-Zone-

Cost 8

Global

No Hero may be played unless another Hero of the same class is already either benched or active.

This Zone doesn’t apply to Clerics or Archers.

This card is Banished when another Zone is played.

Secluded Beach

Zone

Zones

-Zone-

Cost 8

Global

All Active Heroes are now equipped with Boxing Gloves. If a Hero cannot carry anymore items or there are no Boxing Gloves left, this card does not affect them.

This card is Banished when another Zone is played.

Boxing Ring

Zone

-Zone-

Cost 6

Global

No heals can be used other than Potions. Potions have double effect.

This card is Banished when another Zone is played.

Laboratory

Zone

15 Zone Cards

Zones

-Zone-

Cost 8

Global

No attacks that cost Mana can be used.

This card is Banished when another Zone is played.

The Void

Zone

-Zone-

Cost 8

Global

All Archers and attached items are discarded immediately. Archer s cannot be benched or made active.

This card is Banished when another Zone is played.

Dense Forest

Zone

-Zone-

Cost 5

Global

Add +20 to all Healing performed.

This card is Banished when another Zone is played.

Hospital Wing

Zone

-Zone-

Cost 4

Global

No potions can be played.

This card is Banished when another Zone is played.

Library

Zone

-Zone-

Cost 8

Global

All armor and weapons in play are discarded and no armor or weapons may be equipped to any Heroes.

This card is Banished when another Zone is played.

Stay at Arms

Zone

-Zone-

Cost 5

Global

All Heroes in play may equip 1 additional item. If this Zone is Banished, all Heroes may keep their currently equipped items.

This card is Banished when another Zone is played.

Open Battlefield

Zone

-Item-

Armor

Deep Sea Drill Suit

Equip

If this Hero is attacked, apply all damage, then -20. This Hero can hold one additional Equipment.

Cost 8

-Item-

Cost 7

Equip

Upon attacking, flip a coin, if heads, this Hero may attack again.

Boost Boots

Armor

-Item-

Cost 4

Equip

Upon being attacked, flip a coin, if heads, your Hero takes no damage.

Bear Mantle

Armor

-Item-

Cost 6

Equip

If this Hero is attacked, apply all damage, then -20.

Plate Armor

Armor

-Item-

Cost 3

Equip

Max Health +10.

Leather Garb

Armor

Armor

-Item-

Cost 8

Equip

If this Hero is attacked, apply all damage, then -10. Flip a coin at the end of opponents attack. If heads, opponent cannot Recall next turn.

Mirror Shield

Armor

15 Armor Cards

-Item-

Cost 5

Equip

All Mana attacks cost 10 less Mana to perform.

Ring of Tides

Armor

-Item-

Cost 4

Equip

When damaged from an attack that uses Mana, apply all damage to this Hero, then -10.

Wizard Robes

Armor

-Item-

Cost 4

Equip

Gives +10 Max Health per Weapon equipped.

Leather Arm Guards

Armor

-Item-

Cost 4

Equip

Upon being attacked, the player must transfer the entire amount of damage done to this Hero to a Benched Hero.

Lasts 3 turns.

Invisibility Cloak

Armor

Armor

-Item-

Cost 4

Equip

This Hero can carry 3 more Equipments.

Can only be wielded by an Engineer.

Toolbelt

Armor

-Item-

Cost 8

Equip

Attack damage +30 after all damage is applied.

Can only be wielded by an Archer.

Flintlock Pistol

Weapon

-Item-

Cost 4

Equip

Attack damage +10 after all damage is applied.

If a Rouge is holding this, +20.

Katar

Weapon

-Item-

Cost 10

Equip

At the end of your attack phase, flip a coin, if heads, your opponents Active Hero is Banished.

Can only be wielded by an Active Hero, otherwise Banish this card.

Mercygiver

Weapon

Weapons

-Item-

Cost 6

Equip

Any attack or heal that uses Mana, +20 damage after applying all damage.

Can only be wielded by a hero with Mana.

Crystal Ball

Weapon

-Item-

Cost 2

Equip

Attack damage +10 after all damage is applied.

Short Sword

Weapon

15 Weapon Cards

-Item-

Cost 1

Equip

Attack damage +10 after all damage is applied.

Can only be wielded by a Scout.

Slingshot

Weapon

-Item-

Cost 7

Equip

When attacking, flip a coin, if heads, Banish 1 Armor Card from the defending Hero.

Can only be wielded by a Breaker.

Battering Ram

Weapon

-Item-

Cost 2

Equip

You may purchase any Potion without using your 1 purchase allowed.

This card can only be wielded by an Alchemist.

Chemistry Set

Weapon

Weapons

-Item-

Cost 0

Equip

Damage dealt -10 after all damage is applied. When attached, discard any other Weapons attached to the Hero. No other Weapons can be attached.

Boxing Gloves

Weapon

Supports

-Item-

Cost 3

Use

You may purchase the top card of the Mixer deck. This Deck should be face-down and comprised of all cards not in play. This counts as your 1 purchase.

Discard this card.

Suspicious Alley

Support

-Item-

Cost 6

Bench

When this item is Benched, any card that requires an Alchemist to play is granted permission to be played without the needed Alchemist. If this card takes any damage at all, Discard this card.

Alchemist Stone

Support

-Item-

Cost 5

Use

Damages all of your opponents benched Heroes by 10.

Banish this card.

Guillotine Cutter

Support

-Item-

Cost 4

Use/Equip

Discards any attached Handcuff or Ball and Chain card, otherwise, no Handcuffs or Bann and Chain may be attached to a Hero.

Banish this card.

Key

Support

-Item-

Cost 3

Use

Pick an opponent. Without seeing their cards you must trade 1 of your cards for 1 of theirs.

Discard this card.

Blind Date

Support

-Item-

Cost 2

Use

Each opponent must buy 1 card in your hand. They must pay 1 more than the cost of the card being bought. If they cannot afford it, they must reveal their hand.

Discard this card.

Auction House

Support

-Item-

Cost 4

Use/Bench

Use this item to send 1 of your opponents Heroes in play to their discard pile. All attached cards are discarded as well.

If you opponent has an Orange Portal on their bench, Banish both cards. If not, Banish this card.

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Blue Portal

Support

-Item-

Cost 4

Use/Bench

Use this item to send 1 of your opponents Heroes in play to their discard pile. All attached cards are discarded as well.

If you opponent has a Blue Portal on their bench, Banish both cards. If not, Banish this card.

Orange Portal

Support

Supports

-Item-

Cost 9

Bench

Bench this item. You may forfeit your attack phase, if so, +50 damage to your opponents Active Hero. This item can never be moved to active. Taking any damage Banishes this item. This item cannot be Overkilled.

Siege Engine

Support

-Item-

Cost 6

Use

Set this card on top of a Hero pile in the Bank. For anyone to purchase this type of Hero, they must pay an additional 5 coins.

Lasts until one Hero for this type is bought, then this is Banished.

Stocks

Support

-Item-

Cost 7

Use

Your opponent draws 2 cards and you decide which card they should Banish, then they discard the other. Discard this Card.

Debt Collector

Support

-Item-

Cost 2

Use

Banish 2 cards. You may then either Banish or Discard this card.

Chaff

Support

-Item-

Cost 1

Use

Discard 2 cards then Discard this card.

Slim Down

Support

-Item-

Cost 10

**Use/Equip**

Attach this item to a hero. While this item is attached, this Hero may recruit a second Hero to take all damage for them. If they do, both Heroes are considered Active and are positioned next to each other. Once one dies, the Overkill damage falls onto the Hero with Chariot attached. This card is banished when its Hero is Banished.

Chariot

Support

-Item-

Cost 10

Bench

Bench this item. While this item is Benched, the next attack that causes Overkill damage is rerouted to Citadel. This item can never be moved to active. Taking any damage Banishes this item.

This item cannot be Overkilled.

Citadel

Support

-Item-

Cost 9

Bench

Bench this item.

While this item is Benched, your benched Heroes cannot take damage. This item can never be moved to active. Taking any damage Banishes this item. This item cannot be Overkilled.

City Wall

Support

23 Supports

-Item-

Cost 3

Use

You may purchase 2 additional Cards during your Prepare phase.

Discard this card.

Bandits

Support

-Item-

Cost 2

Use

You may draw the top card of your Discard into your Hand.

Discard this card.

One Man’s Trash

Support

Supports

-Item-

Cost 5

Use

Steal 10 Mana from the opponents Active Hero.

Discard this card.

Mystic Siphon

Support

Rations

-Item-

Cost 8

Use

Restore all Mana.

Banish this card.

Blessed Rain

Ration

-Item-

Cost 8

Use

Heal hero by 200.

Banish this card.

Rack of Meat

Ration

9 Ration Cards

-Item-

Cost 6

Use

Heal hero by 100.

Banish this card.

Steamed Veggies

Ration

-Item-

Cost 6

Use

Restore 80 Mana.

Banish this card.

Crystal Fragment

Ration

6 Potion Cards

-Item-

Cost 3

Use

You may perform 1 extra attack this turn. If the attack has a chance to deal damage or is a damage dealing attack, it cannot be used. Discard this card. Must have an Alchemist in play to use this card.

Multiswift Potion

Potion

-Item-

Cost 5

Use

Any attacks during your turn by any Hero in play costs 0 mana to perform.

Discard this card.

Must have an Alchemist in play to use this card

Focused Aura Potion

Potion

-Item-

Cost 5

Use

Heals 30 Health and restores 30 Mana.

Discard this card.

Must have an Alchemist in play to use this card

Mixer Elixir

Potion

Potions

Equipment

-Item-

Cost 5

Equip

Attach this to one of your opponents benched Heroes. That hero cannot move to Active while this is attached.

Lasts 3 turns.

May be Banished using a Key.

Handcuffs

Equipment

-Item-

Cost 4

Equip

The hero holding this item may hold up to 2 additional items.

Little Helper

Equipment

15 Equipments

-Item-

Cost 9

Equip

The Hero holding this item may perform 2 attacks each turn. If attacked, flip a coin, if heads, the attack ends and no damage is inflicted. If tails, the attack proceeds as normal. May only be equipped by an Engineer.

Rocket Boots

Equipment

-Item-

Cost 6

Equip

Attach this to one of your opponents Heroes. Whenever your opponent attaches any Item Card to this Hero it is damaged 40.

Shock Collar

Equipment

-Item-

Cost 4

Use/Equip

Flip Mixer Cards until you reveal an Equipment card. Attach that to your Active Hero. If the attached Equipment Card can only be used by a certain Hero Type, you gain no benefits from the card but you must still attach it. Banish this card.

Wildcard

Equipment

-Item-

Cost 9

Equip

If this Hero is Banished, it returns to your Bench with 20 Health remaining. If your Bench is full, this does not apply. Either way, Banish this card.

Must have an Alchemist in play to attach this item.

Jumper Cables

Equipment

-Item-

Cost 2

Equip

At the end of your attack phase you may replenish 10 Mana to the Hero this is attached to.

Mana Chalice

Equipment

Equipment

Misc.

King

100

-King-

Noble Rule

Any extra damage done to any Hero is considered Overkill and falls to your King.

If your King’s health drops to 0, the game is over.

Potions, items, zone rules, or equipment do not apply to the King.

+100 Mana

+100

+100 Health

+100

-Legendary Item-

Cost 50

Equip

While a Hero is holding this item:

All attacks +50 damage. When this card is attached, Banish all other Items Attached to this Hero. No other Items can be attached. This item cannot be unequipped.

Laser Gun

Weapon

THRONES

THRONES

+1000 Mana

+1000

+1000 Health

+1000

No Recall

-Monster-

Monster Attack

Draw 3 cards from your Attack or Mana Decks. You may play 1 of those attacks. (Unless stated otherwise)

Do not track mana for this Monster.

Thodak

5000

No Recall

-Monster-

Monster Attack

Draw 3 cards from your Attack or Mana Decks. You may play 1 of those attacks. (Unless stated otherwise)

Do not track mana for this Monster.

Trickfoot

4000

No Recall

-Monster-

Monster Attack

Draw 3 cards from your Attack Deck. You may play 1 of those attacks. (Unless stated otherwise)

Visix

5000

No Recall

-Monster-

Monster Attack

Draw 3 cards from your Attack Deck. You may play 1 of those attacks. (Unless stated otherwise)

Thoros

4000

Monster Expansion