

Path of the

# Heirloom



# Tome of Madness

*Heirloom – Innate Permanent*



**Innate:** Play before match starts.

**On play**, if your hand is empty:

**Attack**



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.



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Clone yourself.

# Hand of Greed

*Heirloom - Support*



*Support (Not used during match.)*

When you choose me as your heirloom, also choose and keep two of your other 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, if you would choose and reveal a card as your action, instead your opponent reveals their card first, then you choose and reveal a card. 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 to play me, 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*



**Innate:** Play before match starts.

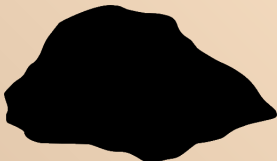
When you choose me as your heirloom, I consume one of your two chosen paths.  
*(You get no cards or resources from it.)*

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


The first time one of your other cards would be banished during the match, banish me instead.

# Morpheus Clay

*Heirloom – Innate*

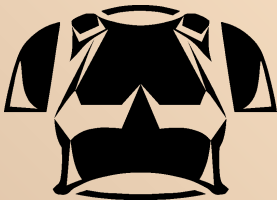


Innate: Play before match starts.

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

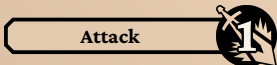
*Heirloom – Innate Permanent*



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:



# Bag of Infinite Rats

*Heirloom – Innate Permanent*



**Innate:** Play before match starts.

Your cards can't block.

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

# 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.



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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**





# 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*



Champion's Design Challenge 2022  
Designed by Evelyn H.



**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.

# Ensnaring Vines

*Heirloom – Innate Permanent*



Champion's Design Challenge 2022  
Designed by Tabitha F.



**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*



Champion's Design Challenge 2022  
Designed by Lixing



**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.

# Cricket the Cat

*Heirloom – Innate Permanent*



Champion's Design Challenge 2022  
Designed by Kaci T.



**Innate:** Play before match starts.

When you attack for the second, fourth, or sixth time this match, roll a six-sided die.

*Odd* – Give an attack +1 attack power.

*Even* – If your opponent is blocking, they must block this attack if able:

**Attack**

