

0

Attack

1



+1 Attack Power

1 ✕

3

Shield Break

1



-3 To Enemy Defense

3 ✡

3

Shield Break

1



-3 To Enemy Defense

3 ✡

3

Shield Break

1



-3 To Enemy Defense

3 ✡

3

Shield Break

1



-3 To Enemy Defense

3 ✡

3

Shield Break

1



-3 To Enemy Defense

3 ✡

1

Backstab

1



+1 Attack Power. Immediately add this card to your hand on purchase

1 ✕

1

Backstab

1



+1 Attack Power. Immediately add this card to your hand on purchase

1 ✕

1

Backstab



+1 Attack Power. Immediately add this card to your hand on purchase

1 

1

Backstab



+1 Attack Power. Immediately add this card to your hand on purchase

1 

5

Frost Weapon



-2 To Enemy Defense
Your attack power is augmented with the Frost element

2 

5

Frost Weapon



-2 To Enemy Defense
Your attack power is augmented with the Frost element

2 

2

5

Frost Weapon



-2 To Enemy Defense
Your attack power is augmented with the Frost element

2 

2

Slam



+2 Attack Power
-1 to Enemy Defense

*

2

Slam



+2 Attack Power
-1 to Enemy Defense

2 

1 

2

5

Slam



+2 Attack Power
-1 to Enemy Defense

2 

1 

5

Slam

2



+2 Attack Power
-1 to Enemy Defense

2

1

5

Crushing Blow

2



+3 Attack Power

5

Crushing Blow

2



+3 Attack Power

Crushing Blow

2



+3 Attack Power

5

Crushing Blow

2



+3 Attack Power

3

5

Fire Weapon

2



+1 Attack Power
Your attack power is augmented
with the Fire element

1



5

Fire Weapon

2



+1 Attack Power
Your attack power is augmented
with the Fire element

1



Fire Weapon

2



+1 Attack Power
Your attack power is augmented
with the Fire element

1





3

Heal



Restore 2 life value on playing this card, up to your maximum life only



0



3

Heal



Restore 2 life value on playing this card, up to your maximum life only

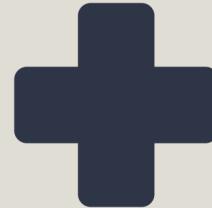


0



3

Heal



Restore 2 life value on playing this card, up to your maximum life only



0



3

Heal



Restore 2 life value on playing this card, up to your maximum life only

2



3

Heal



Restore 2 life value on playing this card, up to your maximum life only



0



3

Evade



While this card is in play you may choose to evade monsters



1



3

Evade



While this card is in play you may choose to evade monsters



1



3

Evade



While this card is in play you may choose to evade monsters

2

3

Evade

1

6



While this card is in play you may choose to evade monsters

Warcry

1

6



When this card is played every other player discards a card from their hand

Warcry

1

6



When this card is played every other player discards a card from their hand

1

Warcry

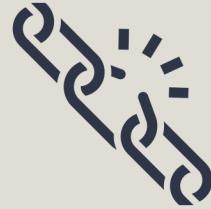


4

Dismantle

0

4



When this card is played, destroy a card from your hand

Dismantle

0

4



When this card is played, destroy a card from your hand

Dismantle

0

4



Dismantle

0



When this card is played, destroy a card from your hand

4

Temporary
Wisdom

1

4

Temporary
Wisdom

1

4

Temporary
Wisdom

1

4

Temporary
Wisdom

1



When played, draw two additional cards (even if this exceeds your maximum intelligence)

When played, draw two additional cards (even if this exceeds your maximum intelligence)



When played, draw two additional cards (even if this exceeds your maximum intelligence)



When played, draw two additional cards (even if this exceeds your maximum intelligence)

4

Temporary
Might

1

4

Temporary
Might

1

4

Temporary
Might

1

4

Temporary
Might

1



On the turn this card is played, keep an additional card in your play area during your discard phase for 0 Strength cost



On the turn this card is played, keep an additional card in your play area during your discard phase for 0 Strength cost



On the turn this card is played, keep an additional card in your play area during your discard phase for 0 Strength cost



On the turn this card is played, keep an additional card in your play area during your discard phase for 0 Strength cost

4

Temporary
Cunning



1

4

Temporary
Cunning



1

4

Temporary
Cunning



1

4

Temporary
Cunning



1

On the turn this card is played,
play an additional card for 0
Dexterity cost

On the turn this card is played,
play an additional card for 0
Dexterity cost

On the turn this card is played,
play an additional card for 0
Dexterity cost

On the turn this card is played,
play an additional card for 0
Dexterity cost

3

Tactician



1

3

Tactician



1

3

Tactician



1

3

Tactician



1

+1 Attack Power
OR
+1 Currency

1 ⚔

1 ⚒

+1 Attack Power
OR
+1 Currency

1 ⚔

1 ⚒

+1 Attack Power
OR
+1 Currency

1 ⚔

1 ⚒

+1 Attack Power
OR
+1 Currency

1 ⚔

1 ⚒

4

Dodge Roll

1

4

Dodge Roll

1

4

Dodge Roll

1

4

Dodge Roll

1



When this card is played, you attack first during combat. Immediately add this card to your hand on purchase.



When this card is played, you attack first during combat. Immediately add this card to your hand on purchase.



When this card is played, you attack first during combat. Immediately add this card to your hand on purchase.



When this card is played, you attack first during combat. Immediately add this card to your hand on purchase.

7

Parry

3



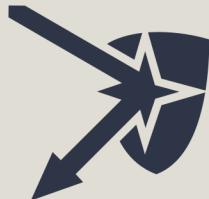
When played, subtract your current dexterity value from enemy monsters defenses. Immediately add this card to your hand on purchase.



7

Parry

3



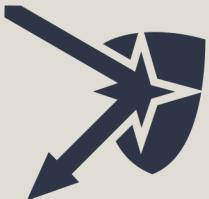
When played, subtract your current dexterity value from enemy monsters defenses. Immediately add this card to your hand on purchase.



7

Parry

3



When played, subtract your current dexterity value from enemy monsters defenses. Immediately add this card to your hand on purchase.



4

Sprint

0



When played, you can move an additional grid space for free on this turn.

4

Sprint

0

4



When played, you can move an additional grid space for free on this turn.

Sprint

0



When played, you can move an additional grid space for free on this turn.

Magic Missile

1



+1 Attack Power. Your attack power is augmented with Frost AND Fire.



3

1

Magic Missile

3

1



+1 Attack Power. Your attack power is augmented with Frost AND Fire.



Magic Missile



+1 Attack Power. Your attack power is augmented with Frost AND Fire.



3

1

Poison Dagger



+1 Attack Power. Your attack power is augmented with Poison.



1

3

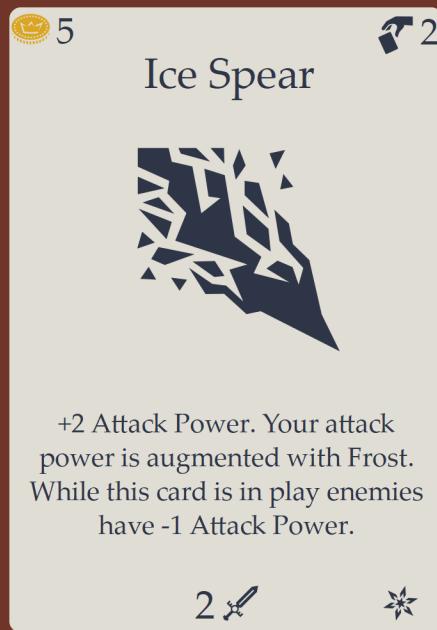
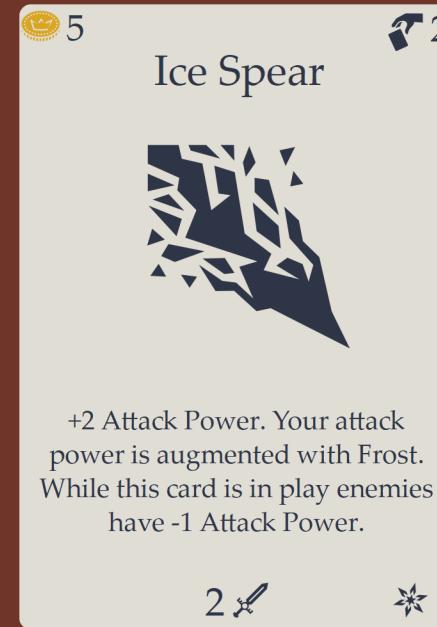
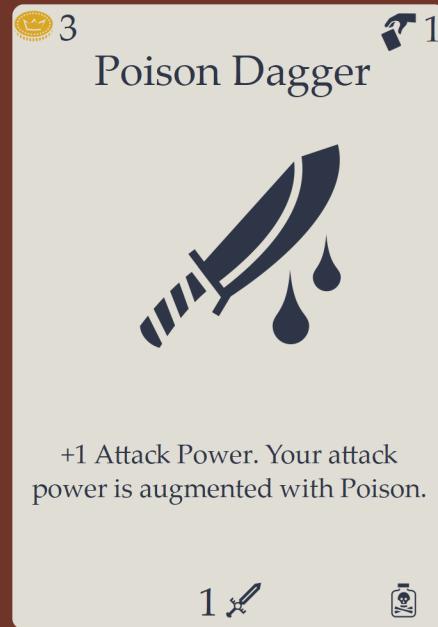
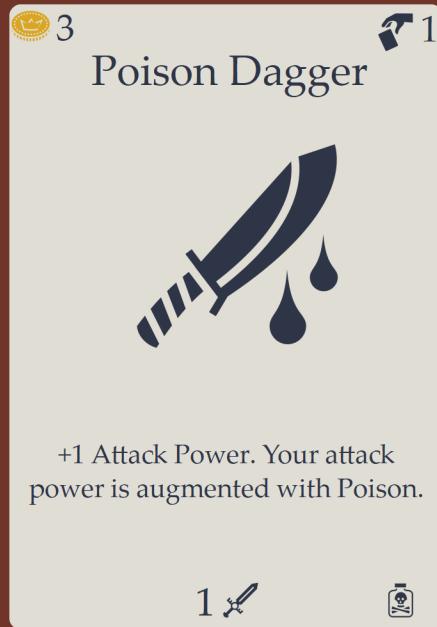
1

Poison Dagger



+1 Attack Power. Your attack power is augmented with Poison.





5

Flame Blast

2



+2 Attack Power. Your attack power is augmented with Fire. While this card is in play enemies have -1 max health.

2



5

Flame Blast

2



+2 Attack Power. Your attack power is augmented with Fire. While this card is in play enemies have -1 max health.

2



7

Bull Rush

3



+1 Attack Power
-1 Enemy Defenses
+1 Additional Attack Power for each grid space you moved this turn

1



7

Bull Rush

3



+1 Attack Power
-1 Enemy Defenses
+1 Additional Attack Power for each grid space you moved this turn

1



7

Necromancy

3



+1 Attack Power for each unspent monster reward card in your possession (to a maximum of 5)

1

7

Necromancy

3



+1 Attack Power for each unspent monster reward card in your possession (to a maximum of 5)

1

8

Vortex

3



+4 Attack Power. Discard the top card of your deck.

4

8

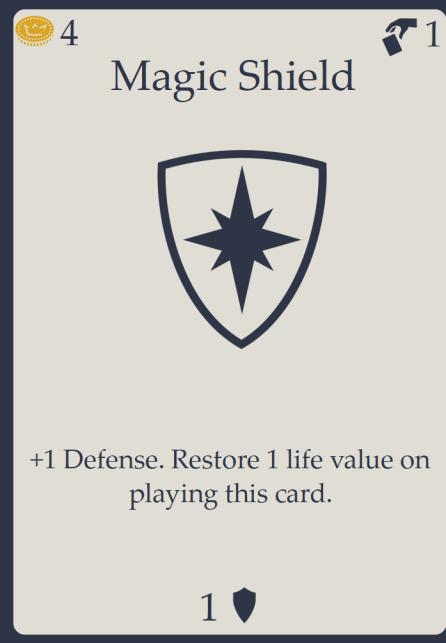
Vortex

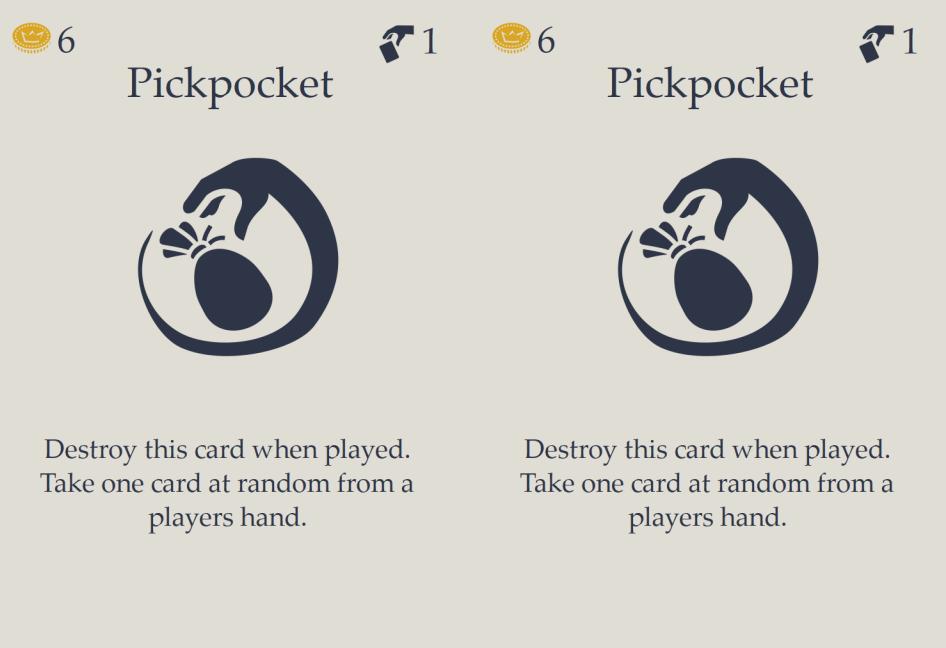
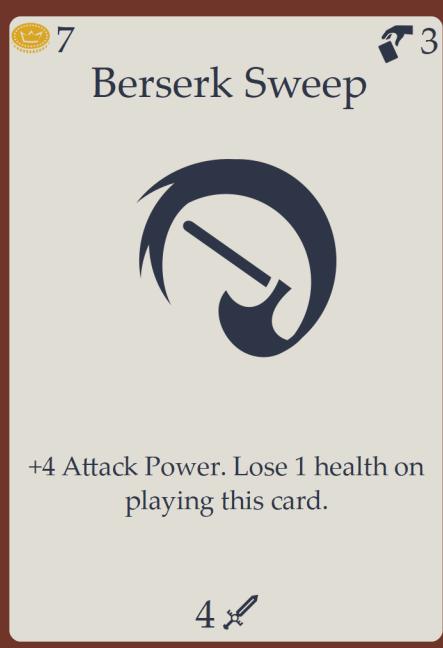
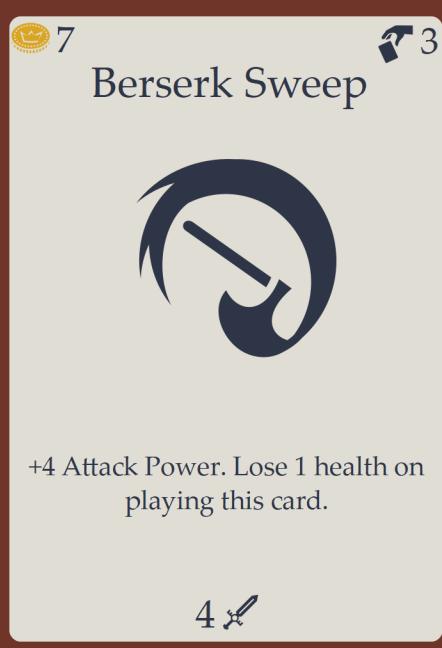
3



+4 Attack Power. Discard the top card of your deck.

4





3

Rapid Strike

2



+2 Attack Power

2 ✕

3

Rapid Strike

2



+2 Attack Power

2 ✕

3

Rapid Strike

2



+2 Attack Power

2 ✕

3

Rapid Strike

2



+2 Attack Power

2 ✕

5

Shield Charge

2



+2 Attack Power
+2 Defense

2 ✕

5

Shield Charge

2



+2 Attack Power
+2 Defense

2 ✕

5

Shield Charge

2



+2 Attack Power
+2 Defense

2 ✕

4

Double Strike

1



+2 Attack Power
If played on the same turn as another Double Strike, then +2 Attack Power

2 ✕

1 ✕

 4 Double Strike 



+2 Attack Power
If played on the same turn as another Double Strike, then +2 Attack Power

2  1 

 4 Double Strike 



+2 Attack Power
If played on the same turn as another Double Strike, then +2 Attack Power

2  1 

 4 Double Strike 



+2 Attack Power
If played on the same turn as another Double Strike, then +2 Attack Power

2  1 

 5 Riposte 



+2 Defense
If you take damage from a monster while this is in play -2 Enemy Defenses

2  2 

 5 Riposte 



+2 Defense
If you take damage from a monster while this is in play -2 Enemy Defenses

2  2 

 5 Riposte 



+2 Defense
If you take damage from a monster while this is in play -2 Enemy Defenses

2  2 

 7 Bulwark 



Can only be played if every combat card in your hand provides Defense
Cannot be played if this is the only combat card in your hand
+3 Defense
Gain attack power equal to your Defense

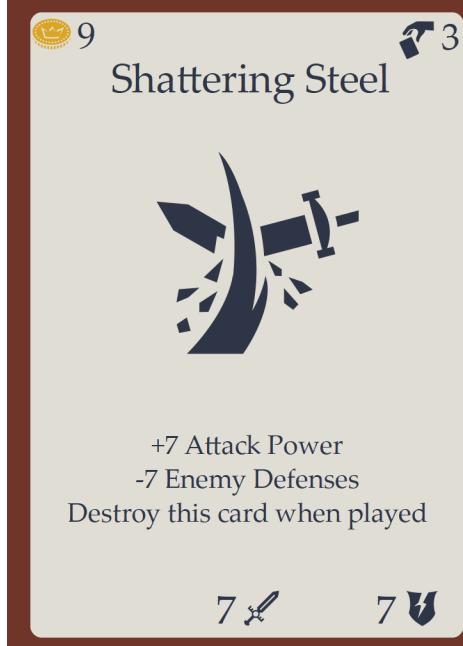
3 

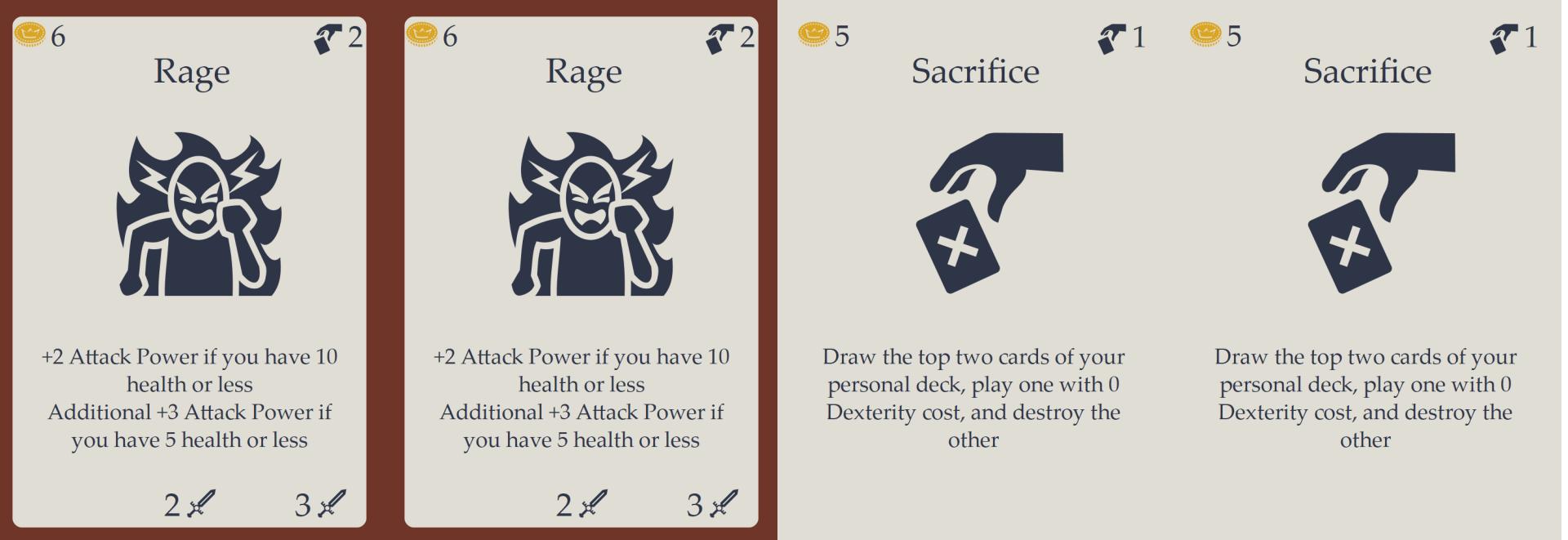
 7 Bulwark 



Can only be played if every combat card in your hand provides Defense
Cannot be played if this is the only combat card in your hand
+3 Defense
Gain attack power equal to your Defense

3 





5

Sacrifice



Draw the top two cards of your personal deck, play one with 0 Dexterity cost, and destroy the other

1

5

Drain



Replenish health equal to the amount of Attack Power from cards played this turn

1

5

Drain



Replenish health equal to the amount of Attack Power from cards played this turn

1

5

Drain



Replenish health equal to the amount of Attack Power from cards played this turn

5

Blood Magic



When played, gain a card costing 5 currency or less
Lose 1 health on playing this card

1

5

Blood Magic



When played, gain a card costing 5 currency or less
Lose 1 health on playing this card

1

5

Blood Magic



When played, gain a card costing 5 currency or less
Lose 1 health on playing this card

1

6

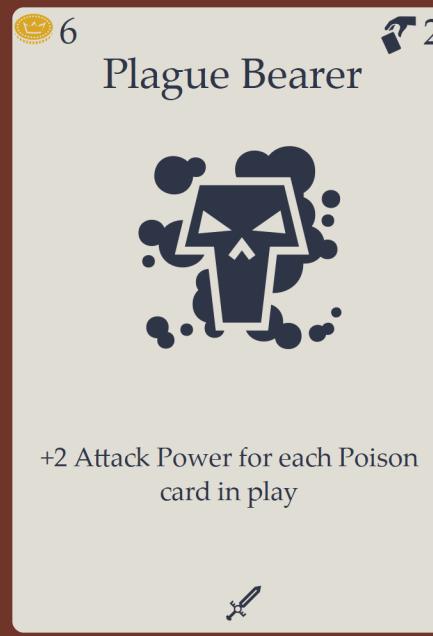
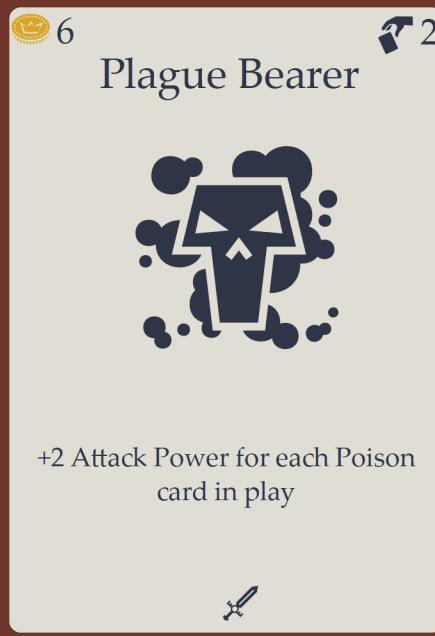
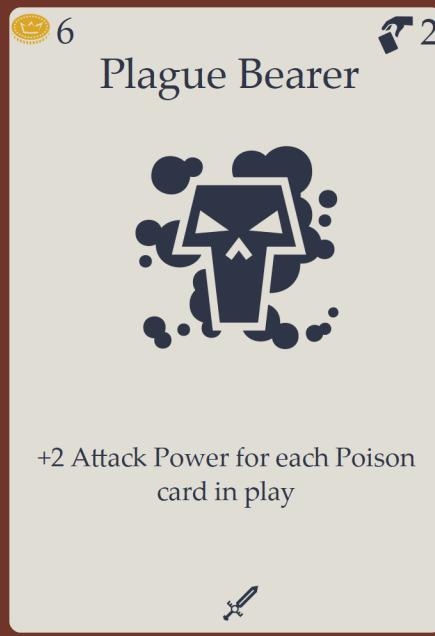
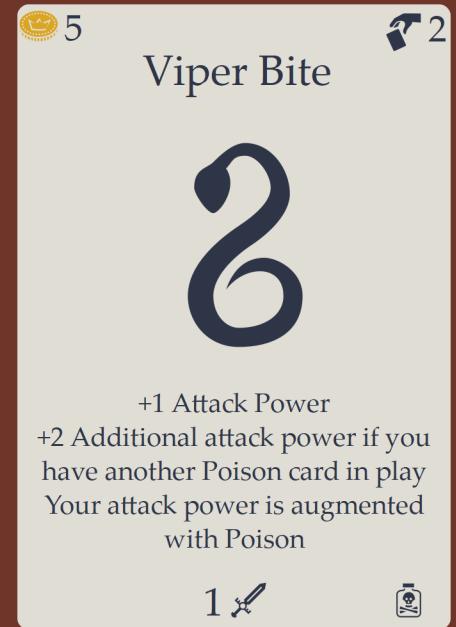
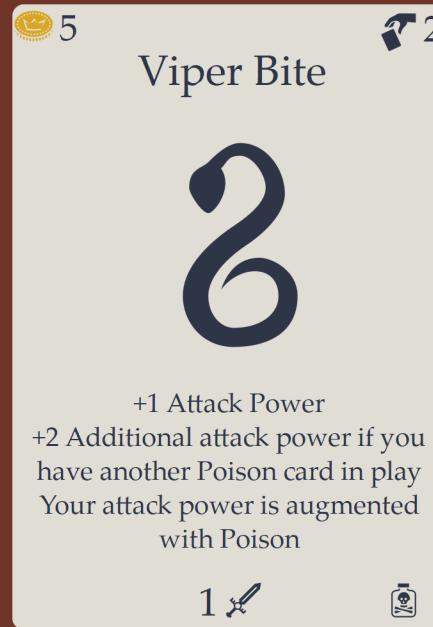
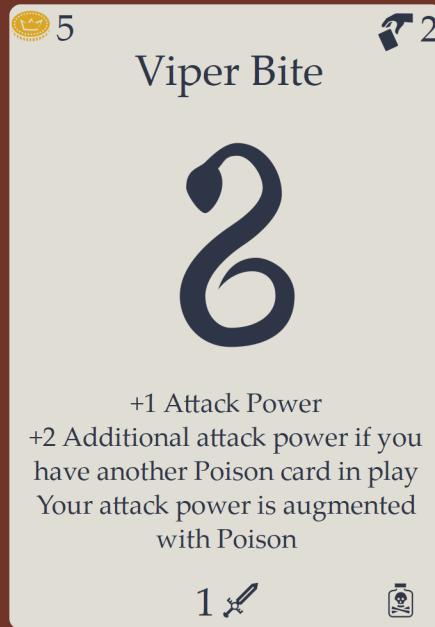
Elemental Inoculation



When played, discard up to 3 cards from your hand. +2 Attack power for each elemental card discarded



<p>6 Elemental Inoculation 2</p>  <p>When played, discard up to 3 cards from your hand. +2 Attack power for each elemental card discarded</p>	<p>6 Elemental Inoculation 2</p>  <p>When played, discard up to 3 cards from your hand. +2 Attack power for each elemental card discarded</p>	<p>5 Hardiness 1</p>  <p>Draw and play an additional card for 0 Dexterity cost for every health you lose from cards played this turn</p>	<p>5 Hardiness 1</p>  <p>Draw and play an additional card for 0 Dexterity cost for every health you lose from cards played this turn</p>
<p>5 Hardiness 1</p>  <p>Draw and play an additional card for 0 Dexterity cost for every health you lose from cards played this turn</p>	<p>4 Pestilent Strike 1</p>  <p>+1 Attack Power -1 Enemy Defenses Your attack power is augmented with Poison</p>	<p>4 Pestilent Strike 1</p>  <p>+1 Attack Power -1 Enemy Defenses Your attack power is augmented with Poison</p>	<p>4 Pestilent Strike 1</p>  <p>+1 Attack Power -1 Enemy Defenses Your attack power is augmented with Poison</p>



4

Clean Slate

1

4



Discard a card from your hand,
draw one card (even if this
exceeds your maximum
intelligence)

Clean Slate

1

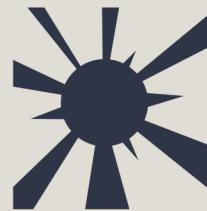


Discard a card from your hand,
draw one card (even if this
exceeds your maximum
intelligence)

5

Unstable Explosion

0



This card cannot be played
+5 Attack Power when this card is
discarded or destroyed

5 ✕

Unstable Explosion

0



This card cannot be played
+5 Attack Power when this card is
discarded or destroyed

5 ✕

5

Unstable Explosion

0



This card cannot be played
+5 Attack Power when this card is
discarded or destroyed

5 ✕

5

Freezing Pulse

3



+1 Attack Power
+1 Additional Attack Power for
each card discarded or destroyed
this turn

Your attack power is augmented
with Frost

1 ✕

5

Freezing Pulse

3



+1 Attack Power
+1 Additional Attack Power for
each card discarded or destroyed
this turn

Your attack power is augmented
with Frost

1 ✕

3

Freezing Pulse



+1 Attack Power
+1 Additional Attack Power for
each card discarded or destroyed
this turn

Your attack power is augmented
with Frost

1 ✕

 6

Meteor

 2

+2 Attack Power
Discard a card from your hand
Your attack power is augmented with Fire

2

 6

Meteor

 2

+2 Attack Power
Discard a card from your hand
Your attack power is augmented with Fire

2

 6

Meteor

 2

+2 Attack Power
Discard a card from your hand
Your attack power is augmented with Fire

2

 5

Barrage

 2

+2 Attack Power
This attack is augmented with Fire
When played, you may destroy any number of purchasable combat cards

2

 5

Barrage

 2

+2 Attack Power
This attack is augmented with Fire
When played, you may destroy any number of purchasable combat cards

2

 5

Barrage

 2

+2 Attack Power
This attack is augmented with Fire
When played, you may destroy any number of purchasable combat cards

2

 6

Greed

 1 6 1

+2 Currency
When played, you may destroy any number of purchasable combat cards

2



+2 Currency
When played, you may destroy any number of purchasable combat cards

2

6

Greed

1



+2 Currency
When played, you may destroy any number of purchasable combat cards

2

4

Toxic Projectile

1



+1 Attack Power
When played, you may destroy a purchasable combat card
Your attack power is augmented with Poison

1



4

Toxic Projectile

1



+1 Attack Power
When played, you may destroy a purchasable combat card
Your attack power is augmented with Poison

1



4

Toxic Projectile

1



+1 Attack Power
When played, you may destroy a purchasable combat card
Your attack power is augmented with Poison

1



4

Toxic Projectile

1



+1 Attack Power
You may destroy a purchasable combat card
Your attack power is augmented with Poison

1



5

Bloodletting

1



Lose 1 health on playing this card
+1 Attack Power for every health you lose from cards played this turn
When played, you may destroy up to two purchasable combat cards

1

5

Bloodletting

1



Lose 1 health on playing this card
+1 Attack Power for every health you lose from cards played this turn
When played, you may destroy up to two purchasable combat cards

1

5

Bloodletting

1



Lose 1 health on playing this card
+1 Attack Power for every health you lose from cards played this turn
When played, you may destroy up to two purchasable combat cards

1

