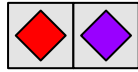
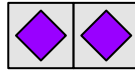


Regen 1 hp
end of round



Basic Action
+2 Armor



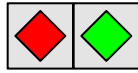
Add card
"Armor Up"



+5 HP



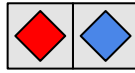
+5 Max Armor



End of turn: Boss receive 2 dmg if you
are not in range 2 of sun



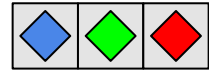
+4 HP to sun



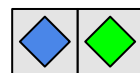
Add card
"Alliviate"



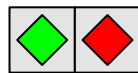
Add card
"Greater Heal"



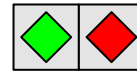
Any heal may be
played as dmg



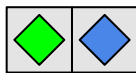
You may burn a card to deal d6 dmg



Deal 1.5x dmg if target hp
is below 50%



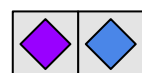
Reduce all dmg taken by 1



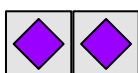
Deal 1.5x dmg if your hp is
below 50%



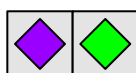
+1 to all attacks



Add card
"Evade Attack"



Add card "Build Plateau"



Do not roll with
disadvantage in melee