

## Mystlings

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<input checked="" type="radio"/> Young Alukah	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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## Starting Perks

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

Gain X Equipment

X=1	X=2	X=3
3 Silver	6 Silver	10 Silver
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Artifact Perks

1	<input type="checkbox"/>	1 Artifact Slot
2	<input type="checkbox"/>	Remove 1 +
3	<input type="checkbox"/>	Unlock Advancement B
4	<input type="checkbox"/>	Unlock Taming
5	<input type="checkbox"/>	2 Artifact slots
6	<input type="checkbox"/>	Unlock Darkness Mode
7	<input type="checkbox"/>	Remove Advancement A
8	<input type="checkbox"/>	Remove 1 additional
9	<input type="checkbox"/>	Unlock 1 Mystling for free
10	<input type="checkbox"/>	3 Artifact slots

## Darkness Mode

1	<input type="checkbox"/>	Start of a Run: Gain 5
2	<input type="checkbox"/>	Start of a Run: Remove 1 Mystling card
3	<input type="checkbox"/>	Start of a Run: Gain 1 Fatigue
4	<input type="checkbox"/>	Camp: Heal 5 less
5	<input type="checkbox"/>	Boss starts with 1 Corruption
6	<input type="checkbox"/>	Tier +1 (max. 5)
7	<input type="checkbox"/>	Elemental Ability cost +1
8	<input type="checkbox"/>	Special Ability cost +1
9	<input type="checkbox"/>	Gain only 1 from slot 2
10	<input type="checkbox"/>	Enemy setup: Special Ability slot -1

## Artifacts

<input type="checkbox"/>	Blinking Stone	<input type="checkbox"/>	Guiding Grass
<input type="checkbox"/>	Emptying Book	<input type="checkbox"/>	Infused Bracelet
<input type="checkbox"/>	Encased Crystals	<input type="checkbox"/>	Reshuffling Tome
<input type="checkbox"/>	Forgery	<input type="checkbox"/>	Smithereens
<input type="checkbox"/>	Gem of Growth	<input type="checkbox"/>	Spare Soul

## Maps

<input checked="" type="radio"/>	Map 1
<input type="checkbox"/>	Map 2
<input type="checkbox"/>	Map 3

## Mystlings

<input checked="" type="radio"/> Firle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Gain X

Gain X Equipment

X=1	X=2	X=3
3 Silver	6 Silver	10 Silver
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Artifact Perks

1	<input type="checkbox"/>	1 Artifact Slot
2	<input type="checkbox"/>	Remove 1 +
3	<input type="checkbox"/>	Unlock Advancement B
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1	<input type="checkbox"/>	Start of a Run: Gain 5
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## Artifacts

<input type="checkbox"/> Blinking Stone	<input type="checkbox"/> Guiding Grass
<input type="checkbox"/> Emptying Book	<input type="checkbox"/> Infused Bracelet
<input type="checkbox"/> Encased Crystals	<input type="checkbox"/> Reshuffling Tome
<input type="checkbox"/> Forgery	<input type="checkbox"/> Smithereens
<input type="checkbox"/> Gem of Growth	<input type="checkbox"/> Spare Soul

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## Maps

Map 1

→  Map 2

→  Map 3

## Mystlings

<input checked="" type="radio"/> Firle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input checked="" type="radio"/> Young Alukah	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="radio"/> Young Iceling	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Golomo 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="radio"/> Elkhorn 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="radio"/> Windraiser 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Artios 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Gaiadon 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Umbra 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Vogandr 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Starting Perks

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

Gain X Equipment

X=1	X=2	X=3
3 Silver	6 Silver	10 Silver
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Artifact Perks

1	<input type="checkbox"/>	1 Artifact Slot
2	<input type="checkbox"/>	Remove 1 +
3	<input type="checkbox"/>	Unlock Advancement B
4	<input type="checkbox"/>	Unlock Taming
5	<input type="checkbox"/>	2 Artifact slots
6	<input type="checkbox"/>	Unlock Darkness Mode
7	<input type="checkbox"/>	Remove Advancement A
8	<input type="checkbox"/>	Remove 1 additional
9	<input type="checkbox"/>	Unlock 1 Mystling for free
10	<input type="checkbox"/>	3 Artifact slots

## Darkness Mode

1	<input type="checkbox"/>	Start of a Run: Gain 5
2	<input type="checkbox"/>	Start of a Run: Remove 1 Mystling card
3	<input type="checkbox"/>	Start of a Run: Gain 1 Fatigue
4	<input type="checkbox"/>	Camp: Heal 5 less
5	<input type="checkbox"/>	Boss starts with 1 Corruption
6	<input type="checkbox"/>	Tier +1 (max. 5)
7	<input type="checkbox"/>	Elemental Ability cost +1
8	<input type="checkbox"/>	Special Ability cost +1
9	<input type="checkbox"/>	Gain only 1 from slot 2
10	<input type="checkbox"/>	Enemy setup: Special Ability slot -1

## Artifacts

<input type="checkbox"/> Blinking Stone	<input type="checkbox"/> Guiding Grass
<input type="checkbox"/> Emptying Book	<input type="checkbox"/> Infused Bracelet
<input type="checkbox"/> Encased Crystals	<input type="checkbox"/> Reshuffling Tome
<input type="checkbox"/> Forgery	<input type="checkbox"/> Smithereens
<input type="checkbox"/> Gem of Growth	<input type="checkbox"/> Spare Soul

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## Maps

Map 1

Map 2

Map 3

## Mystlings

<input checked="" type="radio"/> Firle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="radio"/> Prowler	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="radio"/> Young Alukah	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="radio"/> Young Iceling	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Golomo 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Regalian 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Young Emberling 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Young Gaiadon 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Eldrithia 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Elkhorn 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Furwing 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Glarexus 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Siren 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Young Bolb 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Young Shadeclaw 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Alukah 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Blazereef 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Bolb 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Chryso Mallon 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Darktailen 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Emberling 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Iceling 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Luminesca 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Renewed Firple 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Shadeclaw 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Windraiser 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Artios 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Gaiadon 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Umbra 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Vogandr 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Starting Perks

<input type="radio"/> Add X chosen Neutral cards to the deck	X=1	X=2	X=3
<input type="radio"/> Add X chosen Elemental cards to the deck	3 Silver	6 Silver	10 Silver
<input type="radio"/> Remove X cards from the deck	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Gain X chosen Items	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Gain X Equipment	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Artifact Perks

<input type="checkbox"/> 1 Artifact Slot	<input type="checkbox"/>
<input type="checkbox"/> Remove 1  +	<input type="checkbox"/>
<input type="checkbox"/> Unlock Advancement B	<input type="checkbox"/>
<input type="checkbox"/> Unlock Taming	<input type="checkbox"/>
<input type="checkbox"/> 2 Artifact slots	<input type="checkbox"/>
<input type="checkbox"/> Unlock Darkness Mode	<input type="checkbox"/>
<input type="checkbox"/> Remove Advancement A	<input type="checkbox"/>
<input type="checkbox"/> Remove 1 additional	<input type="checkbox"/>
<input type="checkbox"/> Unlock 1 Mystling for free	<input type="checkbox"/>
<input type="checkbox"/> 3 Artifact slots	<input type="checkbox"/>

## Darkness Mode

<input type="checkbox"/> 1 Start of a Run: Gain 5	<input type="checkbox"/>
<input type="checkbox"/> 2 Start of a Run: Remove 1 Mystling card	<input type="checkbox"/>
<input type="checkbox"/> 3 Start of a Run: Gain 1 Fatigue	<input type="checkbox"/>
<input type="checkbox"/> 4 Camp: Heal 5 less	<input type="checkbox"/>
<input type="checkbox"/> 5 Boss starts with 1 Corruption	<input type="checkbox"/>
<input type="checkbox"/> 6 Tier +1 (max. 5)	<input type="checkbox"/>
<input type="checkbox"/> 7 Elemental Ability cost +1	<input type="checkbox"/>
<input type="checkbox"/> 8 Special Ability cost +1	<input type="checkbox"/>
<input type="checkbox"/> 9 Gain only 1  from slot 2	<input type="checkbox"/>
<input type="checkbox"/> 10 Enemy setup: Special Ability slot -1	<input type="checkbox"/>

## Artifacts

<input type="radio"/> Blinking Stone	<input type="checkbox"/>
<input type="radio"/> Emptying Book	<input type="checkbox"/>
<input type="radio"/> Encased Crystals	<input type="checkbox"/>
<input type="radio"/> Forgery	<input type="checkbox"/>
<input type="radio"/> Gem of Growth	<input type="checkbox"/>
<input type="radio"/> Guiding Grass	<input type="checkbox"/>
<input type="radio"/> Infused Bracelet	<input type="checkbox"/>
<input type="radio"/> Reshuffling Tome	<input type="checkbox"/>
<input type="radio"/> Smithereens	<input type="checkbox"/>
<input type="radio"/> Spare Soul	<input type="checkbox"/>

## Maps

<input checked="" type="radio"/> Map 1	<input type="checkbox"/>
<input type="checkbox"/>	→
<input type="checkbox"/>	Map 2
<input type="checkbox"/>	→
<input type="checkbox"/>	Map 3

## Mystlings

<input checked="" type="radio"/> Firle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="radio"/> Prowler	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="radio"/> Young Alukah	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="radio"/> Young Iceling	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Golomo 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Regalian 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Young Emberling 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Young Gaiadon 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Eldrithia 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Elkhorn 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Furwing 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Glarexus 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Siren 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Young Bolb 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Young Shadeclaw 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Alukah 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Blazereef 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Bolb 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Chryso Mallon 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Darktailen 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Emberling 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Iceling 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Luminesca 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Renewed Firple 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Shadeclaw 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Windraiser 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Artios 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Gaiadon 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Umbra 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> Vogandr 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Starting Perks

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  
 Gain X Equipment

X=1	X=2	X=3
3 Silver	6 Silver	10 Silver
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Artifact Perks

1	<input type="checkbox"/> 1 Artifact Slot
2	<input type="checkbox"/> Remove 1  +
3	<input type="checkbox"/> Unlock Advancement B
4	<input type="checkbox"/> Unlock Taming
5	<input type="checkbox"/> 2 Artifact slots
6	<input type="checkbox"/> Unlock Darkness Mode
7	<input type="checkbox"/> Remove Advancement A
8	<input type="checkbox"/> Remove 1 additional
9	<input type="checkbox"/> Unlock 1 Mystling for free
10	<input type="checkbox"/> 3 Artifact slots

## Darkness Mode

1	<input type="checkbox"/> Start of a Run: Gain 5
2	<input type="checkbox"/> Start of a Run: Remove 1 Mystling card
3	<input type="checkbox"/> Start of a Run: Gain 1 Fatigue
4	<input type="checkbox"/> Camp: Heal 5 less
5	<input type="checkbox"/> Boss starts with 1 Corruption
6	<input type="checkbox"/> Tier +1 (max. 5)
7	<input type="checkbox"/> Elemental Ability cost +1
8	<input type="checkbox"/> Special Ability cost +1
9	<input type="checkbox"/> Gain only 1  from slot 2
10	<input type="checkbox"/> Enemy setup: Special Ability slot -1

## Artifacts

<input type="checkbox"/> Blinking Stone	<input type="checkbox"/> Guiding Grass
<input type="checkbox"/> Emptying Book	<input type="checkbox"/> Infused Bracelet
<input type="checkbox"/> Encased Crystals	<input type="checkbox"/> Reshuffling Tome
<input type="checkbox"/> Forgery	<input type="checkbox"/> Smithereens
<input type="checkbox"/> Gem of Growth	<input type="checkbox"/> Spare Soul

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 .....  
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 .....

## Maps

Map 1   
 ↓  
 Map 2   
 ↓  
 Map 3