



















Each player uncharges a conduit or loses 2 life. (You can't uncharge past your starting configuration)

1 HAND SMASH

Each player discards a boon in hand costing at least 1 or loses 2 life.

2 MEDUSA'S MIRROR



The players may spend the *4 to discard this from play.

Cast: Discard each player's highest cost prepped spell and deal 2**** damage.

ESSENCE SIPHON

Each player uncharges their most expensive powered conduit or loses 3 life. (You can't uncharge past your starting configuration)

1 JADE RAT SPY



Include 2* The Tainted Jade in the supply.

Each player gains 1 Tainted Jade. For each Tainted Jade that can't be gained, deal 2 damage.

MEMORY SIZZLE

Each player destroys the top 2 cards of their deck or discard pile or loses 3 life.

FLYING PIRANHAS

Place this in front of the boss. Deal **The** damage at the start of the Boss's turn. The players may pay **The** *4 • to discard this from play.

LIGHTNING STORM

Prevent the first 3 damage dealt by each player this turn.

MOTHER TURTLE



Place this in front of the boss. Players' hand size is reduced by 1. If the players deal **** *3 damage, discard it from play.

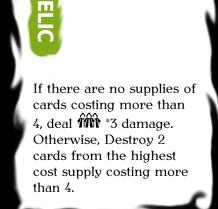


























Each player must discard a Ruby or gain 1 Tainted Jade and take 1 damage.



Each player must immediately destroy 2 Amethyst in hand or take 3 damage.