can use once)



♥ x 13

DEFENSE: Dodge all attack card from boss

BARRIER: Choose a character ignore all damage from boss for 1 round (only can use once)