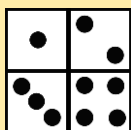




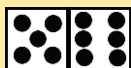
2 

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.



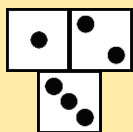
2



20

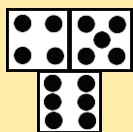


None



:

Deal 2 **damage** to ALL enemies.



:

Apply 3 **vulnerable** to ALL enemies.



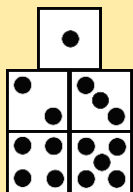
2



10



Start combat with 2 copies of this creature.



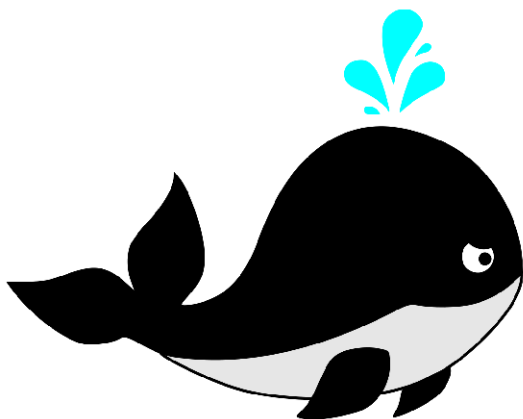
:

Deal 2 **damage** to a player.



:

Remove all **block** from all enemies.



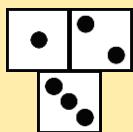
+ 4



40

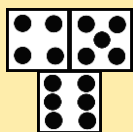


The first time HP is lost, gain 5  
strength.



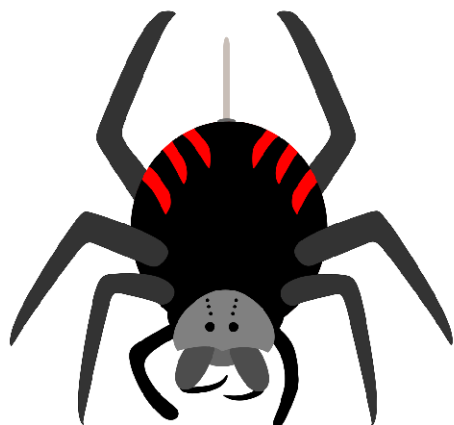
:

Deal 1 **damage** to ALL  
enemies.



:

Double current  
strength.



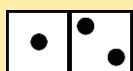
+ 4



50



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



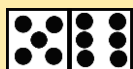
:

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



:

Spawns two spiders with 5 HP each.



:

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



2



20

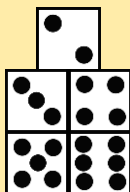


At the start of each turn, consume 1 gold from each player.



:

Deal 1 **damage** to ALL enemies.



:

Gain 3 **block**. Apply 1 **vulnerable** to ALL enemies.



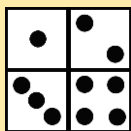
+ 6



80



Each time a die is rolled, gain 1 HP.



:

Deal 1 **damage** to defender and roll another die.



:

Gain 5 **block**.



:

Gain 1 **strength**.



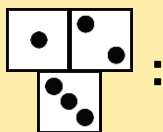
+ 4



30

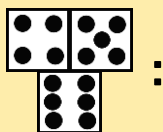


None



:

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.

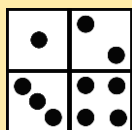




2 

20 

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



:

Deal 1 **damage** to ALL enemies.



:

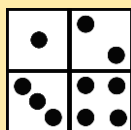
Gain 8 **block**.



2 

16 

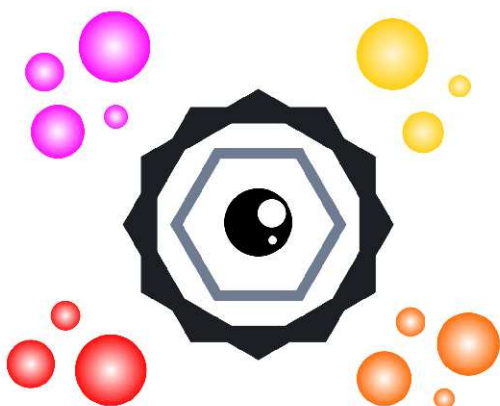
Gain 1 HP every time an enemy loses HP.



: ALL enemies lose 1 HP.



: Gain 6 [block](#).



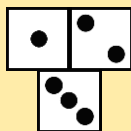
2



4



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**.



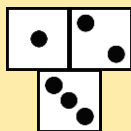
+ 6



80



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



:

Gain 4 **strength**.



:

Deal 1 **damage** to defender.



:

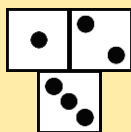
Remove all conditions.  
Remove **block** from ALL enemies.



2 

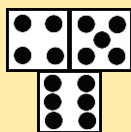
24 

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



:

Damage 5 damage to a player.



:

Damage 3 damage to a player. Add 2 burns to ALL enemies discard pile.



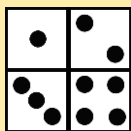
+ 4



40



Block does not expire at the end of turn.



:

Gain 8 block.



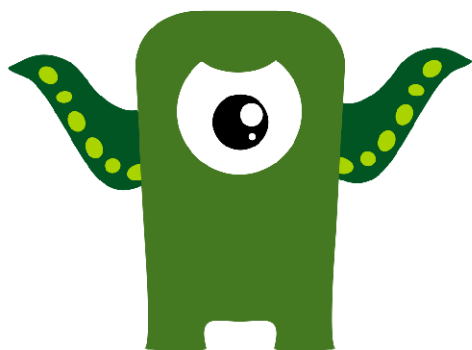
:

Gain 4 block. Remove all block, and deal damage to defender equal to block removed. Gain 4 block. Remove



:

all block, and deal damage to a player equal to block removed.



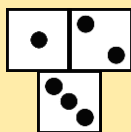
2



20

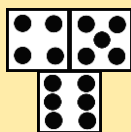


None



:

Deal 5 **damage** to  
defender.



:

Deal 3 **damage** to ALL  
enemies.



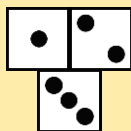
+ 6



100



None



:

Summon a basic monster.



:

ALL allies gain 2  
strength.



:

Remove all conditions  
and Illusions.





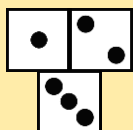
2



24

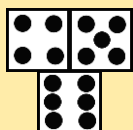


None



:

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



:

Gain 5 **block**.



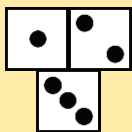
2



6

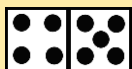


Start combat with 3 copies of this creature.



:

Deal 2 **damage** to ALL enemies.



:

Gain 5 **block**.



:

All allies gain 1 **strength**.