

## Artifact Perks

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- Add X chosen Neutral cards to the deck
  - Add X chosen Elemental cards to the deck
  - Remove X cards from the deck
  - Gain X chosen Items
  - Gain X Equipment

Darkness Mode

- 1 ○ 1 Artifact Slot
  - 2 ○ Remove 1 +
  - 3 ○ Unlock Advancement B
  - 4 ○ Unlock Taming
  - 5 ○ 2 Artifact slots
  - 6 ○ Unlock Darkness Mode
  - 7 ○ Remove Advancement A
  - 8 ○ Remove 1 additional
  - 9 ○ Unlock 1 Mystling for free
  - 10 ○ 3 Artifact slots  
  - 1 ○ Start of a Run: Gain 5
  - 2 ○ Start of a Run: Remove 1 Mystling card
  - 3 ○ Start of a Run: Gain 1 Fatigue
  - 4 ○ Camp: Heal 5 less
  - 5 ○ Boss starts with 1 Corruption
  - 6 ○ Tier +1 (max. 5)
  - 7 ○ Elemental Ability cost +1
  - 8 ○ Special Ability cost +1
  - 9 ○ Gain only 1 from slot 2
  - 10 ○ Enemy setup: Special Ability slot -1

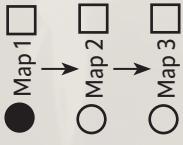
Artifacts

- Guiding Grass
  - Infused Bracelet
  - Reshuffling Tome
  - Smithereens
  - Spare Soul

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  - Blinking Stone
  - Emptying Book
  - Encased Crystals
  - Forgery
  - Gem of Growth

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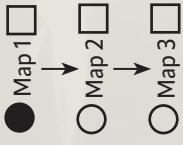
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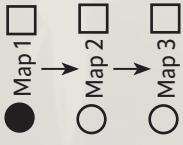
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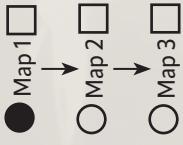
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