

Dust Trap

2



Trap

When attacked next, the attacker rolls one less die next turn.

Dust Trap

2



Trap

When attacked next, the attacker rolls one less die next turn.

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When attacked next, the attacker rolls one less die next turn.

Dust Trap

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Trap

When attacked next, the attacker rolls one less die next turn.

Noxious Fumes

1



Power

At the start of your turn,
all enemies gain 1 stack of
poison.

Noxious Fumes

1



Power

At the start of your turn,
all enemies gain 1 stack of
poison.

Toxic Cloud

1



Skill

All allies and enemies
gain 2 stack of poison.

Toxic Cloud

1



Skill

All allies and enemies
gain 2 stack of poison.

Catalyst Z

1



Skill

Target gains 1 strength
and loses 1 HP for each
poison stack on them.

Exhaust.

Roll

1



Skill

Gain 3 **block.**

Roll

1



Skill

Gain 3 **block.**

Roll

1



Skill

Gain 3 **block.**

Roll

1



Skill

Gain 3 **block.**

Dodge

1



Skill

Gain 2 **block**. Draw a card.

Dodge

1



Skill

Gain 2 **block**. Draw a card.

Dodge

1



Skill

Gain 2 **block**. Draw a card.

Dodge

1



Skill

Gain 2 **block**. Draw a card.

Poison Spray

2



Skill

Apply 2 poison to ALL
enemies.

Poison Spray

2



Skill

Apply 2 poison to ALL
enemies.

Enfeeble

1



Skill

Remove 1 poison from
enemy. Gain 4 **block**.

Enfeeble

1



Skill

Remove 1 poison from
enemy. Gain 4 **block**.

Viper Nest

1



Trap

When attacked next, apply
2 poison to attacker.

Viper Nest

1



Trap

When attacked next, apply
2 poison to attacker.

Viper Nest

1



Trap

When attacked next, apply
2 poison to attacker.

Viper Nest

1



Trap

When attacked next, apply
2 poison to attacker.

Decompose

1



Attack

Deal **damage** equal to
target's poison.

Decompose

1



Attack

Deal **damage** equal to
target's poison.

Decompose

1



Attack

Deal **damage** equal to
target's poison.

Decompose

1



Attack

Deal **damage** equal to
target's poison.

Poison Dagger

1



Attack

Deal 1 **damage** and apply 1
poison.

Poison Dagger

1



Attack

Deal 1 **damage** and apply 1
poison.

Poison Dagger

1



Attack

Deal 1 **damage** and apply 1
poison.

Poison Dagger

1



Attack

Deal 1 **damage** and apply 1
poison.

Snare

1



Trap

When attacked next, deal 2
damage to attacker. If this
kills, gain 1 additional
treasure at the end of
combat.

Potency

1



Power

Whenever you apply poison,
apply 1 additional stack.

Potency

1



Power

Whenever you apply poison,
apply 1 additional stack.

Scorpion Venom

1



Power

Every trap also applies 1 poison.

Scorpion Venom

1

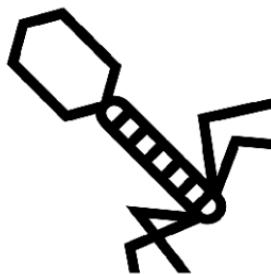


Power

Every trap also applies 1 poison.

Transfект

1



Skill

Transfer all poison from
one target to another.
Exhaust.

Transfект

1



Skill

Transfer all poison from
one target to another.
Exhaust.

Transfект

1

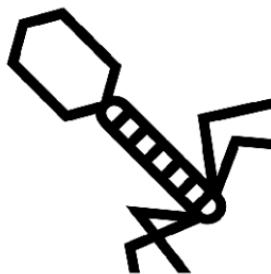


Skill

Transfer all poison from
one target to another.
Exhaust.

Transfект

1

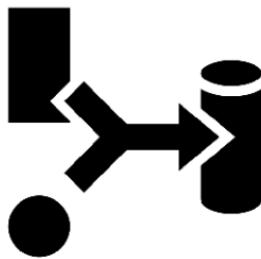


Skill

Transfer all poison from
one target to another.
Exhaust.

Craftsmanship

1



Skill

This turn, all traps
trigger twice.

Injection

X



Skill

Apply X poison to ALL
enemies.

Scavenge

1



Skill

Move an exhausted Trap to your hand.

Scavenge

1



Skill

Move an exhausted Trap to your hand.

Tripwire

1



Trap

When attacked next, reduce
damage by 1.

Tripwire

1



Trap

When attacked next, reduce
damage by 1.

Tripwire

1



Trap

When attacked next, reduce
damage by 1.

Tripwire

1

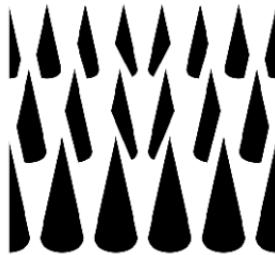


Trap

When attacked next, reduce
damage by 1.

Spike Trap

0

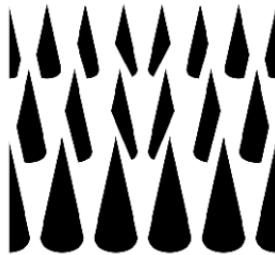


Trap

When attacked next, remove
all **block** from attacker.

Spike Trap

0



Trap

When attacked next, remove
all **block** from attacker.

Barbed Trap

1



Trap

When attacked next, deal 3
damage to attacker.

Barbed Trap

1



Trap

When attacked next, deal 3
damage to attacker.

Barbed Trap

1



Trap

When attacked next, deal 3
damage to attacker.

Barbed Trap

1



Trap

When attacked next, deal 3
damage to attacker.

Caltrops

0



Trap

When attacked, deal 1
damage to attack. This trap
does not exhaust.

Caltrops

0

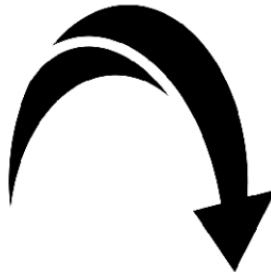


Trap

When attacked, deal 1
damage to attack. This trap
does not exhaust.

Duck

0

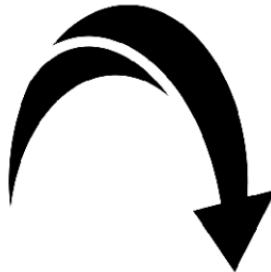


Skill

Gain 1 **block**. Draw a card.

Duck

0



Skill

Gain 1 **block**. Draw a card.

Healing Spring

1



Trap

When attacked next,
defender gains 2 HP.

Healing Spring

1



Trap

When attacked next,
defender gains 2 HP.

Smoke Trap

2



Trap

When attacked next, reduce
damage to 0.