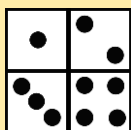




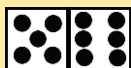
2 

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.



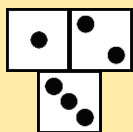
2



20

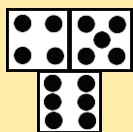


None



:

Deal 2 **damage** to ALL enemies.



:

Apply 3 **vulnerable** to ALL enemies.



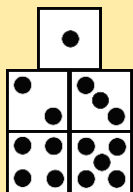
2



10



Start combat with 2 copies of this creature.



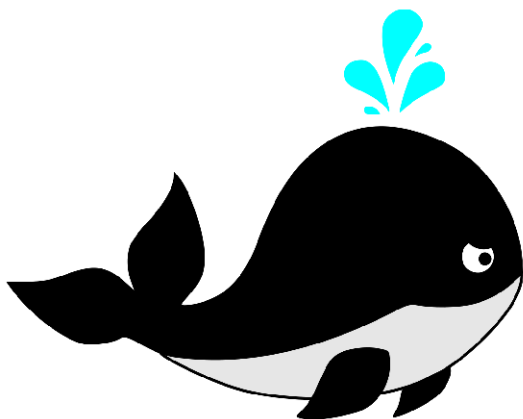
:

Deal 2 **damage** to a player.



:

Remove all **block** from all enemies.



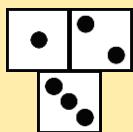
+ 4



40

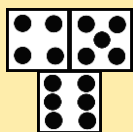


The first time HP is lost, gain 5
strength.



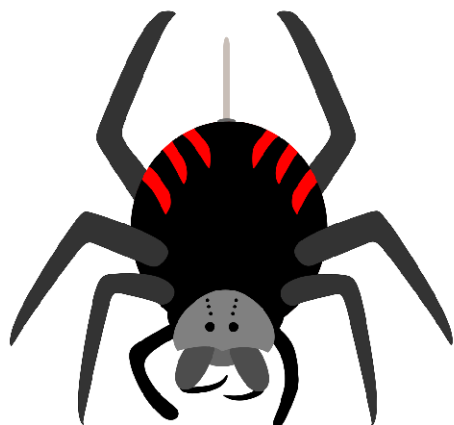
:

Deal 1 **damage** to ALL
enemies.



:

Double current
strength.



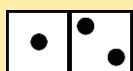
+ 4



50



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



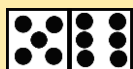
:

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

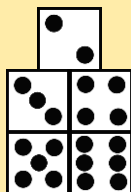


At the start of each turn, consume 1 gold from each player.



:

Deal 1 **damage** to ALL enemies.



:

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



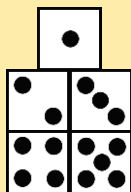
+ 6



80



Gain 1 **strength** each turn. If this creature has 3 **strength**, remove all **block** from enemies and deal 5 **damage** to ALL enemies.



:

Gain 5 **block**.



:

Gain 1 **strength**.



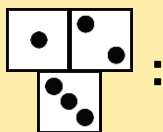
+ 4



30

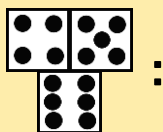


None



:

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



:

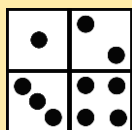
Deal 3 **damage** to a player. Add a wound to the top of each player's deck.



2 

20 

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



:

Deal 1 **damage** to ALL enemies.



:

Gain 8 **block**.



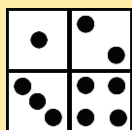
2



16



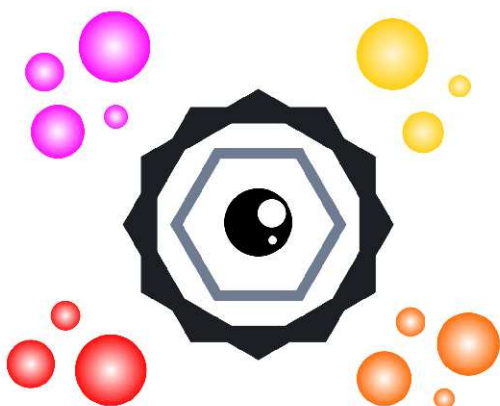
Gain 1 HP every time an enemy loses HP.



: ALL enemies lose 1 HP.



: Gain 6 **block**.



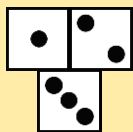
2



4



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



:

Deal 3 **damage** to ALL enemies.



:

Deal 6 **damage** to ALL enemies.



:

Gain 10 **block**.



+ 6



80

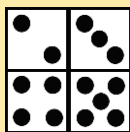


Lose all **strength** on attack. Gain 1 **strength** each time a card is played.



:

Deal 1 **damage** to an enemy.



:

Gain 4 **strength**.



:

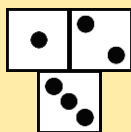
Remove all conditions.
Remove **block** from ALL enemies.



2 

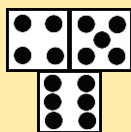
24 

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.



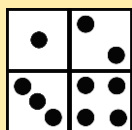
+ 4



40



Block does not expire at the end of turn.



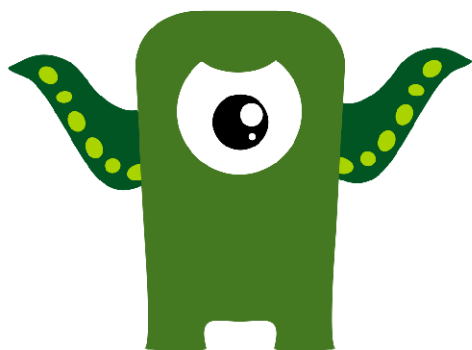
:

Gain 8 **block**.



:

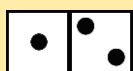
Gain 4 **block**. Remove all **block**, and deal **damage** to a player equal to **block** removed.



2 

20 

None



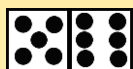
:

Deal 3 **damage** to ALL enemies.



:

Add 2 wounds to the top of each deck.



:

Deal 5 **damage** to ALL enemies.



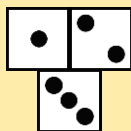
+ 6



100



None



:

Summon a basic monster.



:

ALL allies gain 2
strength.



:

Remove all conditions
and Illusions.



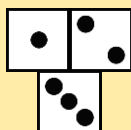
2



24

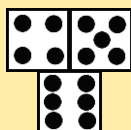


None



:

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



:

Gain 5 **block**.



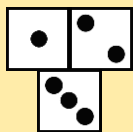
2



8



Start combat with 3 copies of this creature.



:

Deal 2 **damage** to ALL enemies.



:

Gain 5 **block**.



:

All allies gain 1 **strength**.