


Rune of Double Damage



+100% 

When activated, gives the Hero +100% damage buff for the following attack. This only affects attack damage, not spell damage.

This Rune may be stored in a Bottle for later use.

Rune of Haste



+5 Movement

When activated, gives the Hero a Haste buff allowing the player to move up to 5 tiles. This card is played immediately (giving the player a 2nd turn) and the player may perform an action at the end of the move.

Rune of Regeneration



+10 **Health** AND +3 **Mana** regen p/turn

1 Count

1 Count

1 Count

1 Count

1 Count

When activated, place 5 counters on the card and use 1 each turn to denote regeneration. Once all 5 counters are used, discard the rune.

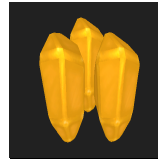
Rune of Invisibility



Invisible until attack action performed

When activated, the hero will become invisible. This means the hero is immune to enemy attacks (as they cannot be seen) until they choose to perform an attack action, or are revealed by a gem. Invisibility is also dispelled by enemy tower or creep damage.

Rune of Illusion



+2 Illusions of hero for 1 turn

When activated, creates two illusions of the Hero for 1 turn only. The illusions can each perform a move and an action. Illusions can be attacked and will permanently die if damage is higher than player health. If illusions are on the same tile as the player, they will first take damage before the player does. At the end of turn, the illusions are removed from the board.