



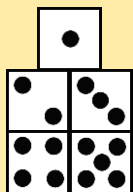
2



10



Start combat with 2 copies of this creature.



:

Deal 2 **damage** to defender.



:

Remove all **block** from all enemies.



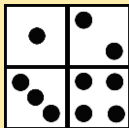
+ 4



40

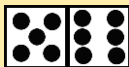


At the start of each enemy turn, add a dazed to each discard pile.



:

Player with lowest HP loses 2 HP.



:

Add 1 dazed to each discard pile.



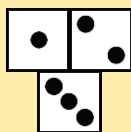
+ 4



40

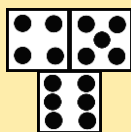


Once this creature drops below 50% health, the next turn it splits into two identical copies with its current health.



:

Deal 6 **damage** to a player. Add 2 dazed to player's discard pile.



:

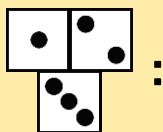
Deal 4 **damage** to ALL enemies.



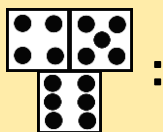
2 

20 

Each player may play a maximum of 4 cards each turn.



Deal 5 **damage** to defender.



Deal 3 **damage** to defender. Next turn, this defender cannot gain **block**.



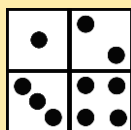
+ 4



40



**Block** does not expire at the end of turn.



:

Gain 6 **block**.



:

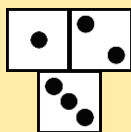
Gain 3 **block**. Remove all **block**, and deal **damage** to defender equal to **block** removed.



2 

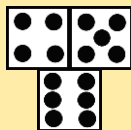
16 

Whenever an Attack is played, deal 1 **damage** to attacker.



:

Deal 2 **damage**. Gain health equal to **damage** dealt.



:

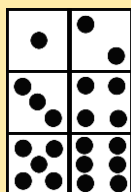
Gain 3 **block**.



2

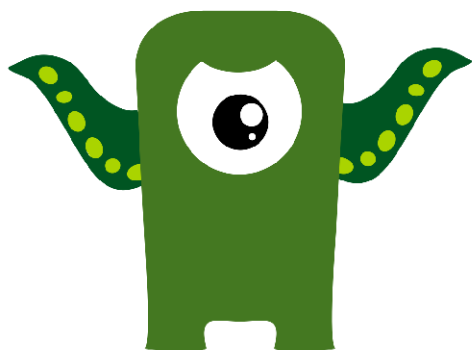
24

All enemies enter combat with X poison,  
where X is the stage you are on.



:

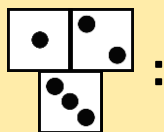
Do nothing.



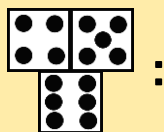
2 

16 

Cannot be poisoned.



Deal 5 **damage** to  
defender.



Deal 3 **damage** to ALL  
enemies.





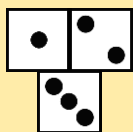
2



16

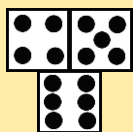


Enemies cannot gain **strength**.



:

Defender loses HP  
equal to their **block**.



:

Deal 2 **damage** to ALL  
enemies.



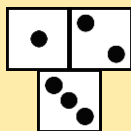
+ 8



80



Lose all **strength** on attack. Gain 1 **strength** each time a card is played.



:

Gain 3 **strength**.



:

Deal 1 **damage** to defender.



:

Remove **block** from ALL enemies. Roll another die.



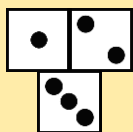
2



16

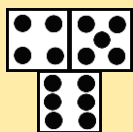


At the start of each turn, consume 1 gold from each player.



:

Deal 2 **damage** to defender.



:

Gain 2 **block**.

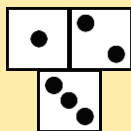


+ 8



100 

None



:

Summon a basic monster.



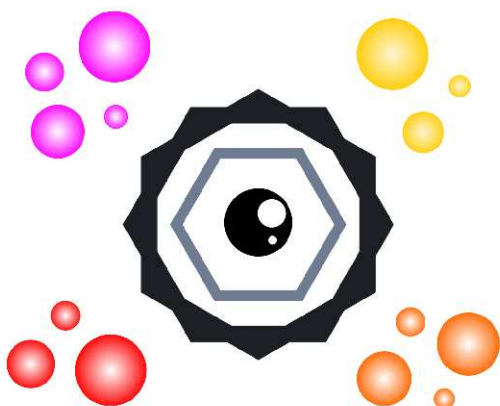
:

ALL allies gain 2  
strength.



:

Remove all conditions  
and Illusions.



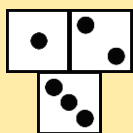
2



5



Starts combat with 10 **block**. **Block** does not expire at the end of turn.



:

Deal 5 **damage** to roller.



:

Deal 3 **damage** to ALL enemies.



:

Gain 10 **block**.



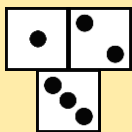
2



6

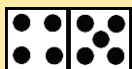


Start combat with 3 copies of this creature.



:

Deal 2 **damage** to ALL enemies.



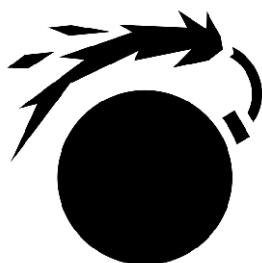
:

Gain 5 **block**.



:

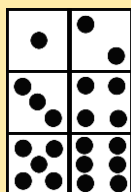
All allies gain 1 **strength**.



2 

25 

When 5 **strength** is reached, deal 10 **damage** to ALL players and this monster dies.



:

Gain 1 **strength**.



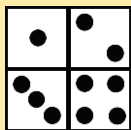
2



16



Gain 3 **block** at the start of each turn.



:

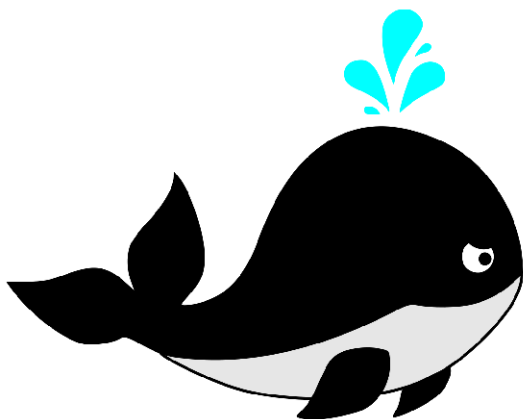
A player loses 1 HP.



:

Add a wound to the top of each player's deck.





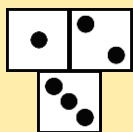
+ 4



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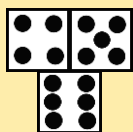


The first time HP is lost, gain 5  
strength.



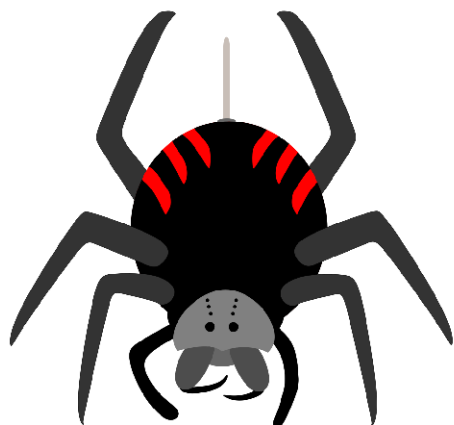
:

Deal 1 damage to ALL  
enemies.



:

Double current  
strength.



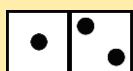
+ 4



50



Spawns a spider with 5 HP at the start of each turn.



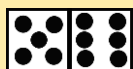
:

All spiders deal 2 **damage** to a player.



:

Spawns two spiders with 5 HP each.



:

All spiders gain 3 HP and 1 **strength**.



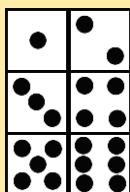
2



24



At the start of each enemy turn, exhaust the top card of their deck.



:

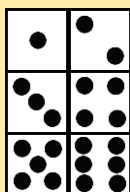
Deal **damage** equal to die roll.



2 

16 

Gain 1 HP every time an enemy loses HP.



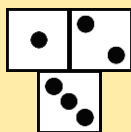
: ALL enemies lose 1 HP.



2 

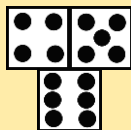
10 

Each turn, the first incoming attack is ignored.



:

Deal 5 **damage** to a player. Add 2 dazed to player's discard pile.



:

Gain 5 **block**.



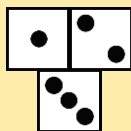
+ 8



80



Each time a die is rolled, gain 1 HP.



:

Deal 1 **damage** to defender. Roll again.



:

Gain 5 **block**.



:

Gain 1 **strength**.



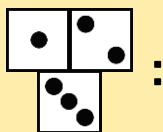
+ 4



30

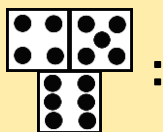


None



:

Deal 8 **damage** to a player. Remove all **block** from player.



:

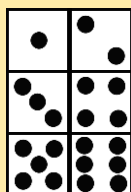
Deal 3 **damage** to a player. Add a wound to the top of each player's deck.



2 

20 

Gain 1 **strength** at the start of each turn.



Deal 1 **damage** to ALL enemies.





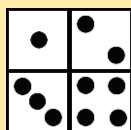
+ 8



80



Each attack deals 1 additional **damage** for each attack against defender this turn.



:

Deal 1 **damage** to defender. Roll again.



:

Deal 1 **damage**. Gain 1 HP for each **unblocked damage**.