

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

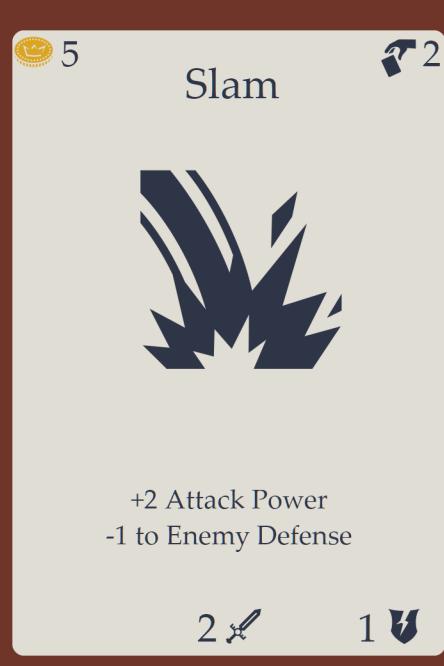
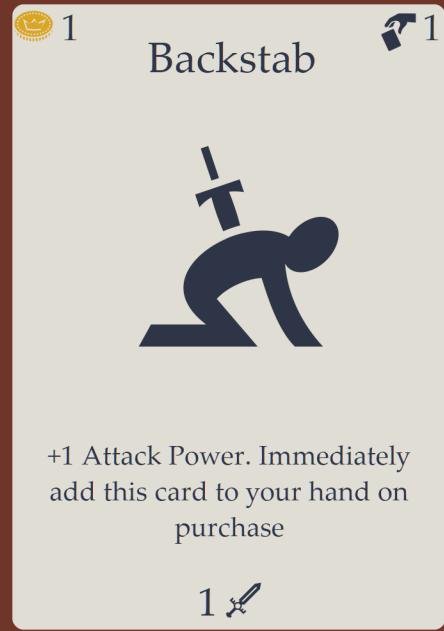
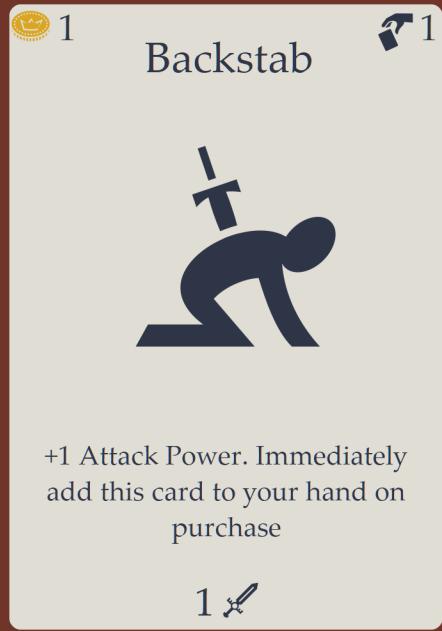
Backstab

1



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

1 ✕



5

Slam

2



+2 Attack Power
-1 to Enemy Defense

2

1

5

Crushing Blow

2



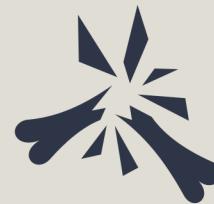
+3 Attack Power

3

5

Crushing Blow

2



+3 Attack Power

3

5

Crushing Blow

2



+3 Attack Power

3

5

Crushing Blow

2



+3 Attack Power

3

5

Fire Weapon

2



While in play, Augments all
your attack power with fire



5

Fire Weapon

2



While in play, Augments all
your attack power with fire



5

Fire Weapon

2



While in play, Augments all
your attack power with fire





3

Heal



0



Heal



0



Heal



0



Heal



0



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

2



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

2



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

2



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

2



3

Heal



0



Evade



1



Evade



1



Evade



1



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

2

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



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



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

3

Evade

1

6

Warcry

1

6

Warcry

1

6

Warcry

1



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



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



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



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

4

Dismantle

0

4

Dismantle

0

4

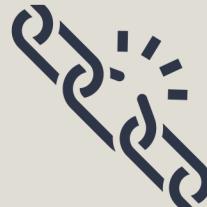
Dismantle

0

4

Dismantle

0



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

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

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

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

4

Temporary
Wisdom



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

1

4

Temporary
Wisdom



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

1

4

Temporary
Wisdom



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

1

4

Temporary
Wisdom



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

4

Temporary
Might



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

1

4

Temporary
Might



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

1

4

Temporary
Might



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

1

4

Temporary
Might



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

7

Parry

3

7

Parry

3

4

Sprint

0



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



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



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



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

4

Sprint

0

4

Sprint

0



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

3 Magic Missile 1



+1 Attack Power. This attack card is augmented with Frost OR Fire.



3 Magic Missile 1



+1 Attack Power. This attack card is augmented with Frost OR Fire.



3

Magic Missile

1



+1 Attack Power. This attack card is augmented with Frost OR Fire.



3

Magic Missile

1



+1 Attack Power. This attack card is augmented with Frost OR Fire.



3 Magic Missile 1



+1 Attack Power. This attack card is augmented with Frost OR Fire.



3 Poison Dagger 1



+1 Attack Power. This attack card is augmented with Poison.



3 Poison Dagger 1



+1 Attack Power. This attack card is augmented with Poison.





5 Flame Blast 



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

2  1 

5 Flame Blast 



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

2  1 

7 Bull Rush 



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

1  1 

7 Bull Rush 



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

1  1 

7 Necromancy 



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

1 

7 Necromancy 



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

1 

8 Vortex 



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

4 

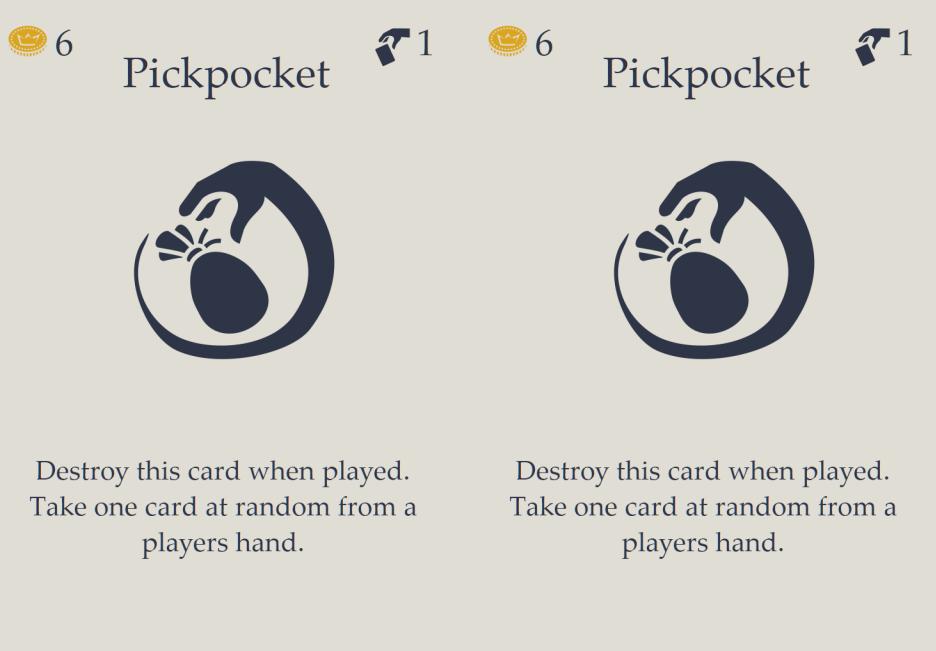
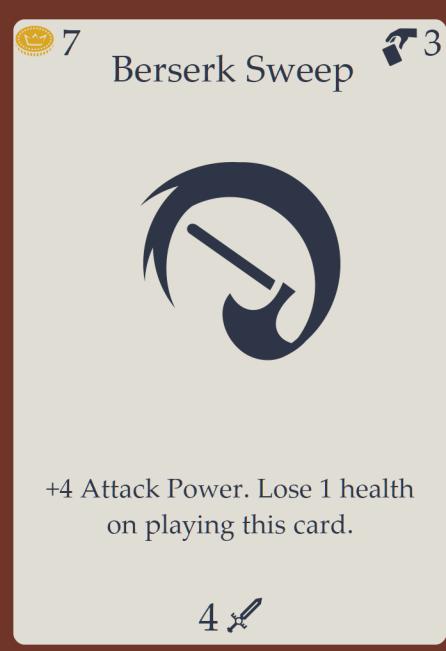
8 Vortex 

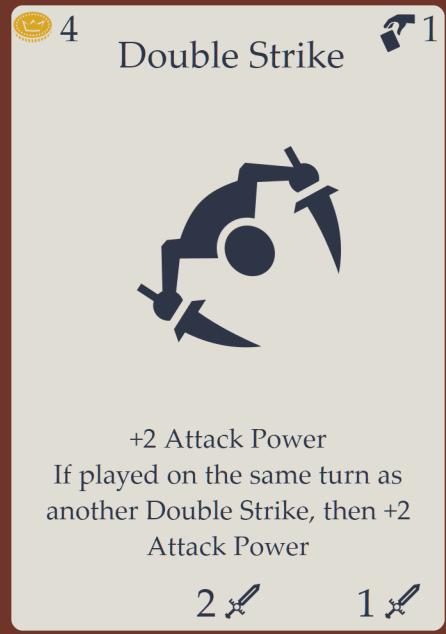
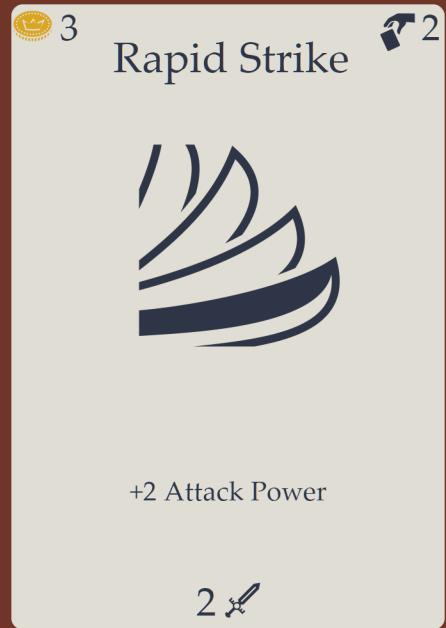
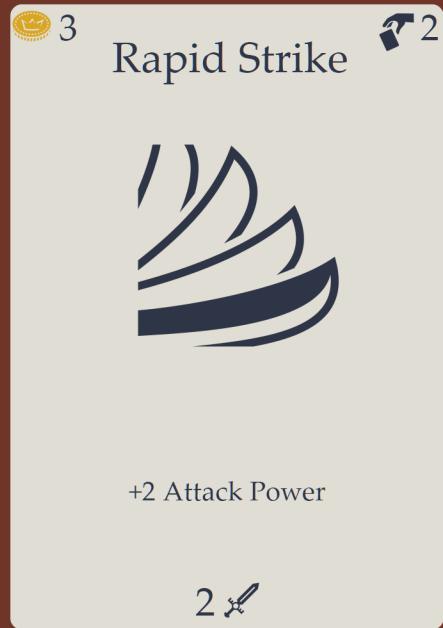
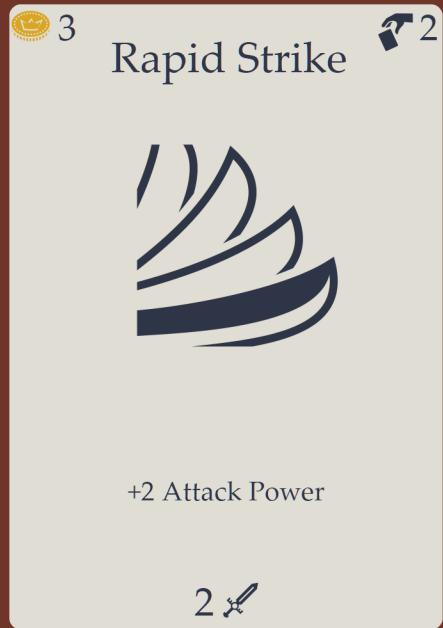
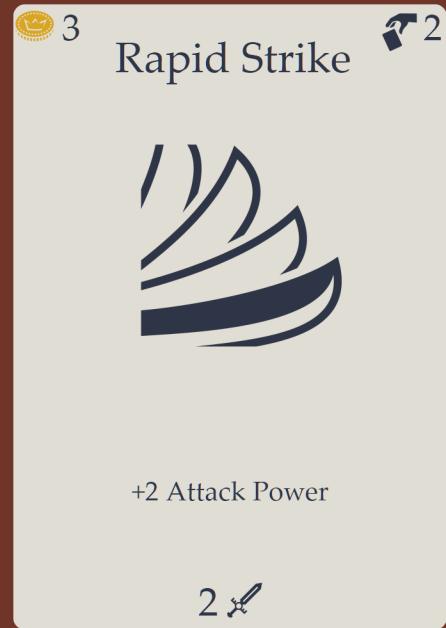


+4 Attack Power. Discard the top card of your deck.

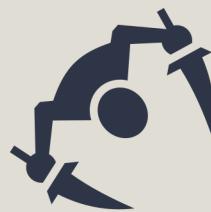
4 

 <p>Block</p> <p>+2 Defense</p> <p>1 ♦</p>	 <p>Block</p> <p>+2 Defense</p> <p>1 ♦</p>	 <p>Block</p> <p>+2 Defense</p> <p>1 ♦</p>	 <p>Block</p> <p>+2 Defense</p> <p>1 ♦</p>
 <p>Magic Shield</p> <p>+1 Defense. Restore 1 life value on playing this card.</p> <p>1 ♦</p>	 <p>Magic Shield</p> <p>+1 Defense. Restore 1 life value on playing this card.</p> <p>1 ♦</p>	 <p>Magic Shield</p> <p>+1 Defense. Restore 1 life value on playing this card.</p> <p>1 ♦</p>	 <p>Magic Shield</p> <p>+1 Defense. Restore 1 life value on playing this card.</p> <p>1 ♦</p>





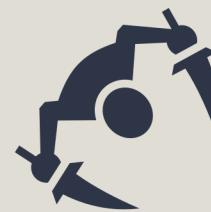
 4 Double Strike 



+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 

 7

Bulwark

7 

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

Resolute Technique

7 

-2 Attack Power
When played, Attack Power from other cards played this turn are worth double

Resolute Technique

7 

-2 Attack Power
When played, Attack Power from other cards played this turn are worth double

Resolute Technique

7 

-2 Attack Power
When played, Attack Power from other cards played this turn are worth double

 9

Shattering Steel

7 

+7 Attack Power
-7 Enemy Defenses
Destroy this card when played

7 7  9

Shattering Steel

7 

+7 Attack Power
-7 Enemy Defenses
Destroy this card when played

7 7  9

Wave of Destruction

7 

Cannot be played if this is the only combat card in your hand
+5 Attack Power
Destroy a random card from your hand

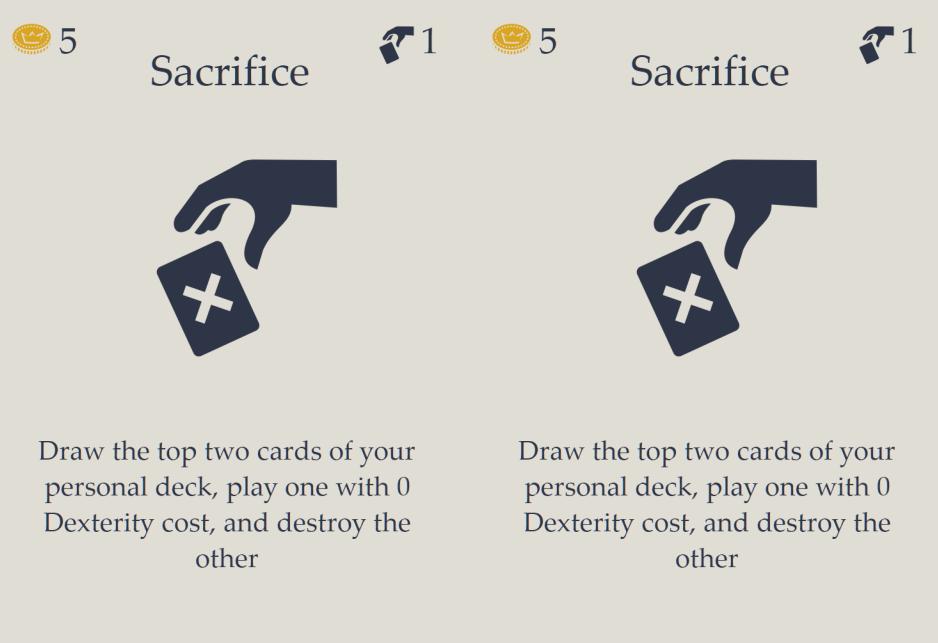
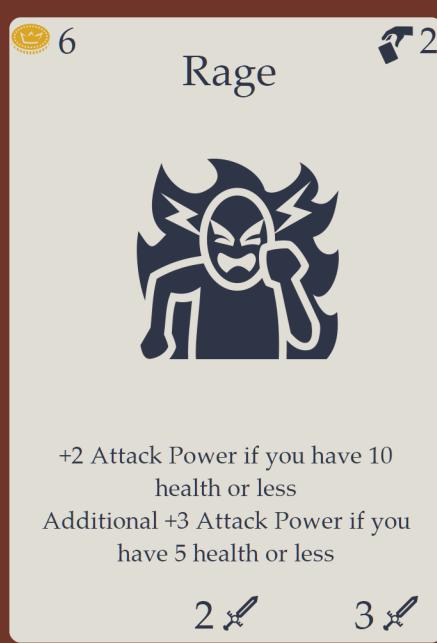
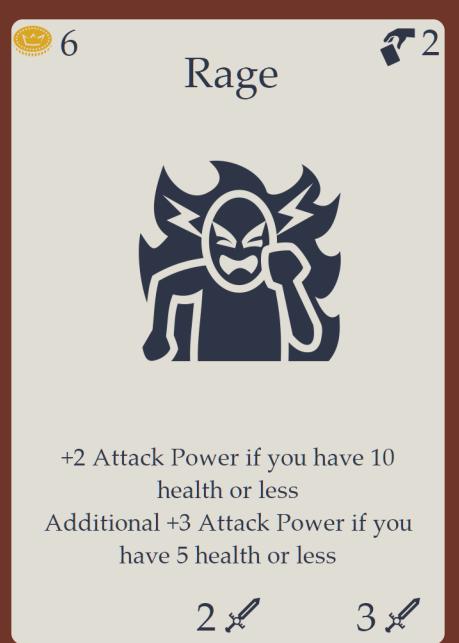
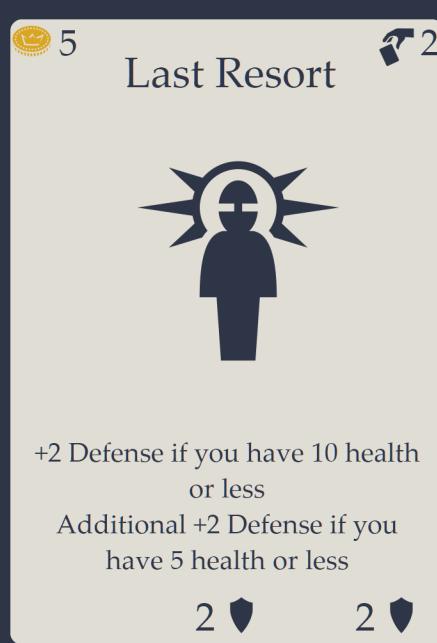
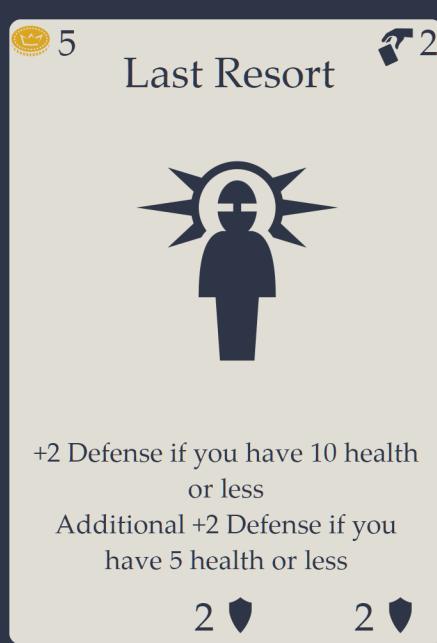
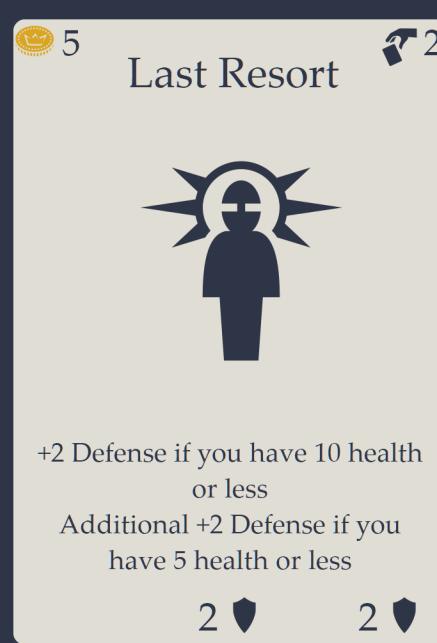
5  9

Wave of Destruction

7 

Cannot be played if this is the only combat card in your hand
+5 Attack Power
Destroy a random card from your hand

5 



5

Sacrifice

1

5

Drain

1

5

Drain

1

5

Drain

1



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



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



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



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

5

Blood Magic

1

5

Blood Magic

1

5

Blood Magic

1



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



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



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

6

Elemental Inoculation

2



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



6

Elemental
Inoculation

2



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



6

Elemental
Inoculation

2



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



5

Hardiness

1

5

Hardiness

1



5

Hardiness

1



Draw and play an additional card for 0 Dexterity cost for every health you lose from cards played this turn

4

Pestilent Strike

1



+1 Attack Power
-1 Enemy Defenses
This attack card is augmented with Poison



1

1

4

Pestilent Strike

1



+1 Attack Power
-1 Enemy Defenses
This attack card is augmented with Poison



1

1

4

Pestilent Strike

1

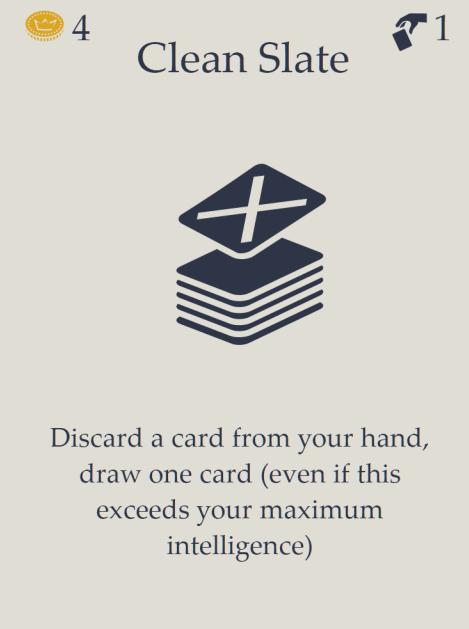
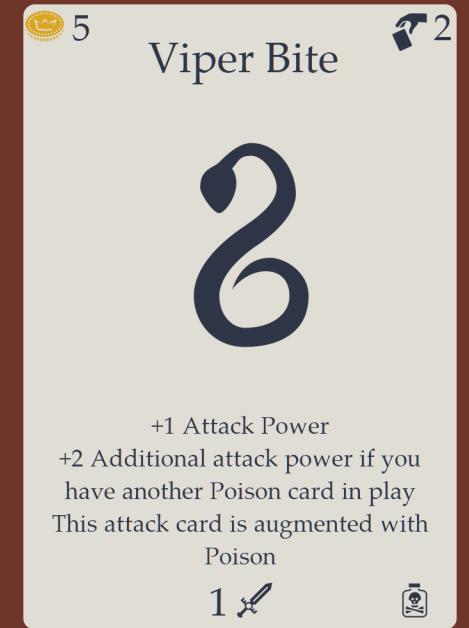
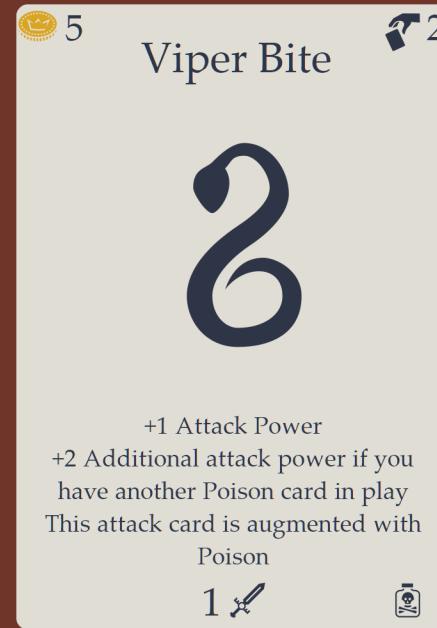
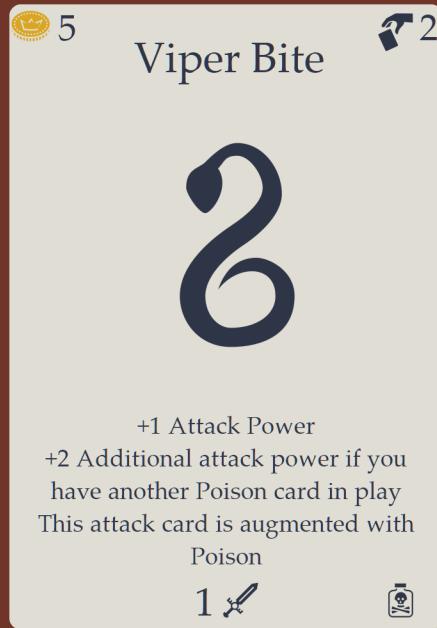
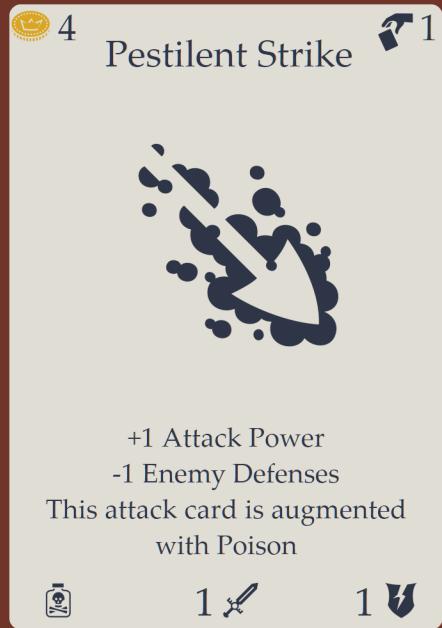


+1 Attack Power
-1 Enemy Defenses
This attack card is augmented with Poison



1

1



4

Clean Slate

1

4

Clean Slate

1



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



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

Unstable
Explosion



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

5 ✕

0

Unstable
Explosion



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
This attack card is augmented with

Frost

1 ✕



5

Freezing Pulse

3



+1 Attack Power
+1 Additional Attack Power for each
card discarded or destroyed this turn
This attack card is augmented with

Frost

1 ✕

5

Freezing Pulse

3



+1 Attack Power
+1 Additional Attack Power for each
card discarded or destroyed this turn
This attack card is augmented with

Frost

1 ✕



<p> 6 Meteor 2</p> <p>+2 Attack Power Discard a card from your hand This attack card is augmented with Fire</p> <p> 2 </p>	<p> 6 Meteor 2</p> <p>+2 Attack Power Discard a card from your hand This attack card is augmented with Fire</p> <p> 2 </p>	<p> 6 Meteor 2</p> <p>+2 Attack Power Discard a card from your hand This attack card is augmented with Fire</p> <p> 2 </p>	<p> 5 Barrage 2</p> <p>+2 Attack Power This attack is augmented with Fire When played, you may destroy any number of purchasable combat cards</p> <p> 2 </p>
<p> 5 Barrage 2</p> <p>+2 Attack Power This attack is augmented with Fire When played, you may destroy any number of purchasable combat cards</p> <p> 2 </p>	<p> 5 Barrage 2</p> <p>+2 Attack Power This attack is augmented with Fire When played, you may destroy any number of purchasable combat cards</p> <p> 2 </p>	<p> 6 Greed 1</p> <p>+2 Currency When played, you may destroy any number of purchasable combat cards</p> <p> 2</p>	<p> 6 Greed 1</p> <p>+2 Currency When played, you may destroy any number of purchasable combat cards</p> <p> 2</p>

6

Greed

1



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

2

4

Toxic Projectile

1



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

1

4

Toxic Projectile

1



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

1



4

Toxic Projectile

1



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

1



4

Toxic Projectile

1



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

1



4

Toxic Projectile

1



+1 Attack Power
You may destroy a purchasable combat card
This attack card 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



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



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

