

ANKH

1

EQUIPMENT

Saves your life once per fight

BLAYZEE'S BOOTS

2

EQUIPMENT

Acquire → +↳↳↳
You always take the advantage

DODGY SURGERY

SLOW MOVE

+□, but lose ❤ equal to your ♡

ENVIRONMENT: APLOMB

TRAIT

Start of fight → +3❤ to you and your opponent

ENVIRONMENT: DISQUIET

TRAIT

You and your opponent start your fights with half ❤, rounded up

ENVIRONMENT: RAZORS

TRAIT

Players can't gain ❤ and lives can't be saved in your fights

ENVIRONMENT: VITALITY

TRAIT

Saves your life and your opponent's life each once per fight

FIND AN OPENING

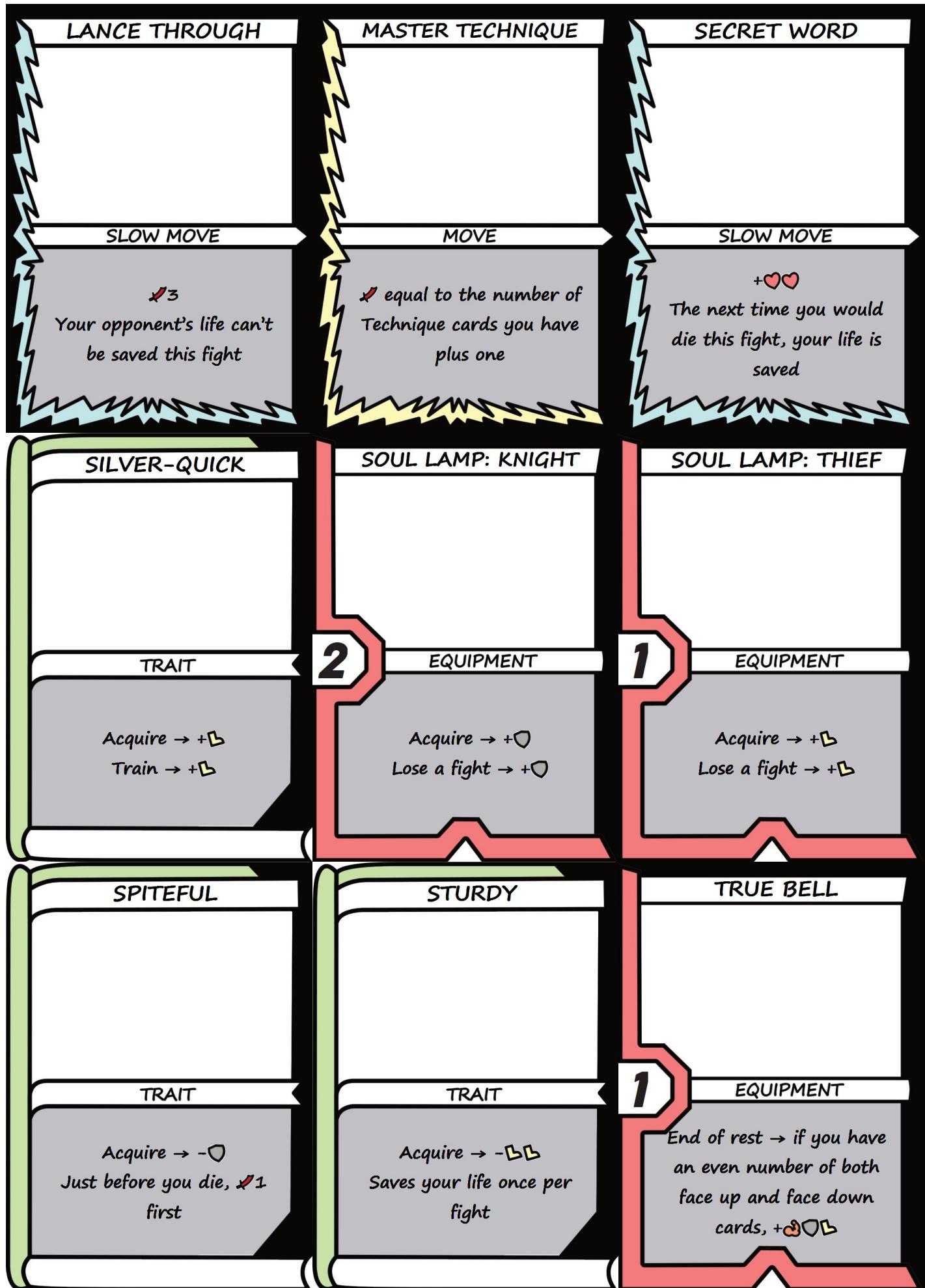
MOVE

✖1
You may play a slow move right after this

GEAR FIEND

TRAIT

You can hold +3△



TURTLE UP

VAMPIRE

WAY OF LEAD

SLOW MOVE

+♥♥♥♥♥

TRAIT

Swing → +♥

TRAIT

Acquire → acquire one of
your face-down slow moves
Play a slow move → +♥♥