

2

AMPUTATE

Each player discards a boon in hand costing at least 3 or loses 3 life.

1

BOOM

Deal  damage.

1

BOOM

Deal  damage.


1

BOOM

Deal  damage.

2

BURN IT ALL

If there are no supplies of cards costing more than 6, deal  *3 damage. Otherwise, destroy 3 cards from a supply costing more than 6.

2

CLOUDED VISION

Each player discards 2 boons or loses 3 life.

2

CRUSHING VOLCANO

Until the boss's next turn, lose 2 life for each spell played.

1

DECK SMASH

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

2

DISPEL

Each player discards their highest cost prepped spell or loses 3 life.

1

DRAIN

RELIC

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

2

ESSENCE SIPHON




RELIC

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

1

FLYING PIRANHAS

RELIC

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

1

HAND SMASH


RELIC

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

1

JADE RAT SPY

RELIC

Include 2* Tainted Jade in the supply.

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

2

LIGHTNING STORM

RELIC



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


2

MEDUSA'S MIRROR

SPELL



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

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

2

MEMORY SIZZLE


RELIC

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

2

MOTHER TURTLE

RELIC

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

2

OBLITERATE



RELIC

Deal 2* damage.

2

OBLITERATE



RELIC

Deal 2* damage.

2

OBLITERATE



RELIC

Deal 2* damage.

1

ROYAL GUARD



RELIC

Prevent the first 2 damage dealt by each player this turn.

1

SHACKLES



RELIC


Until the boss's next turn, lose 2 life for each spell played.

1

SMASH



RELIC

If there are no supplies of cards costing more than 4, deal  *3 damage. Otherwise, Destroy 2 cards from the highest cost supply costing more than 4.

1

SPELL SMASH



RELIC



Each player discards a prepped spell or loses 2 life.

2

TORMENTED ONE



SPELL



Place this in front of the boss. At the start of the Boss's turn, this card deals  *2 damage. If the players deal  *4 damage to this card, discard it from play.

1

VOLATILE DUST



SPELL

Cast this at the start of the Boss's next turn. The players may immediately  amethysts and take  damage to discard this from play.

Cast: Deal 3*

