Tome of Madness

Heirloom – Innate Permanent

⬇ **Innate:** Play before match starts.

On play, if your hand is empty:

| Attack | ⚔4 |

Your non-permanent cards gain **oneshot**. *(Banish them after use.)*

At the end of each turn, if your hand is empty, recall me.

Cursed Inheritance

Heirloom – Support

Support *(Not used during match.)*

When you choose me as your heirloom, gain seven XP and learn or upgrade up to two cards.

When the tournament begins, announce your curse. As long as you are cursed, you cannot take a player's final heart.

⊕ **7**

Break the curse and lose this heirloom.

Gambler's Dice

Heirloom – Innate Permanent

↴ **Innate:** Play before match starts.

Your cards don't cost any resources to play.

If you would choose a card to play during the match, instead choose it at random from among all the cards you could play.

Dr. Doppel's Formula

Heirloom – Innate Permanent

⬇ **Innate:** Play before match starts.

If you've been **cloned**, you get an additional action during odd-numbered turns.

⬆ 7 | **Clone** yourself.

Hand of Greed

Heirloom – Support

Support *(Not used during match.)*

When you choose me as your heirloom, also keep your other two heirloom options.

When the tournament begins, announce your greed and lose one heart. Then lose this heirloom.

Ruby Scabbard

Heirloom – Innate Permanent

⬇ **Innate:** Play before match starts.

On play: Name one of your attack cards.

The named card costs 🔴🟣🟢 more to play and its attacks get +2 attack power.

Brawling Gauntlet

Heirloom – Innate Permanent

⬇ **Innate:** Play before match starts.

When you attack for the third time this match, banish me to gain 🔵🔵.

Crooked Sundial

Heirloom – Innate Permanent

⬇ **Innate:** Play before match starts.

The match lasts one turn longer.
*(This typically makes the sixth turn
the final turn.)*

Illusory Greatsword

Heirloom – Innate Permanent

⬇ **Innate:** Play before match starts.

Your attacks get +1 attack power.

When you are hit by an attack, banish me unless you pay 🔻.

Kobold King's Candle

Heirloom – Innate Permanent

⬇ **Innate:** Play before match starts.

All points you score are doubled.

Soul-Split Mirror

Heirloom – Innate Permanent

⤓ **Innate:** Play before match starts.

If your opponent would score points, instead you must banish me and two of your other non-innate cards, and they score no points this turn.

Oxless Plow

Heirloom – Innate Permanent

Innate: Play before match starts.

If you would complete a sequence card, instead banish me to keep that card in play for an additional turn, with the same effect as the final printed turn.

Librarian's Ladder

Heirloom – Innate Permanent

⬇ **Innate:** Play before match starts.

When you choose me as your heirloom, choose and keep one starter card from your third path option.

On play: Gain ⬤.

You have no maximum hand size.

Elvish Cookbook

Heirloom – Innate Permanent

⬇ **Innate:** Play before match starts.

When you gain one or more resources during the match, pay 🔴🟡🔵🟢 to score one point.

Gregor's Unlucky Shirt

Heirloom – Innate Permanent

⤓ **Innate:** Play before match starts.

When your opponent scores their fourth point of the match, banish me to score one point.

Sequined Mask

Heirloom – Innate Permanent

Innate: Play before match starts.

On play: Choose a turn number.

On the chosen turn, your opponent chooses their action first and you may look at it before choosing your own. Then banish me.

Longstep Boots

Heirloom – Innate Permanent

⬇ **Innate:** Play before match starts.

On the third turn of the match, you get an additional action. Then banish me.

Sentinel's Crossbow

Heirloom – Innate Permanent

Innate: Play before match starts.

When you play a card with the same name as a card you played last turn, banish me to:

Attack

Mask of the Mimic

Heirloom

Reveal me when the match starts. I don't count for maximum hand size.

When you reveal me as your action, name a card your opponent played last turn. I am a copy of that card until I leave play, except that all cost symbols are replaced with 🔻.

Prayer Rod

Heirloom – Innate Permanent

Innate: Play before match starts.

When you score your fourth point of the match, name a non-innate card. At the end of the turn, banish me to banish all cards with that name from your opponent's hand and from play.

Circlet of Obsession

Heirloom – Innate Permanent

↓ <u>**Innate:** Play before match starts.</u>

When you choose me as your heirloom, I consume one of your paths. *(You get no cards or resources from it, unless you sell me.)*

On play: If I have consumed a path, gain ⊙⊙⊙⊙ and one XP.

The first time a card from your path would be banished during the match, banish me instead.
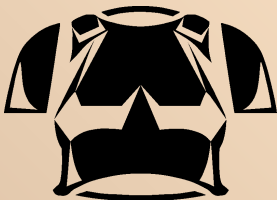
Morpheus Clay

Heirloom – Innate

⬇ **Innate:** Play before match starts.

When you play me, choose another innate card you are playing. I become a copy of that card, except that I cost 🔻 in addition to that card's cost.

Inflatable Armor

Heirloom – Innate Permanent

⬇ **Innate:** Play before match starts.

At the start of each turn, if you have no resources remaining, both players' attacks get -1 attack power this turn.
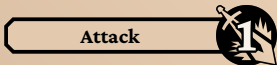
Combat Tortoise

Heirloom – Innate Permanent

⬇ **Innate:** Play before match starts.

At the end of each turn, if you didn't play a card this turn, my final attack gets +1 attack power.

On the final turn of the match:

Attack

02/18/22 – GLORYBOUND

Bag of Infinite Rats

Heirloom – Innate Permanent

⬇ **Innate:** Play before match starts.

Your cards can't block.

When you play a card during the match, if it costs exactly the same number of resources as a card your opponent is playing, banish the card your opponent is playing at end of turn. *(Resource cost as printed on the card.)*

02/18/22 – GLORYBOUND

Explorer's Pack

Heirloom – Innate Permanent

⬇ **Innate:** Play before match starts.

When you choose me as your heirloom, choose and keep a third path option. You can't use more than two paths in a match unless you play me.

On play: Pay 🔺🔺🔺. *(Because otherwise you would be starting with nine resources.)*

Broken Violin

Heirloom – Innate

Innate: Play before match starts.

If you've **repaired** me, gain ⬤.
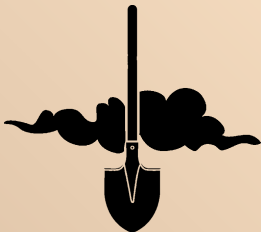
Oneshot: Banish after use.

⬆ 2

Repair me.

Grave-Mist Shovel

Heirloom – Innate Permanent

⬇ **Innate:** Play before match starts.

All attacks have a base attack power of 1. *(All attacks includes yours and your opponents. This replaces the printed attack power, but can still be increased by effects.)*

Troll-Hunter's Quiver

Heirloom – Innate Permanent

⬇ **Innate:** Play before match starts.

On play: Name one of your attack cards.

The named card can't be blocked unless your opponent pays 🔺.

Pactbound Imp

Heirloom – Innate Permanent

↴ **Innate:** Play before match starts.

At the start of each turn, before players choose actions, roll a six-sided die.

After actions are revealed and played, if you remembered to roll and you rolled a 5 or 6:

Attack ⚔ 1

The Sun-Slayer

Heirloom

Reveal me when the match starts. I don't count for maximum hand size.

Attack

Bloodletter Quill

Heirloom – Innate Permanent

↓ Innate: Play before match starts.

The first three times you lose a heart, gain an additional one XP.

As long as you have one or fewer hearts remaining, you have no maximum hand size.

Wistful Memories

Heirloom – Innate Permanent

⬇ Innate: Play before match starts.

A card you play on the first turn of the match gains **oneshot**. When you banish it, banish it under me.

On the final turn of the match, you may play the banished card as an additional action, and it costs one resource less.

Vitalic Vine-Snare

Heirloom – Innate Permanent

↴ **Innate:** Play before match starts.

On play: Choose a turn number.

On the chosen turn, neither player can score points.

Dreamer's Seed

Heirloom – Innate Permanent

⬇ **Innate:** Play before match starts.

When you recall one or more linked cards, reveal one of those cards. I become a copy of that linked card for the rest of the match. Recall me, then you may play me immediately.