

M	<b>QUICK</b> +1 ATK	EASY	<b>SHARP</b> +1 face value	5g	<b>ECHO</b> Convert effect ×2	10g	<b>ASCENSION</b> Item → counts as Hero	RARE 20g
M	<b>SPIKY</b> Dodgers take 1	EASY	<b>SHARP</b> +1 face value	5g	<b>ECHO</b> Convert effect ×2	10g	<b>DOUBLESTRIKE</b> Reveal: play another card	RARE 20g
M	<b>EAGER</b> Attacksfirsteach rd	EASY	<b>SHARP</b> +1 face value	5g	<b>ECHO</b> Convert effect ×2	10g	<b>PHOENIX</b> At 0 HP → 1 HP, discard	RARE 20g
M	<b>TOUGH</b> First hit reduced 2	EASY	<b>STURDY</b> Dodge → draw 1	5g	<b>BANNER</b> Your cards +1 this round	10g	<b>WIZARD'S WILL</b> 1×/dungeon: swap any 2 reveals	RARE 20g
M	<b>WARY</b> No peeking	EASY	<b>STURDY</b> Dodge → draw 1	5g	<b>BANNER</b> Your cards +1 this round	10g	<b>REAPER'S MARK</b> Legend kill → free Mythic	RARE 20g
M	<b>BURNING</b> All take 1 end of rd	MED	<b>STURDY</b> Dodge → draw 1	5g	<b>BANNER</b> Your cards +1 this round	10g	<b>SLIPPERY</b> Tactics on this cost +1 card	RARE 20g
M	<b>VAMPIRIC</b> Heals 1 per dmg dealt	MED	<b>GLINT</b> Reveal → +1g (max 3/fight)	5g	<b>BLOOD MONEY</b> Killing blow → +3g extra	10g	<b>HUNTER'S EDGE</b> +1 dmg per 10 missing boss HP	RARE 20g
M	<b>RESILIENT</b> First hit/rd -3	MED	<b>GLINT</b> Reveal → +1g (max 3/fight)	5g	<b>BLOOD MONEY</b> Killing blow → +3g extra	10g	<b>SIDESWING</b> Sideways → deals 3	RARE 20g
M	<b>VEILED</b> No dodge under 6	MED	<b>GLINT</b> Reveal → +1g (max 3/fight)	5g	<b>BLOOD MONEY</b> Killing blow → +3g extra	10g	<b>MERCENARY PACT</b> Assist on kill → +2g extra	RARE 20g
M	<b>CURSED</b> Convert → boss +1 ATK	MED	<b>QUICK</b> Damage → draw 1	5g	<b>VAMPIRIC</b> Hit boss → heal 2	10g	<b>WILDCARD</b> May Convert as any suit	RARE 20g
M	<b>BERSERKER</b> Attacks twice each rd	HARD	<b>QUICK</b> Damage → draw 1	5g	<b>VAMPIRIC</b> Hit boss → heal 2	10g	<b>ROYAL DECREE</b> In hand: your other cards +1	MYTHIC
M	<b>DEVOURER</b> Killingwizardealsboss 5	HARD	<b>QUICK</b> Damage → draw 1	5g	<b>VAMPIRIC</b> Hit boss → heal 2	10g	<b>LEGEND ETCHED</b> Cannot be Faded	MYTHIC
M	<b>UNBLOCKABLE</b> No dodging	HARD	<b>BRIGHT</b> Reveal → leftwizarddraws 1	5g	<b>THORNS</b> Take dmginhand → return 1	10g	<b>TOWER'S MEMORY</b> Carries with you to new band	MYTHIC
M	<b>DOOM</b> Round 5 = party wipe	HARD	<b>BRIGHT</b> Reveal → leftwizarddraws 1	5g	<b>THORNS</b> Take dmginhand → return 1	10g	<b>THE PATRON</b> Heal another 5 OR steal 2g	MYTHIC
M	<b>ECHO</b> Hits highest HP twice	HARD	<b>BRIGHT</b> Reveal → leftwizarddraws 1	5g	<b>THORNS</b> Take dmginhand → return 1	10g	<b>UNTOUCHABLE</b> Immune to Tactics	MYTHIC