

Ripper Eel  
WAVE 1 ENEMY



MONSOON: THE FIRST TIME THIS ENEMY ATTACKS IT DEALS ITS DAMAGE BEFORE TROOPS ATTACK.

3

2

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WAVE 1 ENEMY



MONSOON: THE FIRST TIME THIS ENEMY ATTACKS IT DEALS ITS DAMAGE BEFORE TROOPS ATTACK.

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2

Toxic Shambler  
WAVE 1 ENEMY



REVEAL: DEAL 1 DAMAGE TO THE FIRST 2 TROOPS IN THIS LANE.  
MONSOON: INCREASE THE DAMAGE FROM THIS ENEMY'S ABILITY BY +1.

2

2

Toxic Shambler  
WAVE 1 ENEMY



REVEAL: DEAL 1 DAMAGE TO THE FIRST 2 TROOPS IN THIS LANE.  
MONSOON: INCREASE THE DAMAGE FROM THIS ENEMY'S ABILITY BY +1.

2

2

Toxic Shambler  
WAVE 1 ENEMY



REVEAL: DEAL 1 DAMAGE TO THE FIRST 2 TROOPS IN THIS LANE.  
MONSOON: INCREASE THE DAMAGE FROM THIS ENEMY'S ABILITY BY +1.

2

2

Plague Crawler  
WAVE 1 ENEMY



IF THIS ENEMY KILLS A TROOP, HEAL THAT TROOP TO FULL AND PLACE IT AT THE END OF THE ENEMY LANE (DISCARDING ANY EQUIPMENT). IT BECOMES AN ENEMY.

NIGHT: THAT TROOP GAINS +1 POWER AND +1 HP.

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2

Plague Crawler  
WAVE 1 ENEMY



IF THIS ENEMY KILLS A TROOP, HEAL THAT TROOP TO FULL AND PLACE IT AT THE END OF THE ENEMY LANE (DISCARDING ANY EQUIPMENT). IT BECOMES AN ENEMY.

NIGHT: THAT TROOP GAINS +1 POWER AND +1 HP.

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2

Plague Crawler  
WAVE 1 ENEMY



IF THIS ENEMY KILLS A TROOP, HEAL THAT TROOP TO FULL AND PLACE IT AT THE END OF THE ENEMY LANE (DISCARDING ANY EQUIPMENT). IT BECOMES AN ENEMY.

NIGHT: THAT TROOP GAINS +1 POWER AND +1 HP.

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Corpse Hound  
WAVE 1 ENEMY



NIGHT: THE FIRST TIME THIS ENEMY WOULD BE KILLED, INSTEAD, HEAL IT TO 2 HP.

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2

Corpse Hound  
WAVE 1 ENEMY



NIGHT: THE FIRST TIME THIS ENEMY WOULD BE KILLED, INSTEAD, HEAL IT TO 2 HP.

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2

Corpse Hound  
WAVE 1 ENEMY



NIGHT: THE FIRST TIME THIS ENEMY WOULD BE KILLED, INSTEAD, HEAL IT TO 2 HP.

3

2

Ambush Mantis  
WAVE 1 ENEMY



EACH TIME THIS ENEMY ADVANCES OR ATTACKS, DEAL 2 DAMAGE TO THE LAST TROOP IN THIS LANE.

REVEAL (FOG): PLACE THIS ENEMY AT THE END OF THE ENEMY LANE.

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Ambush Mantis  
WAVE 1 ENEMY



EACH TIME THIS ENEMY ADVANCES OR ATTACKS, DEAL 2 DAMAGE TO THE LAST TROOP IN THIS LANE.

REVEAL (FOG): PLACE THIS ENEMY AT THE END OF THE ENEMY LANE.

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2

Ambush Mantis  
WAVE 1 ENEMY



EACH TIME THIS ENEMY ADVANCES OR ATTACKS, DEAL 2 DAMAGE TO THE LAST TROOP IN THIS LANE.

REVEAL (FOG): PLACE THIS ENEMY AT THE END OF THE ENEMY LANE.

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Twilight Stalker  
WAVE 1 ENEMY



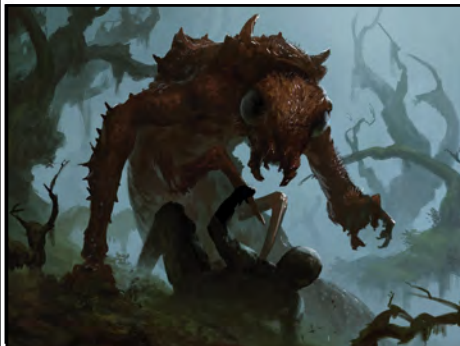
REVEAL: DEAL 2 DAMAGE TO THE LAST TROOP IN THIS LANE.

FOG: IF THIS ENEMY'S REVEAL ABILITY KILLS A TROOP, THIS ENEMY GAINS +1 POWER AND +1 HP.

2

2

Twilight Stalker  
WAVE 1 ENEMY



REVEAL: DEAL 2 DAMAGE TO THE LAST TROOP IN THIS LANE.

FOG: IF THIS ENEMY'S REVEAL ABILITY KILLS A TROOP, THIS ENEMY GAINS +1 POWER AND +1 HP.

2

2

Twilight Stalker  
WAVE 1 ENEMY



REVEAL: DEAL 2 DAMAGE TO THE LAST TROOP IN THIS LANE.

FOG: IF THIS ENEMY'S REVEAL ABILITY KILLS A TROOP, THIS ENEMY GAINS +1 POWER AND +1 HP.

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Spore Host  
WAVE 2 ENEMY



REVEAL: PLACE THIS ENEMY AT THE END OF THE ENEMY LANE.

MONSOON: WHILE IN LANE, REDUCE ALL DAMAGE ALL ENEMIES SUFFER BY 1.

FOG: WHILE IN LANE, ALL ENEMIES GAIN +1 POWER.

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Spore Host  
WAVE 2 ENEMY



REVEAL: PLACE THIS ENEMY AT THE END OF THE ENEMY LANE.

MONSOON: WHILE IN LANE, REDUCE ALL DAMAGE ALL ENEMIES SUFFER BY 1.

FOG: WHILE IN LANE, ALL ENEMIES GAIN +1 POWER.

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Spore Host  
WAVE 2 ENEMY



REVEAL: PLACE THIS ENEMY AT THE END OF THE ENEMY LANE.

MONSOON: WHILE IN LANE, REDUCE ALL DAMAGE ALL ENEMIES SUFFER BY 1.

FOG: WHILE IN LANE, ALL ENEMIES GAIN +1 POWER.

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Mind Reaver Worm  
WAVE 2 ENEMY



EACH TIME A TROOP ATTACKS THIS ENEMY, THAT TROOP ALSO DEALS THAT MUCH DAMAGE TO THE NEXT TROOP IN LANE, OR TO ITSELF IF THERE ARE NO OTHER TROOPS.

MONSOON: THIS ENEMY GAINS +3 HP.

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Mind Reaver Worm  
WAVE 2 ENEMY



EACH TIME A TROOP ATTACKS THIS ENEMY, THAT TROOP ALSO DEALS THAT MUCH DAMAGE TO THE NEXT TROOP IN LANE, OR TO ITSELF IF THERE ARE NO OTHER TROOPS.

MONSOON: THIS ENEMY GAINS +3 HP.

0

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Mind Reaver Worm  
WAVE 2 ENEMY



EACH TIME A TROOP ATTACKS THIS ENEMY, THAT TROOP ALSO DEALS THAT MUCH DAMAGE TO THE NEXT TROOP IN LANE, OR TO ITSELF IF THERE ARE NO OTHER TROOPS.

MONSOON: THIS ENEMY GAINS +3 HP.

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Mist Shredder  
WAVE 2 ENEMY



DAMAGE FROM THIS ENEMY CANNOT BE PREVENTED.

REVEAL (FOG): DISCARD ALL ITEMS ON THE FIRST TROOP IN THIS LANE.

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Mist Shredder  
WAVE 2 ENEMY



DAMAGE FROM THIS ENEMY CANNOT BE PREVENTED.

REVEAL (FOG): DISCARD ALL ITEMS ON THE FIRST TROOP IN THIS LANE.

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Mist Shredder  
WAVE 2 ENEMY



DAMAGE FROM THIS ENEMY CANNOT BE PREVENTED.

REVEAL (FOG): DISCARD ALL ITEMS ON THE FIRST TROOP IN THIS LANE.

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### Marsh Crusher

WAVE 2 ENEMY



THIS ENEMY DEALS ANY DAMAGE EXCEEDING A TROOP'S HP TO THE NEXT TROOP IN LANE (ONLY) ADDITIONAL TROOP MAY BE DAMAGE

MONSOON: THIS ENEMY GAINS +2 POWER AND +2 HP.

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### Marsh Crusher

WAVE 2 ENEMY



THIS ENEMY DEALS ANY DAMAGE EXCEEDING A TROOP'S HP TO THE NEXT TROOP IN LANE (ONLY) ADDITIONAL TROOP MAY BE DAMAGE

MONSOON: THIS ENEMY GAINS +2 POWER AND +2 HP.

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### Marsh Crusher

WAVE 2 ENEMY



THIS ENEMY DEALS ANY DAMAGE EXCEEDING A TROOP'S HP TO THE NEXT TROOP IN LANE (ONLY) ADDITIONAL TROOP MAY BE DAMAGE

MONSOON: THIS ENEMY GAINS +2 POWER AND +2 HP.

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### Swamp Howler

WAVE 2 ENEMY



REVEAL (NIGHT): DEAL 4 DAMAGE TO THE LAST TROOP IN THIS LANE.  
REVEAL (FOG): DEAL 4 DAMAGE TO THE FIRST TROOP IN THIS LANE.

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### Swamp Howler

WAVE 2 ENEMY



REVEAL (NIGHT): DEAL 4 DAMAGE TO THE LAST TROOP IN THIS LANE.  
REVEAL (FOG): DEAL 4 DAMAGE TO THE FIRST TROOP IN THIS LANE.

4

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### Swamp Howler

WAVE 2 ENEMY



REVEAL (NIGHT): DEAL 4 DAMAGE TO THE LAST TROOP IN THIS LANE.  
REVEAL (FOG): DEAL 4 DAMAGE TO THE FIRST TROOP IN THIS LANE.

4

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### Death Skitter

WAVE 2 ENEMY



THIS ENEMY ALWAYS ATTACKS THE LAST TROOP IN LANE INSTEAD OF THE FIRST.

NIGHT: THE FIRST TIME THIS ENEMY WOULD BE KILLED, IT IS INSTEAD HEALED TO FULL HP.

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### Death Skitter

WAVE 2 ENEMY



THIS ENEMY ALWAYS ATTACKS THE LAST TROOP IN LANE INSTEAD OF THE FIRST.

NIGHT: THE FIRST TIME THIS ENEMY WOULD BE KILLED, IT IS INSTEAD HEALED TO FULL HP.

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### Death Skitter

WAVE 2 ENEMY



THIS ENEMY ALWAYS ATTACKS THE LAST TROOP IN LANE INSTEAD OF THE FIRST.

NIGHT: THE FIRST TIME THIS ENEMY WOULD BE KILLED, IT IS INSTEAD HEALED TO FULL HP.

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### Corrosion Worm

WAVE 3 ENEMY



EACH TIME THIS ENEMY KILLS A TROOP, BURN THAT TROOP AND ITS EQUIPMENT, AND THEN DEAL 3 DAMAGE TO THE BASE.

REVEAL (MONSOON): BURN ALL EQUIPMENT ON THE FIRST TROOP IN THIS LANE.

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### Corrosion Worm

WAVE 3 ENEMY



EACH TIME THIS ENEMY KILLS A TROOP, BURN THAT TROOP AND ITS EQUIPMENT, AND THEN DEAL 3 DAMAGE TO THE BASE.

REVEAL (MONSOON): BURN ALL EQUIPMENT ON THE FIRST TROOP IN THIS LANE.

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### Corrosion Worm

WAVE 3 ENEMY



EACH TIME THIS ENEMY KILLS A TROOP, BURN THAT TROOP AND ITS EQUIPMENT, AND THEN DEAL 3 DAMAGE TO THE BASE.

REVEAL (MONSOON): BURN ALL EQUIPMENT ON THE FIRST TROOP IN THIS LANE.

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### Scourge Titan

WAVE 3 ENEMY



FOG: THIS ENEMY GAINS +4 POWER.  
MONSOON: THIS ENEMY GAINS +4 HP.  
NIGHT: THE FIRST TIME THIS ENEMY WOULD BE KILLED, INSTEAD PLACE IT AT THE END OF THE ENEMY LANE AND HEAL IT TO 6 HP.

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### Scourge Titan

WAVE 3 ENEMY



FOG: THIS ENEMY GAINS +4 POWER.  
MONSOON: THIS ENEMY GAINS +4 HP.  
NIGHT: THE FIRST TIME THIS ENEMY WOULD BE KILLED, INSTEAD PLACE IT AT THE END OF THE ENEMY LANE AND HEAL IT TO 6 HP.

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### Scourge Titan

WAVE 3 ENEMY



FOG: THIS ENEMY GAINS +4 POWER.  
MONSOON: THIS ENEMY GAINS +4 HP.  
NIGHT: THE FIRST TIME THIS ENEMY WOULD BE KILLED, INSTEAD PLACE IT AT THE END OF THE ENEMY LANE AND HEAL IT TO 6 HP.

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### Marsh Berserker

WAVE 3 ENEMY



EACH TIME THIS ENEMY WOULD SUFFER DAMAGE, REDUCE THAT DAMAGE TO 1.

NIGHT: THIS ENEMY GAINS +3 POWER FOR EACH DAMAGE ON IT.

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### Marsh Berserker

WAVE 3 ENEMY



EACH TIME THIS ENEMY WOULD SUFFER DAMAGE, REDUCE THAT DAMAGE TO 1.

NIGHT: THIS ENEMY GAINS +3 POWER FOR EACH DAMAGE ON IT.

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### Marsh Berserker

WAVE 3 ENEMY



EACH TIME THIS ENEMY WOULD SUFFER DAMAGE, REDUCE THAT DAMAGE TO 1.

NIGHT: THIS ENEMY GAINS +3 POWER FOR EACH DAMAGE ON IT.

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3

Acid Lasher  
WAVE 3 ENEMY



WHEN THIS ENEMY ATTACKS A TROOP, IT DEALS +3 DAMAGE FOR THAT ATTACK FOR EACH ITEM EQUIPPED TO THAT TROOP.

REVEAL (FOG): EACH EQUIPPED TROOP IN LANE MUST DISCARD 1 ITEM OR SUFFER 3 DAMAGE.

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Acid Lasher  
WAVE 3 ENEMY



WHEN THIS ENEMY ATTACKS A TROOP, IT DEALS +3 DAMAGE FOR THAT ATTACK FOR EACH ITEM EQUIPPED TO THAT TROOP.

REVEAL (FOG): EACH EQUIPPED TROOP IN LANE MUST DISCARD 1 ITEM OR SUFFER 3 DAMAGE.

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Acid Lasher  
WAVE 3 ENEMY



WHEN THIS ENEMY ATTACKS A TROOP, IT DEALS +3 DAMAGE FOR THAT ATTACK FOR EACH ITEM EQUIPPED TO THAT TROOP.

REVEAL (FOG): EACH EQUIPPED TROOP IN LANE MUST DISCARD 1 ITEM OR SUFFER 3 DAMAGE.

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Grave Swarmer  
WAVE 3 ENEMY



REVEAL: BURN THE TOP TROOP CARD IN YOUR DISCARD PILE (IF ANY). THIS ENEMY GAINS POWER EQUAL TO THAT TROOP'S RESOURCE COST.

REVEAL (MONSOON): DEAL DAMAGE TO THE THE FIRST TROOP EQUAL TO THE BURNED TROOP'S RESOURCE COST.

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Grave Swarmer  
WAVE 3 ENEMY



REVEAL: BURN THE TOP TROOP CARD IN YOUR DISCARD PILE (IF ANY). THIS ENEMY GAINS POWER EQUAL TO THAT TROOP'S RESOURCE COST.

REVEAL (MONSOON): DEAL DAMAGE TO THE THE FIRST TROOP EQUAL TO THE BURNED TROOP'S RESOURCE COST.

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Grave Swarmer  
WAVE 3 ENEMY



REVEAL: BURN THE TOP TROOP CARD IN YOUR DISCARD PILE (IF ANY). THIS ENEMY GAINS POWER EQUAL TO THAT TROOP'S RESOURCE COST.

REVEAL (MONSOON): DEAL DAMAGE TO THE THE FIRST TROOP EQUAL TO THE BURNED TROOP'S RESOURCE COST.

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Swamp Basilisk  
WAVE 3 ENEMY



KILL ANY TROOP DAMAGED BY THIS ENEMY.

FOG: THIS ENEMY MAY NOT BE TARGETED BY ITEMS OR ABILITIES.

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Swamp Basilisk  
WAVE 3 ENEMY



KILL ANY TROOP DAMAGED BY THIS ENEMY.

FOG: THIS ENEMY MAY NOT BE TARGETED BY ITEMS OR ABILITIES.

4

10

Swamp Basilisk  
WAVE 3 ENEMY



KILL ANY TROOP DAMAGED BY THIS ENEMY.

FOG: THIS ENEMY MAY NOT BE TARGETED BY ITEMS OR ABILITIES.

4

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### Marsh Flyer

WAVE 1 BOSS



THE FIRST TIME THIS ENEMY ATTACKS, IT DEALS ITS DAMAGE BEFORE TROOPS ATTACK.

FOG: THE FIRST TIME THIS ENEMY WOULD BE DAMAGED, PREVENT THAT DAMAGE.

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### Ravager Centipede

WAVE 1 BOSS



REVEAL: DEAL 1 DAMAGE TO ALL TROOPS IN THIS LANE.

THIS ENEMY DEALS ANY DAMAGE EXCEEDING A TROOP'S HP TO THE NEXT TROOP IN LANE (ONLY 1 ADDITIONAL TROOP MAY BE DAMAGED).

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### Strangelroot Hulk

WAVE 1 BOSS



THIS ENEMY DEALS ITS DAMAGE TO THE FIRST 2 TROOPS IN LANE EACH TIME IT ATTACKS.

MONSOON: REDUCE ALL DAMAGE THIS ENEMY SUFFERS BY 1.

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### Death Charger

WAVE 2 BOSS



THIS ENEMY DEALS ANY DAMAGE EXCEEDING A TROOP'S HP TO THE NEXT TROOP IN LANE (ONLY 1 ADDITIONAL TROOP MAY BE DAMAGE NIGHT: THE FIRST TIME THIS ENEMY WOULD BE KILLED, IT IS INSTEAD HEALED TO 4 HP.

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### Living Tumor

WAVE 2 BOSS



REDUCE ALL DAMAGE THIS ENEMY SUFFERS BY 2.

REVEAL (FOG): DEAL 2 DAMAGE TO ALL TROOPS IN THIS LANE.

REVEAL (MONSOON): ALL OTHER ENEMIES IN THIS LANE

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### Marsh Colossus

WAVE 2 BOSS



THIS ENEMY DEALS ITS DAMAGE TO THE FIRST 2 TROOPS IN THIS LANE WHEN IT ATTACKS.

MONSOON: THE FIRST TIME THIS ENEMY WOULD BE KILLED, IT IS INSTEAD HEALED TO 5 HP.

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### Heart of the Dreadmire

WAVE 3 BOSS



WHEN THIS ENEMY IS KILLED, THE NEXT ENEMY IN THIS LANE GAINS +4 POWER AND +4 HP.

IF THERE IS NO OTHER ENEMY IN LANE, THE FIRST TIME THIS ENEMY WOULD BE KILLED, IT IS INSTEAD HEALED TO 8 HP.

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### The Progenitor

WAVE 3 BOSS



MONSOON: REDUCE ALL DAMAGE THIS ENEMY SUFFERS BY 3.

FOG: EACH TIME THIS ENEMY ATTACKS, DEAL 4 DAMAGE TO ALL TROOPS IN LANE.

NIGHT: THE FIRST TIME THIS ENEMY ATTACKS, IT DEALS ITS DAMAGE BEFORE TROOPS ATTACK.

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### Death Skitter Matriarch

WAVE 3 BOSS



EACH TIME THIS ENEMY IS DAMAGED, SEARCH THE WAVE 2 ENCOUNTER DECK FOR 1 "DEATH SKITTER" AND PLACE IT AT THE END OF THE ENEMY LANE.

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14

WEATHER



FOG

WEATHER



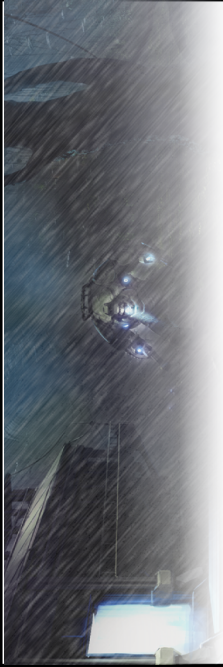
MONSOON

WEATHER



NIGHT

WEATHER



FOG  
NIGHT  
MONSOON

WEATHER



FOG  
MONSOON

WEATHER



NIGHT  
MONSOON

WEATHER



FOG  
NIGHT

WEATHER



ALL CLEAR!