

All heals that utilize a distance greater than 1 deal 10 more healing, this ignores any Equipment Cards. Does not apply to attacks that deal damage.

Aggressor

Collector

Protector

Place the Collector Token here at the start of the game

All Equipment Cards cost 1 less to purchase

Using Scout's "Look Ahead" ability now yields double the coins

All players have +1 Recycle each turn

All Players have +2 Credits each turn

Each Player may purchase 2 cards during their turns

All Heroes now have a Distance of 3

No Hero may Recall

Place the Protector Token here at the start of the game

Benched Heroes now take 10 less damage

If there are any Kingdoms in Poverty, they are no longer in Poverty

Bonus Damage is no longer dealt to Kings

Heroes are now Discarded upon death

Potions grant +10 healing

All Armor, Weapon, and Equipment Cards are Banished. This includes anything attached to a Hero as well as any cards in the Item Bank

Place the Aggressor Token here at the start of the game

All attacks that utilize a distance greater than 1 deal 10 more damage, this ignores any Equipment Cards. Does not apply to healing

Poisons deal +10 damage each turn

Deal each Player 1 Doomstone to their Discard Pile

All Active Heroes take 10 damage between turns

All Recall costs are 0

Battlebeard does triple damage

All Clerics, Alchemists, and Dark Mages are Banished Immediately. Any Items attached to these Heroes are Discarded. No Bonus Damage is awarded for these Heroes.