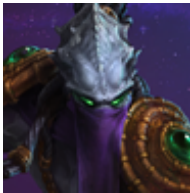


 ZERATUL




ASSASSIN

  if  on friendly hero in lane.

 TASSADAR




MULTI


 .  or  Choose at end of game.

 QXC


PLAYER



If friendly player in lane isn't fulfilled.

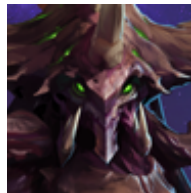
 SOLIAN


PLAYER



if in lane with 2+ other friendly heroes.

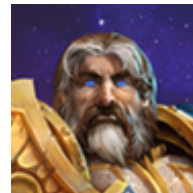
 ZAGARA




SPECIALIST

  if  on friendly hero in lane.

 UTHUR




SUPPORT

   if only friendly hero in lane.

 ORESAMA


PLAYER



If Meepo.

 AUSTIN


PLAYER





Flip this face up when played to lane.
If played to lane first.

7  LANE 8



OBJECTIVE

Most  .  and  count as minus toward your  count.

9 LANE 9



OBJECTIVE

Most . count as minus toward your count.

11 LANE 10



OBJECTIVE

Most . and count as minus toward your count.

MAP 7



OBJECTIVE

1 per . First lane drawn is worth 2x points.

MAP 8



OBJECTIVE

2 per
First lane drawn is worth 2x points.

MELODY



PLAYER



Flip this face-up when the game starts.
if

HARMONY



PLAYER



Icons can only gain points via the map.
If

SYMPHONY



PLAYER

2 if

NIGHT



PLAYER

3 if

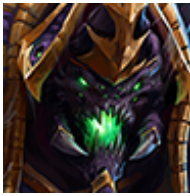
SILO



PLAYER

4 if

 **ANUB' ARAK**

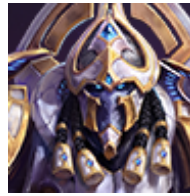


WARRIOR



if  on friendly hero in lane.

 **ARTANIS**

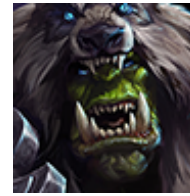


WARRIOR



When played to lane, opponent must play to same lane on

 **REHGAR**



SUPPORT



When played to lane, swap two friendly heroes in play.

 **MALFURION**

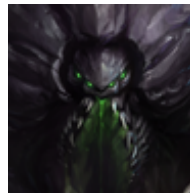


SUPPORT



Icons can only gain points via laning.

 **ABATHUR**

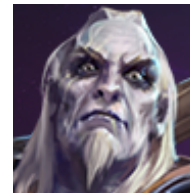


SPECIALIST



You may pass your turn without playing a hero once during the laning phase.

 **XUL**

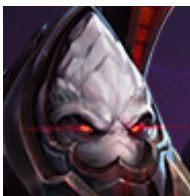


SPECIALIST



When played to lane, choose a hero. Opponent must play that hero on their next turn.

 **ALARAK**

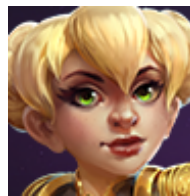


ASSASSIN



When played to lane, flip three opponent players face-up

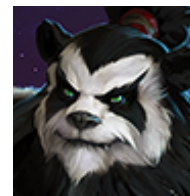
 **CHROMIE**



ASSASSIN

3 

 **CHEN**

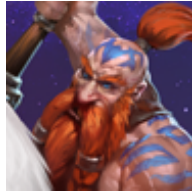


WARRIOR



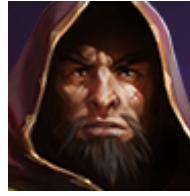
When laning phase starts, flip three friendly players face-up.

 **FALSTAD**



ASSASSIN

 **MEDIVH**



SPECIALIST



OR



Choose at end of game.

Fulfills player
conditions
automatically.