

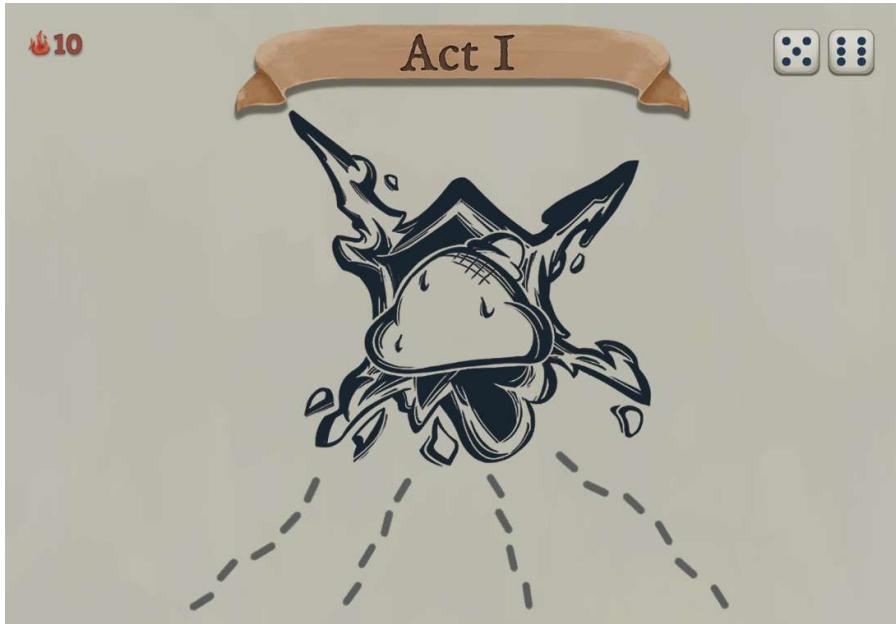


**Split:** On death, at start of next round, summon a **Large Slime**, **Acid Slime**, and **Spike Slime** (in that order) from the summon deck for each player.



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### The Guardian

**Attack Mode**

- 2 🔥, 5 ⚡ per player
- Mode Shift 🔥 6 🔶

**Defensive Mode**

- 2 🔥
- 4 🔥, 🤦 at start of next round.

**Mode Shift:** If The Guardian starts its turn with no 🛡, it doesn't attack this turn and enters **Defensive Mode** at start of next round.

**Sharp Hide:** While in **Defensive Mode**, after you play an Attack, take 1 damage.  
(Reminder: Damage can be blocked.)

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### The Collector

- Summon **Torch Heads** until there are 2 for each player.
- 3 🔥, 🤦 to all enemies.
- 5 🔥
- 🔥 ✕ ✕ ✕ ✝ ✝ 🔥

|     |
|-----|
| 57  |
| 114 |
| 171 |
| 228 |

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- 3 🔥, 🤦 to all enemies.
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- 🔥 ✕ ✕ ✕ ✝ ✝ 🔥

|     |
|-----|
| 60  |
| 120 |
| 180 |
| 240 |

🔥 10

Act I



Act I



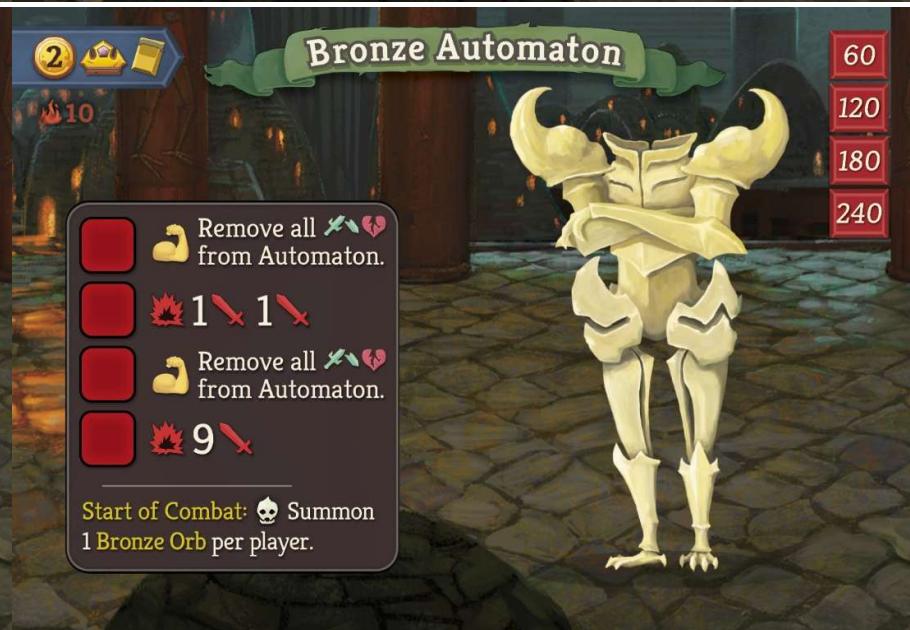
🔥 10

Act II



Act II





🔥 10

Act II



Act II



🔥 10

Act II

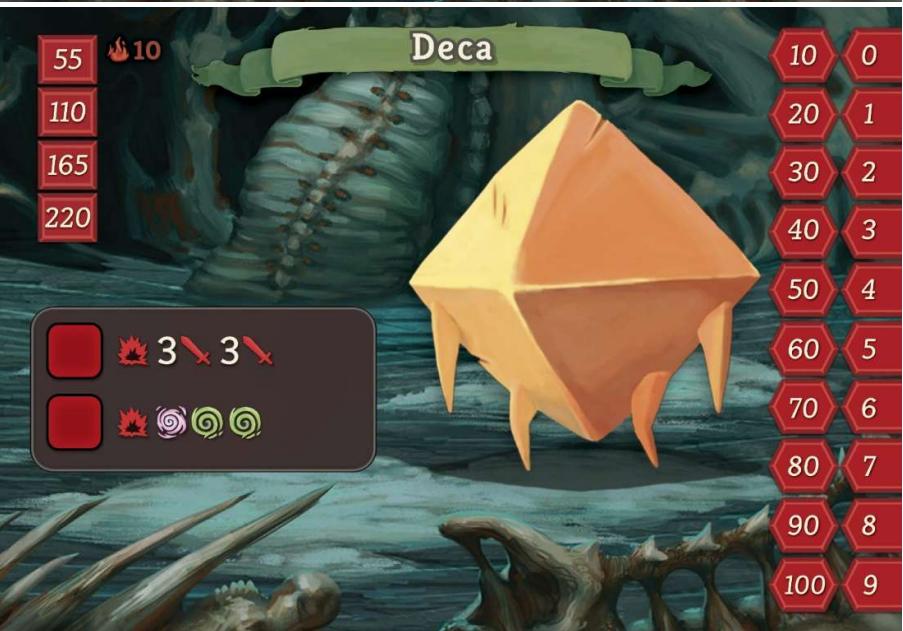


Act II

















🔥 11

## Act IV



## Act IV

