

Reign of the Onyx King

Print-and-Play Playtest Material

ACKNOWLEDGMENT

Thank you for participating in this playtest for the next expansion for *Hero: Tales of the Tomes!* The pandemic has made my usual playtesting procedure strained, so I truly appreciate you helping out. I hold the design and balance of this game in the highest regard and I know the quickest way to a great game is to iron out the details and try out ideas. Please keep in mind that everything in this document is subject to change. The “illustrations” on the playtest cards have been lovingly dubbed the doodle deck by friends and players.

Once you try out the new cards and game mode, I'd highly appreciate it if you'd be willing to fill out a survey so I can get your feedback. The survey can be found over at www.TalesoftheTomes.com/playtest. We also have a special reward system going on for those who submit feedback over the course of the playtesting window.

Thanks,
– Jimmy

INSTRUCTIONS

When printing, select “fit to page” or “scale to fit” on standard letter sized paper. Most cards go right to the edge of the document, so this will ensure nothing is clipped when printing.

Any card counts/duplicates are intended and meant to reflect the number of that card in the deck for game-play purposes.

Once printed and cut I usually put the playtest card in a card sleeve in front of a regular game card for rigidity.

When a card says “[NAME]” in its text box, it basically just means “this card” and I just have a placeholder name for now.

For returning playtesters: Cards added or updated from the previous version are on pages 3-11, so you only need to print those pages to update to the latest version.

Newcomers should print pages 12-38.

NEW GAME MODE AND MECHANICS

TYRANT (ONE VS MANY GAME MODE)

The Onyx King mode (called Tyrant internally right now) pits the Onyx King against the other heroes. The Onyx King is only intended for this mode and all of my current playtesting has pitted the king against Sarah, Llawamai and Ias, but feel free to try other hero combinations and let me know what you think.

When playing Tyrant, the Onyx King starts with +15hp +1 card in his starting hand for each player on the team against him. (i.e., 80hp and 8 cards in hand against 3 players)

The allied team takes one combined turn where they all act at once. If a simultaneous event occurs, take them in clockwise order. The allied team can only play companions and equipment on their own hero/board and can't defend their ally's cards. The allied team can show each other their cards and plan plays.

The Onyx King always acts first.

The Onyx King's mini-boss deck contains a new dual type of card. The mini-bosses are all Hero Companions. This means they can have armor, can be equipped with equipment and are affected by cards that target either companions or heroes. If a mini-boss with an equipment on them dies, the equipment returns the hand of the player that played it.

MOUNTS

Mounts are another dual type card introduced in the set. Mounts are Equipment Companions. A mount can only be played attached to a Hero like you would with a regular equipment.

Mounts cannot attack, defend, be attacked, or be defended. When your hero is dealt damage, the player that dealt that damage can choose to have it to be dealt to a mount equipped to that hero instead.

Mounts are affected by cards that target either companions or equipment, but have no attack stat, so they don't benefit from any bonuses to attack.

HOLD POSITION (⇩)

Hold Position is a new type of cost for an active ability marked by the ⇩ symbol.

To hold position the hero or companion with the ability must forgo an attack for the round. Think of the attack as a resource being spent to activate the ability. You can't hold position if you've already attacked, and alacrity gives you multiple hold positions for every attack you forgo.

A hold position ability on an equipment requires the equipped hero to forgo an attack to activate.

Just like attacking, holding position doesn't make a companion unable to defend.

You can only use hold position abilities on your turn.

NEW KEYWORD ABILITIES AND MECHANICS

Parry

Prevent all combat damage that would be dealt to a Hero or Companion that is equal to or less than its .

Trample

Excess damage the card deals to Companions is dealt to a Hero that controls them.

Forge Counters

Forge counters give a Companion +1 /+1  and increase any attribute bonuses an Equipment has by +1.

NEW AND UPDATED CARDS

Pages 3-11 contain new and updated cards for this version. Returning players need only print those pages to update to the latest version. New players should print pages 12-38.

THE ONYX KING

Hero • Tyrant of the 9 Kingdoms of Men

LEVEL 1

LEVEL 3

LEVEL 5

LEVEL 7

Level 2 Hero Ability

At the start of your turn reveal the top 3 cards of the mini-boss deck and choose 1 to put into play. Return the rest to the bottom in any order.

When *The Onyx King's* drops below 20 flip *The Onyx King*, then end the turn if its not your turn.

™ & © 2021 Jimmy Ellerbth Entertainment LLC. ROK • H 1a/4

Edwyn Arthurian

Hero • The Onyx King Enraged

Hero Ability

When *Edwyn* comes into play, deal 5 **Magic Damage** to each enemy **Hero** and **Companion**. You may then rechoose any of your **Hero Abilities**.

At the start of your turn reveal the top 5 cards of the mini-boss deck and choose 1 to put into play. Return the rest to the bottom in any order.

4♣: Destroy target **Companion**, **Equipment**, or **Spell**. You can only use this ability once per turn.

™ & © 2021 Jimmy Ellerbth Entertainment LLC. ROK • H 1b/4

TAXATION

Hero Ability • The Onyx King

At the end of your opponent's turn, each enemy player sacrifices a **Companion** or **Equipment** they control. If they can't, their **Hero** loses 5 .

™ & © 2021 Jimmy Ellerbth Entertainment LLC. ROK • HA 1a/13

DEATH BLOW

Hero Ability • The Onyx King

At the end of your turn choose an enemy **Hero** or **Companion**. Then at the end of your opponent's turn double *The Onyx King's* until the end of combat and he attacks that target.

™ & © 2021 Jimmy Ellerbth Entertainment LLC. ROK • HA 2a/13

KNEEL TO YOUR KING

Ultimate Hero Ability • The Onyx King

Enemy Heroes and **Companions** take double damage from all sources.

™ & © 2021 Jimmy Ellerbth Entertainment LLC. ROK • HA 3a/13

THE ONYX LEGION

Hero Ability • The Onyx King

At the start of your turn search the Onyx Legion deck for X **Legion Soldier Companions** and put them into play. X equals the number of opponent's you have.

Your **Legion Soldier's** have **Retaliate**.

™ & © 2021 Jimmy Ellerbth Entertainment LLC. ROK • HA 1b/13

THE ONYX THRONE

Hero Ability • The Onyx King

Mini-boss **Companions** you control get +3 /+3 /+3 .

♠: Until the start of your next turn, cards you play cost 2 less and cards your opponents play cost 1 more.

™ & © 2021 Jimmy Ellerbth Entertainment LLC. ROK • HA 2b/13

THESE LANDS ARE MINE

Ultimate Hero Ability • The Onyx King

The Onyx King has the active abilities of all cards in play.

™ & © 2021 Jimmy Ellerbth Entertainment LLC. ROK • HA 3b/13

LLAWAMAI
 Hero • Last Bastion of the Whispering Hills

LEVEL 1 — 1X — 2 — 3 — 4 — 5

LEVEL 3 — 3 — 4 — 5 — 6 — 7

LEVEL 5 — 4 — 5 — 6 — 7 — 8 — 9

LEVEL 7 — 5 — 6 — 7 — 8 — 9 — 10 — 11 — 12

35

Level 2 Hero Ability
 Each turn *Llawamai's* allied **Heroes** and **Companions** can't be attacked or targeted by **Spells** and abilities that deal damage until he's been dealt 1 or more damage.
Llawamai can't be defended.

TM & © 2021 Jimmy Elterh Entertainment LLC. ROK • HA 3413

SHIELD WALL
 Hero Ability • Llawamai

1♦: *Llawamai* gets +3 temporary ♠. (Temporary ♠ doesn't refresh and lasts until depleted.) You can only use this ability once per turn.

TM & © 2021 Jimmy Elterh Entertainment LLC. ROK • HA 3413

POWER FROM PAIN
 Hero Ability • Llawamai

The first time *Llawamai* takes damage each turn, you may pay 1♦ to give an allied **Companion** +3♠/+3♣.

TM & © 2021 Jimmy Elterh Entertainment LLC. ROK • HA 3613

SHIELD BASH
 Hero Ability • Llawamai

You may have *Llawamai* deal combat damage equal to his current ♠ instead of his ♠.

TM & © 2021 Jimmy Elterh Entertainment LLC. ROK • HA 3613

WHISPERED ONES
 Hero Ability • Llawamai

At the start of your turn search the side deck for a *Whispered One Companion* and put it into play.

TM & © 2021 Jimmy Elterh Entertainment LLC. ROK • HA 3813

CHAOTIC REBIRTH
 Ultimate Hero Ability • Llawamai

The first time *Llawamai* would die this game instead set his ♣ to 10, refresh his ♠ and ♣, destroy up to 3 **Companions** in play, then discard any number of cards and draw that many plus one.

TM & © 2021 Jimmy Elterh Entertainment LLC. ROK • HA 3913

UNBREAKABLE
 Ultimate Hero Ability • Llawamai

Llawamai gets +5♠.
 Whenever *Llawamai* loses ♠, he gains that much ♣.

TM & © 2021 Jimmy Elterh Entertainment LLC. ROK • HA 3813

1 FORGE SPIRIT



0 **2**

Companion • Spirit
 When *Forge Spirit* dies, you may put 2 forge counters on target **Companion** or **Equipment**. (Forge counters give **Companions** +1  +1  and increase any attribute bonuses an **Equipment** has by +1.)

2 SMOG MOUTHER



2 **2**

Companion • Demon Beast
 Whenever a card you control gets a forge counter, [NAME] gets +2  +2 .


2 DELVING MINER




0 **0**

Companion • Human
 [NAME] comes into play with 3 forge counters.
 1 : Move a forge counter from target **Companion** or **Equipment** you control onto another target **Companion** or **Equipment**. This ability can't be used in response to something.


2 CAVALRY MAGE





1 **2**

Companion • Hosh Mage
Cavalry — When [NAME] comes into play, you may have any number of **Companions** you control  in response. Deal 1 **Magic Damage** to target **Hero** or **Companion** for each **Companion** that held position this way.

3 CAVALRY MEDIC



1 **4**

Companion • Inari Cleric
Cavalry — When [NAME] comes into play, you may have any number of **Companions** you control  in response. Your **Hero** gets +2  for each **Companion** that held position this way.


4 ASHTREE BEAST







3 **3**

Companion • Beast Spirit
 1 , sacrifice another **Companion**: Deal 2 **Magic Damage** to target **Hero** or **Companion** and then put a forge counter on target **Companion** or **Equipment**. (Forge counters give **Companions** +1  +1  and increase any attribute bonuses an **Equipment** has by +1.)


4 ANDREAS THE BLACKSMITH






2 **3**

Companion • Human Craftsman
 When *Andreas the Blacksmith* comes into play, search the side deck for a **Martial Equipment** and put it into play equipped to target **Hero**.
 2 , : Put a forge counter on target **Companion** or **Equipment**. (Forge counters give **Companions** +1  +1  and increase any attribute bonuses an **Equipment** has by +1.)

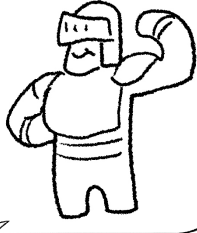
4 SOUL TWISTER






2 **4**

Companion • Warlock
 3 : Until the end of the turn, whenever a **Hero** or **Companion** would gain , they lose that much  instead.
 1 , : Target **Hero** or **Companion** gets +5 .

4 CAVALRY WARRIOR



2 **2**

Companion • Human Warrior
Cavalry — When [NAME] comes into play, you may have any number of **Companions** you control  in response. [NAME] gets +2  +2  for each **Companion** that held position this way.

7 FORGE ELEMENTAL



5 **5**

Companion • Demon Spirit

Trample. (Excess damage it deals to **Companions** is dealt to a **Hero** that controls them.)

When [NAME] comes into play you may put a forge counter onto target **Equipment** or destroy it. Repeat this process 3 times. (Forge counters increase any attribute bonuses it has by +1.)

2 BATTLE TRUMPET



Equipment • Accessory

Whenever your **Hero** attacks, search the Onyx Legion deck for a **Legion Soldier Companion** and put it into play.

2 WARBANNER



Equipment • Accessory

As long as **Warbanner** is in play **Heroes** and **Companions** can't hold position.

3 ASSASSIN'S BLADE

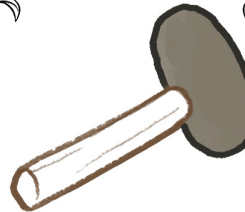


Equipment • Weapon

+1

Any combat damage your **Hero** deals to a **Companion** is enough to destroy it.

3 BLACKSMITH'S HAMMER




Equipment • Weapon

+1 +1

1: Put a forge counter on target **Companion** or **Equipment**. (Forge counters give **Companions** +1/+1 and increase any attribute bonuses an **Equipment** has by +1.)

4 KNIGHT'S SHIELD



Equipment • Armor

+1 +1 +2

Companions you control come into play with +2.

6 GREATBOW



Equipment • Weapon

+4

Your **Hero** ignores defenders when attacking and their attacks don't trigger **Retaliate**.

2 CORGI



Equipment Companion • Beast Mount

+1

When [NAME] comes into play, search the side deck for a **Fairy Companion** and put it into play.

2 SWIFTHOOF CHARGER



Equipment Companion • Beast Mount

3: Target **Companion** gets **Alacrity** +1 until the end of the turn. You can only use this ability once per turn. (They can attack or hold position 1 additional time.)

3 CHAMPION'S STEED

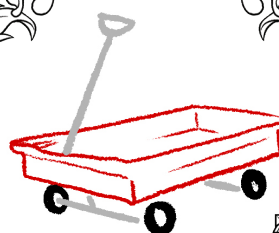


4

Equipment Companion • Beast Mount
+1♥ +1♣

Whenever your Hero attacks a player that controls more Companions than you they get +3♣ and you may draw a card.

5 ARMORED SOMETHIN




8

Equipment Companion • Construct Mount
+2♠

Prevent all Trample damage that would be dealt to the equipped Hero.

BINDS OF CHAOS



Quest

Whenever a Companion dies, *Binds of Chaos* destroys all other Companions under that player's control. Sacrifice *Binds of Chaos* once it has destroyed 10 or more Companions.

X SINFORGE PACT



Spell

Reveal the top X cards of the deck, then take any number of Equipment revealed this way and put them into play with a forge counter. Your Hero loses ♣ equal to the combined level of Equipment put into play this way. Put the remaining cards on the bottom of the deck in a random order.

1 REINFORCE




Spell

Put a forge counter on target Companion or Equipment. (Forge counters give Companions +1♥/+1♣ and increase any attribute bonuses an Equipment has by +1.)

Draw a card.


1 PATH TO PEACE



Spell • Buff

Buffed Companion has "♣: Draw a card."

2 HIDEAWAY



Spell • Buff

Buffed Companion has "♣: This Companion can't be attacked, defend or be defended until the start of your next turn."

2 MIGHT OF THE MEEK



Spell • Quick-Cast Buff

Buffed Companion gets +4♥ until the end of combat when attacking Heroes and Companions that are higher level than it.

2 RUNE OF ABJURATION



Spell • Quick-Cast Buff

When you play *Rune of Abjuration* choose a card type. (Card types are Hero, Companion, Equipment, Spell and Quest.)

Buffed Companion can't be dealt damage or effected by other cards of the chosen type.

3 SNUFF OUT THE LIGHT



Spell • Quick-Cast
The next time target **Hero** would gain $+2$, they lose that much $+2$ instead.

3 CHANGE OF PLANS



Spell
Draw 2 cards, then put 2 cards from your hand on top of the deck in any order.

4 TURN TO SWINE



Spell • Quick-Cast Buff
Buffed **Companion** loses all abilities and becomes a $2/4$ $+2$ **Beast**.

4 REINFORCEMENTS



Spell
For each enemy **Hero**, search the Onyx Legion deck for a **Legion Soldier Companion** and put it into play. They must attack those **Heroes** this turn.

4 SKELETONIZE




Spell • Quick-Cast
Destroy target **Companion**, then search the side deck for a **Skeleton Companion** and put it into play.

5 RUNE OF SHADOWS




Spell • Buff
Buffed **Companion** gets $+3$ and ignores defenders when attacking.

7 LINEAGE



Spell • Buff
When buffed **Companion** dies, you may put a **Companion** from your hand into play.

8 BIG BUFF



Spell • Buff
Buffed **Companion** gets $+2$ and $+2$ and can't die. (It doesn't go to the graveyard for having 0 or less and destroy effects don't destroy it.)

1 FAIRY



Companion • Faye
Whenever **Fairy** attacks, draw a card.
Prevent all damage that would be dealt to **Fairy** as long as **Corgi** is in play.

[SIDE DECK]

1 Legion Soldier



2

Companion ♦ Human Warrior

If Legion Solider would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • OI.01/22

1 Legion Soldier



2

Companion ♦ Human Warrior

If Legion Solider would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • OI.01/22

1 Legion Soldier



2

Companion ♦ Human Warrior

If Legion Solider would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • OI.01/22

1 Legion Soldier



2

Companion ♦ Human Warrior

If Legion Solider would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • OI.01/22

1 Legion Soldier



2

Companion ♦ Human Warrior

If Legion Solider would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • OI.01/22

1 Legion Soldier



2

Companion ♦ Human Warrior

If Legion Solider would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • OI.01/22

1 Legion Soldier



2

Companion ♦ Human Warrior

If Legion Solider would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • OI.01/22

1 Legion Soldier



2

Companion ♦ Human Warrior

If Legion Solider would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • OI.01/22

1 Legion Soldier



2

Companion ♦ Human Warrior

If Legion Solider would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • OI.01/22



THE ONYX KING

Hero • Tyrant of the 9 Kingdoms of Men

LEVEL 1



LEVEL 3



LEVEL 5



LEVEL 7





Level 2 Hero Ability

At the start of your turn reveal the top 3 cards of the mini-boss deck and choose 1 to put into play. Return the rest to the bottom in any order.

When *The Onyx King's*  drops below 20 flip *The Onyx King*, then end the turn if its not your turn.

™ & © 2021 Jimmy Ellersh Entertainment LLC. ROK • H 1a/4

Edwyn Arthurian

Hero • The Onyx King Enraged







Hero Ability

When *Edwyn* comes into play, deal 5 **Magic Damage** to each enemy **Hero** and **Companion**. You may then rechoose any of your **Hero Abilities**.

At the start of your turn reveal the top 5 cards of the mini-boss deck and choose 1 to put into play. Return the rest to the bottom in any order.

: Destroy target **Companion**, **Equipment**, or **Spell**. You can only use this ability once per turn.

™ & © 2021 Jimmy Ellersh Entertainment LLC. ROK • H 1b/4

4

TAXATION

Hero Ability • The Onyx King


At the end of your opponent's turn, each enemy player sacrifices a **Companion** or **Equipment** they control. If they can't, their **Hero** loses 5 .

™ & © 2021 Jimmy Ellersh Entertainment LLC. ROK • HA 1a/13

6

DEATH BLOW

Hero Ability • The Onyx King

At the end of your turn choose an enemy **Hero** or **Companion**. Then at the end of your opponent's turn double *The Onyx King's*  until the end of combat and he attacks that target.

™ & © 2021 Jimmy Ellersh Entertainment LLC. ROK • HA 2a/13

8

KNEEL TO YOUR KING

Ultimate Hero Ability • The Onyx King

Enemy Heroes and **Companions** take double damage from all sources.

™ & © 2021 Jimmy Ellersh Entertainment LLC. ROK • HA 3a/13

4

THE ONYX LEGION

Hero Ability • The Onyx King

At the start of your turn search the Onyx Legion deck for X **Legion Soldier Companions** and put them into play. X equals the number of opponent's you have.

Your **Legion Soldier's** have **Retaliate**.

™ & © 2021 Jimmy Ellersh Entertainment LLC. ROK • HA 1b/13

6

THE ONYX THRONE

Hero Ability • The Onyx King

Mini-boss **Companions** you control get +3 /+3 /+3 .

: Until the start of your next turn, cards you play cost 2 less and cards your opponents play cost 1 more.

™ & © 2021 Jimmy Ellersh Entertainment LLC. ROK • HA 2b/13

8

THESE LANDS ARE MINE

Ultimate Hero Ability • The Onyx King

The Onyx King has the active abilities of all cards in play.

™ & © 2021 Jimmy Ellersh Entertainment LLC. ROK • HA 3b/13

LLAWAMAI
 Hero • Last Bastion of the Whispering Hills

LEVEL 1 — 1♦ — 2♦ — 3♦ — 4♦ — 5♦
 LEVEL 3 — 2♣ — 3♣ — 4♣ — 5♣
 LEVEL 5 — 3♣ — 4♣ — 5♣
 LEVEL 7 — 4♣ — 5♣

Level 2 Hero Ability
 Each turn *Llawamai's* allied **Heroes** and **Companions** can't be attacked or targeted by **Spells** and abilities that deal damage until he's been dealt 1 or more damage.
Llawamai can't be defended.

TM & © 2021 Jimmy Elterth Entertainment LLC. ROK • HA 3413

SHIELD WALL
 Hero Ability • Llawamai

1♦: *Llawamai* gets +3 temporary ♣. (Temporary ♣ doesn't refresh and lasts until depleted.) You can only use this ability once per turn.

TM & © 2021 Jimmy Elterth Entertainment LLC. ROK • HA 3413

POWER FROM PAIN
 Hero Ability • Llawamai

The first time *Llawamai* takes damage each turn, you may pay 1♦ to give an allied **Companion** +3♣/+3♣.

TM & © 2021 Jimmy Elterth Entertainment LLC. ROK • HA 3613

SHIELD BASH
 Hero Ability • Llawamai

You may have *Llawamai* deal combat damage equal to his current ♣ instead of his ♣.

TM & © 2021 Jimmy Elterth Entertainment LLC. ROK • HA 3613

WHISPERED ONES
 Hero Ability • Llawamai

At the start of your turn search the side deck for a *Whispered One Companion* and put it into play.

TM & © 2021 Jimmy Elterth Entertainment LLC. ROK • HA 3813

CHAOTIC REBIRTH
 Ultimate Hero Ability • Llawamai

The first time *Llawamai* would die this game instead set his ♣ to 10, refresh his ♣ and ♣, destroy up to 3 **Companions** in play, then discard any number of cards and draw that many plus one.

TM & © 2021 Jimmy Elterth Entertainment LLC. ROK • HA 3913

UNBREAKABLE
 Ultimate Hero Ability • Llawamai

Llawamai gets +5♣.
 Whenever *Llawamai* loses ♣, he gains that much ♣.

TM & © 2021 Jimmy Elterth Entertainment LLC. ROK • HA 3913

IAS SOLICE
Hero • Messiah of the North Beacon

LEVEL 1 —

LEVEL 3 —

LEVEL 5 —

LEVEL 7 —

30

Level 2 Hero Ability
2♦: Target Hero or Companion gets +3♣. You can only use this ability once per turn.

© & © 2021 Jimmy Elberth Entertainment LLC. ROK-HA-11-24

PROTECTION AURA
Hero Ability ♦ Ias

Whenever an allied Hero or Companion would take damage, prevent 1 of that damage.

© & © 2021 Jimmy Elberth Entertainment LLC. ROK-HA-14-13

CRADLE'S HARMONY
Hero Ability ♦ Ias

6♦: Target Hero or Companion gets +10♣. You can only use this ability once per round.

© & © 2018 Jimmy Elberth Entertainment LLC. ROK-HA-5-13

LIGHT'S EMBRACE
Ultimate Hero Ability ♦ Ias

When this ability comes into play Ias gets +15♣.
Whenever a Companion dies you may pay 2♦ and 2♣ to return it play under your control.

© & © 2021 Jimmy Elberth Entertainment LLC. ROK-HA-6-13

MAIM TO MANA
Hero Ability ♦ Ias

2♣: Target Hero gets +3♦ until the end of the turn. You can only use this ability once per Hero per turn.

© & © 2021 Jimmy Elberth Entertainment LLC. ROK-HA-4-13

DIM
Hero Ability ♦ Ias

Whenever an enemy Hero or Companion would gain ♣, they gain half that much ♣ rounded up instead.
Whenever an enemy Hero would lose ♣, they lose twice that much instead.

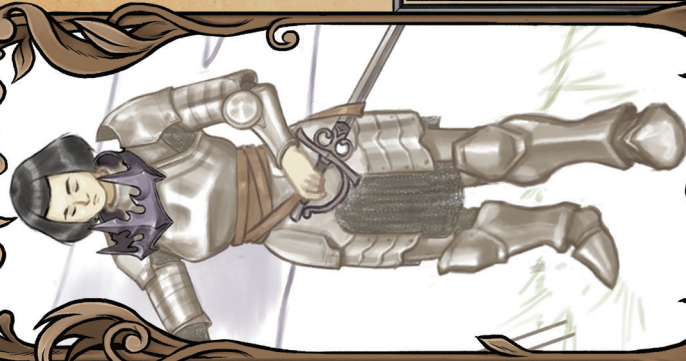
© & © 2021 Jimmy Elberth Entertainment LLC. ROK-HA-5-13

DIVINE BEACON
Ultimate Hero Ability ♦ Ias

At the end of each player's turn set Ias's ♣ to 30.

© & © 2021 Jimmy Elberth Entertainment LLC. ROK-HA-6-13

SARAH THE EXILE
 Hero • Heir to the Onyx Throne



LEVEL 1 — 2 3 0

LEVEL 3 — 3 5 1

LEVEL 5 — 4 7 2

LEVEL 7 — 5 9 3

333

Level 2 Hero Ability
 Whenever Sarah deals combat damage to a Hero, search the Onyx Legion deck for a Legion Soldier Companion and put it into play.
 If Sarah is level 5 or higher, search the Onyx Legion deck for 2 Legion Soldier Companions instead.

TM & © 2021 Jimmy Ehrlich Entertainment LLC. ROK-HA-11-44

KINGDOM'S LOYALTY
 Hero Ability • Sarah

Companions you play cost 1 less.
 Equipment you play cost 1 less.

TM & © 2021 Jimmy Ehrlich Entertainment LLC. ROK-HA-10b13

RALLYING CALL
 Hero Ability • Sarah

At the start of your turn you may return a Companion that is level 3 or less from the graveyard to your hand.

TM & © 2021 Jimmy Ehrlich Entertainment LLC. ROK-HA-10b13

KNIGHTHOOD
 Hero Ability • Sarah

At the start of your turn, search the Onyx Legion deck for a Black Knight Companion and put it into play.

TM & © 2021 Jimmy Ehrlich Entertainment LLC. ROK-HA-11a13

SOVEREIGNTY
 Hero Ability • Sarah

3♦: Allied Companions gain Parry, Retaliate or Trample until the end of the turn.

TM & © 2021 Jimmy Ehrlich Entertainment LLC. ROK-HA-11b13

BIRTHRIGHT
 Ultimate Hero Ability • Sarah

6♦: Companions you control get +2♥/+2♣ and are unaffected by enemy Spells and abilities until the end of the turn. (They can still be damaged by them.)

TM & © 2021 Jimmy Ehrlich Entertainment LLC. ROK-HA-12a13

THE ONYX CROWN
 Ultimate Hero Ability • Sarah

When this ability comes into play search the Onyx Legion deck for the Equipment *The Onyx Crown* and put it into play.

TM & © 2021 Jimmy Ehrlich Entertainment LLC. ROK-HA-12b13

LEGION FORERUNNER

Companion • Human Scout
When *Legion Forerunner* comes into play and at the start of your turn, search the Onyx Legion deck for a *Legion Soldier Companion* and put it into play.

KNIGHT'S SQUIRE

Companion • Human Warrior
Parry. (Prevent all combat damage that would be dealt to this *Companion* that is equal to or less than its \heartsuit .)

HOLD FOR MANA GUY

Companion • Hosh Mage
 \spadesuit : Your **Hero** gets +4 \spadesuit until the end of the turn.

NOVICE BLADEWIELDER

Companion • Human Warrior
Hinder.

MOORLAND ENCHANTRESS

Companion • Human Mage Craftsman
Whenever a **Buff Spell** comes into play under your control, draw a card. If it comes into play attached to *Moorland Enchantress*, draw 2 cards instead.

CORROSIVE SCUTTLE

Companion • Insect Beast
When *Corrosive Scuttler* comes into play, target **Hero** loses all their current \heartsuit .

FORGE SPIRIT

Companion • Spirit
When *Forge Spirit* dies, you may put 2 forge counters on target **Companion** or **Equipment**. (Forge counters give *Companions* +1 \heartsuit /+1 \spadesuit and increase any attribute bonuses an *Equipment* has by +1.)

BONE FETTER

Companion • Undead Craftsman
Whenever a **Companion** dies, deal 1 **Physical Damage** to target **Hero** or **Companion**.

SMOG MOUTH

Companion • Demon Beast
Whenever a card you control gets a forge counter, [NAME] gets +2 \heartsuit /+2 \spadesuit .

2 **RAVISH MAGISMITH**



2

Companion • Hosh Mage Craftsman
 Buffed **Companions** you control get +2 /+2  for each buff attached to them.


2 **ZAPPY**



1 **2**

Companion • Human Mage
Alacrity 2.
 1  : Deal 2 **Magic Damage** to target **Hero** or **Companion**.

2 **DEFEND ALL**



1 **5**

Companion • Human
 [NAME] defends against all sources of damage, not just attacks.

2 **FARMER**



1 **1**

Companion • Human
 At the end of your turn your **Hero** gets +1  for each allied **Companion** in play.

2 **BALLISTA**



0 **5**

Companion • Construct
: Deal 3 **Physical Damage** to target **Hero** or **Companion**.

2 **GET A SPELL BACK**



2 **2**

Companion • Hosh Mage
 When [NAME] dies search the graveyard for a **Spell** and add it to your hand.

2 **TRADE BROKER**



2 **2**

Companion • Rogue
 At the start of each turn, you may remove a card from you hand face down and offer it for trade with another player. That player may look at the card and can offer a card from their hand in return. If both players agree to the trade, exchange those cards. Otherwise, return the removed card to your hand.

2 **ANVIL ELEMENTAL**



0 **5**

Companion • Golem Spirit
 0 : Deal 1 **Magic Damage** to **Anvil Elemental** and reduce the cost of the next **Equipment** you play this turn by 1.


2 **DELVING MINER**



0 **0**

Companion • Human
 [NAME] comes into play with 3 forge counters.
 1 : Move a forge counter from target **Companion** or **Equipment** you control onto another target **Companion** or **Equipment**. This ability can't be used in response to something.


2 **CAVALRY MAGE**



1 **2**

Companion • Hosh Mage
Cavalry — When [NAME] comes into play, you may have any number of **Companions** you control ♡ in response. Deal 1 **Magic Damage** to target **Hero** or **Companion** for each **Companion** that held position this way.

3 **REVENGE GHOST**



1 **2**

Companion • Spirit Warrior
 Whenever an allied **Companion** dies you may pay 3♣ to put [NAME] from your hand into play.
 When [NAME] comes into play it gets +2♠ for each **Companion** that died this turn.

3 **MILITIA CAPTAIN**



1 **2** **4**

Companion • Human
 Allied **Companions** have “♡: Deal 2 **Physical Damage** to target **Hero** or **Companion**.”


3 **INSPIRING LEADER**



1 **3**

Companion • Human
 ♡: **Companions** you control get +1♠/+1♣.

3 **BIG GRAPPLER**



1 **2** **4**

Companion • Human Warrior
 When [NAME] comes into play, choose an enemy **Companion**.
 As long as [NAME] is in play, that **Companion** can't attack, defend, or use its active abilities.

3 **STARHAND, THE ENCHANTER**



1 **2** **3**

Companion • Hosh Mage Craftsman
Buff Spells you play cost 0♣.
 Whenever a **Companion** you control with a **Buff** on it dies, you may return that **Spell** to your hand instead of putting it into the graveyard.

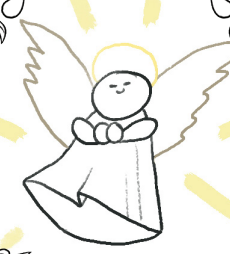
3 **BUFF ME BABE**



1 **2**

Companion • Cleric
 3♣, ♡: Double target **Companion's** ♠ until the end of the turn.

3 **HEAL DA BOIZ**



1 **3** **3**

Companion • Angel
 When [NAME] comes into play, each allied **Hero** gets +3♣.


3 **SO I STARTED BLASTIN'**



1 **2** **1**

Companion • Demon
 When [NAME] comes into play deal 4 **Magic Damage** to each enemy **Hero**.

3 CAVALRY MEDIC



4

Companion • Inari Cleric
Cavalry — When [NAME] comes into play, you may have any number of **Companions** you control ♽ in response. Your Hero gets +2♣ for each **Companion** that held position this way.

3 YEW TONGUE HOWLER



5

Companion • Beast Spirit
 When [NAME] dies you may destroy target **Equipment**.

4 ARMORED VETERAN



3

Companion • Human Warrior
Armored Veteran gets +2♣/+2♣ for each **Equipment** you control.

4 OP PARRY DUDE



4

Companion • Human Warrior
Alacrity 2, Parry. (This Companion can attack 2 times each turn. Prevent all combat damage that would be dealt to this **Companion** that is equal to or less than its ♣.)
 After [NAME] deals combat damage it gets +2♣.

4 RALLYING CHAMPION



4

Companion • Human Warrior
 When **Rallying Champion** dies, search the **Onyx Legion** deck for X **Legion Soldier Companions** and put them into play. X equals the number of **Companions** you control.

4 ANDREAS THE BLACKSMITH



3

Companion • Human Craftsman
 When **Andreas the Blacksmith** comes into play, search the side deck for a **Martial Equipment** and put it into play equipped to target **Hero**.
 2♣, ♽: Put a forge counter on target **Companion** or **Equipment**. (Forge counters give **Companions** +1♣/+1♣ and increase any attribute bonuses an **Equipment** has by +1.)

4 QUESTING BEAST



3

Companion • Beast
Trample. (Excess damage it deals to **Companions** is dealt to a **Hero** that controls them.)
 If a **Quest** is played while **Questing Beast** is in the graveyard return it into the deck third from the top.

4 ASHTREE BEAST



3

Companion • Beast Spirit
 1♣, sacrifice another **Companion**: Deal 2 **Magic Damage** to target **Hero** or **Companion** and then put a forge counter on target **Companion** or **Equipment**. (Forge counters give **Companions** +1♣/+1♣ and increase any attribute bonuses an **Equipment** has by +1.)

4 CHIVALROUS FIEND



2

Companion • Demon Warrior
 When [NAME] comes into play discard a card.
Parry, Trample. (Prevent all combat damage that would be dealt to this **Companion** that is equal to or less than its ♣. Excess damage it deals to **Companions** is dealt to a **Hero** that controls them.)

4 SOUL TWISTER

2 **4**

Companion • Warlock

3 ♦: Until the end of the turn, whenever a Hero or Companion would gain ♦, they lose that much ♦ instead.

1 ♦, ♣: Target Hero or Companion gets +5♦.

4 CAVALRY WARRIOR

2 **2**

Companion • Human Warrior

Cavalry — When [NAME] comes into play, you may have any number of Companions you control ♣ in response. [NAME] gets +2♣/+2♦ for each Companion that held position this way.

5 CHAIN SPINNER

5 **3**

Companion • Razlore Warrior

Parry, Retaliate, Trample. (Prevent all combat damage that would be dealt to this Companion that is equal to or less than its ♣. Whenever this Companion is attacked it also deals combat damage equal to its ♣ to the attacker. Excess damage it deals to Companions is dealt to a Hero that controls them.)

5 IGRIS PYRE WING

4 **4**

Companion • Beast

[NAME] ignores defenders when attacking.

When [NAME] dies you may pay 4♦ to return it to your hand.

5 PARRY LORD

3 **4**

Companion • Human

Allied Companions have Parry. (Prevent all combat damage that would be dealt to them that is equal to or less than their ♣.)

5 DISCARD CARDS THING

3 **3**

Companion • Demon

Trample. (Excess damage it deals to Companions is dealt to a Hero that controls them.)

When [NAME] comes into play you may discard any number of cards, then it gets +3♣/+3♦ for each card discarded this way.

6 THE HORNED ONE

4 **4**

Companion • Giant Spirit

When *The Horned One* comes into play deal 3 Magic Damage to up to 3 target Heroes and/or Companions, then search the side deck for 3 Skeleton Companions and put them into play.

6 THE MIRAGE

3 **5**

Companion • Human Warrior Mage

The Mirage ignores defenders when attacking.

Whenever *The Mirage* attacks, for each other enemy Hero and Companion, put a copy of *The Mirage* into play attacking that enemy. Remove the copies from the game at the end of combat.

6 HUSH

4 **4**

Companion • Spirit

When *Hush* comes into play, target Hero's ♦ becomes 0 until *Hush* leaves play.

6 **BIGBOY HEALZ**



4 **5**

Companion • Inari Cleric
Whenever an allied **Hero** gains **+**, they gain twice that much **+** instead.

7 **FORGE ELEMENTAL**



5 **5**

Companion • Demon Spirit
Trample. (Excess damage it deals to **Companions** is dealt to a **Hero** that controls them.)
When [NAME] comes into play you may put a forge counter onto target **Equipment** or destroy it. Repeat this process 3 times. (Forge counters increase any attribute bonuses it has by +1.)

7 **TASKMASTER MORDRED**



6 **7**

Companion • Human Warrior
Warrior **Companions** you control get +2 **+**.
Whenever an enemy **Companion** dies, search the Onyx Legion deck for a **Legion Soldier Companion** and put it into play.

8 **PENUMBRAL DRAGON**



9 **9**

Companion • Dragon
Prevent all **Magic Damage** that would be dealt to **Penumbra Dragon**. **Penumbra Dragon** is unaffected by **Spells** and abilities.
4 **+**: Deal 6 **Magic Damage** to target **Hero** or **Companion**. You can only use this ability once per round.


1 **SEER'S STONE**



Equipment • Accessory
+1 **+**

1 **+**, **+**: Look at the top 3 cards of the deck, then add one to your hand and put the rest on the bottom of the deck in a random order.

1 **BLEACHED BONE TWIG**



Equipment • Accessory
+1 **+**

Whenever the first **Companion** dies each turn you may pay 3 **+**. If you do, search the side deck for a **Skeleton Companion** and put it into play.

1 **STAR SHARD**



Equipment • Accessory
Sacrifice Star Shard: Your **Hero** gets +6 **+** until the end of the turn.

2 **PEWTER CROWN**



Equipment • Armor
You may play **Companions** and **Equipment** as if you were 1 level higher.

2 **SCHOLAR'S TOME**



Equipment • Accessory
+2 **+**

When **Scholar's Tome** comes into play, search the side deck for a **Basic Spell** and add it to your hand.
3 **+**, **Unequip:** Draw a card.

2 **BATTLE PLAN**



Equipment • Accessory
+1♠ +1♣

Whenever a **Hero** or **Companion** uses a Hold Position ability, you may pay 2♠ to copy that ability. You may choose new targets for the copy.

2 **BLACK POOL MIRROR**



Equipment • Accessory
+3♠ -3♣

When *Black Pool Mirror* comes into play you may rechoose one of your **Hero Abilities**.

5♠: Return *Black Pool Mirror* to your hand and draw a card.

2 **BATTLE TRUMPET**



Equipment • Accessory

Whenever your **Hero** attacks, search the Onyx Legion deck for a *Legion Soldier Companion* and put it into play.

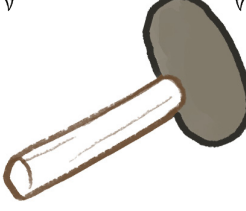
2 **WARBANNER**



Equipment • Accessory

As long as *Warbanner* is in play **Heroes** and **Companions** can't hold position.

3 **BLACKSMITH'S HAMMER**



Equipment • Weapon
+1♠ +1♣

1♠, ♠: Put a forge counter on target **Companion** or **Equipment**. (Forge counters give **Companions** +1♠/+1♣ and increase any attribute bonuses an **Equipment** has by +1.)


3 **ASSASSIN'S BLADE**



Equipment • Weapon
+1♠

Any combat damage your **Hero** deals to a **Companion** is enough to destroy it.

3 **HORN OF THE GENERAL**



Equipment • Accessory
+1♠ +1♠ +2♣

You may have excess damage from you or cards you control with **Trample** be dealt to another **Companion** that player controls instead of to their **Hero**.

4 **KNIGHT'S SHIELD**



Equipment • Armor
+1♠ +1♣ +2♣

Companions you control come into play with +2♣.

4 **EBONMAIL**



Equipment • Armor
+1♠ +2♣ -3♣

Whenever your ♣ drops to 0, deal **Magic Damage** equal to your base ♣ to the **Hero** or **Companion** that caused you to lose your ♣. (Your base ♣ equals the ♣ value on your **Hero**, plus any permanent bonuses from **Equipment** or abilities.)

4 HERO'S CAPE



Equipment • Armor
 +1♣ +1♦ +1♠ +2♣

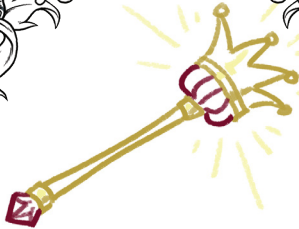
You may have *Hero's Cape* come into play equipped to target allied **Hero** instead of your own.

5 PLATEMAIL



Equipment • Armor
 +4♠

5 ROD OF THE RULER



Equipment • Weapon
 +3♦ +1♠

5♦: Gain control of target non-**Hero Companion** until the end of the turn. You can only use this ability on your turn.

5 EXECUTIONER'S AXE



Equipment • Weapon
 +2♣

When *Executioner's Axe* comes into play, you may destroy target **Companion**.

6 BLEEDING LANCE



Equipment • Weapon
 +3♣ +2♠

Whenever you deal combat damage to a **Hero**, put a maim counter onto them. **Heroes** with maim counters get -2♣ at the start of each turn.

6 GREATBOW



Equipment • Weapon
 +4♣

Your **Hero** ignores defenders when attacking and their attacks don't trigger *Retaliate*.

6 ESTOC



Equipment • Weapon
 +2♣

4♦: Until the end of the turn, your **Hero** has **Parry**. (Prevent all combat damage that would be dealt to them that is equal to or less than their ♣.)

7 THRONEBREAKER



Equipment • Weapon
 +5♣

Your **Hero** has **Trample**. (Excess damage it deals to **Companions** is dealt to a **Hero** that controls them.)

2 CORGI



Equipment Companion • Beast Mount
 +1♦

When [NAME] comes into play, search the side deck for a **Fairy Companion** and put it into play.

2 SWIFTHOF CHARGER



2

Equipment Companion • Beast Mount

3♦: Target **Companion** gets **Alacrity +1** until the end of the turn. You can only use this ability once per turn. *(They can attack or hold position 1 additional time.)*

2 SPECTRAL MOUNT



3

Equipment Companion • Spirit Mount

+1♦

Whenever your **Hero** attacks, deal **2 Magic Damage** to target **Hero** or **Companion**.

3 CHAMPION'S STEED



4

Equipment Companion • Beast Mount

+1♣ +1♠

Whenever your **Hero** attacks a player that controls more **Companions** than you they get **+3♣** and you may draw a card.

3 WARHORSE



2

Equipment Companion • Beast Mount

+2♣

Whenever your **Hero** attacks, another target **Companion** gets **+2♣/+2♣** and gains **Trample** until the end of the turn. *(Excess damage it deals to Companions is dealt to a Hero that controls them.)*

3 CRADLE WALKER



5

Equipment Companion • Spirit Mount

Whenever your **Hero** deals damage target **Hero** gains that much **♣**.

4 SILVERPRONG STAG



4

Equipment Companion • Beast Mount

+2♦

Prevent all **Magic Damage** that would be dealt to **Silverprong Stag** and the equipped **Hero**.

5 CRUSHER BEAST



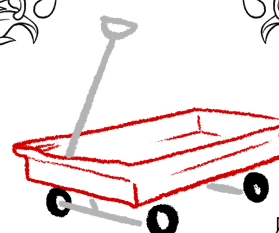
6

Equipment Companion • Beast Mount

+2♣

2♦: Deal **4 Physical Damage** to target **Hero** or **Companion**. You can only use this ability once per round.

5 ARMORED SOMETHIN



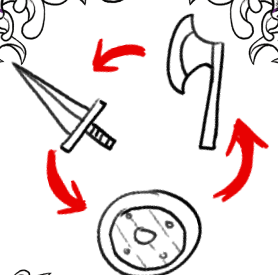
8

Equipment Companion • Construct Mount

+2♠

Prevent all **Trample** damage that would be dealt to the equipped **Hero**.


REDISTRIBUTE



Quest

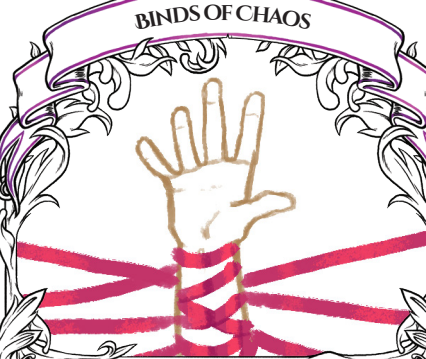
Collect each **Equipment** in play and put them into a pile. Then, starting with the current player, each player searches and gains control of an **Equipment** from the pile. Repeat this process until no **Equipment** remain in the pile.

QUEST FOR THE GRAIL



Quest
Search the side deck for the **Equipment** *The Holy Grail* and put it into the deck fifth from the top.

BINDS OF CHAOS




Quest
Whenever a **Companion** dies, *Binds of Chaos* destroys all other **Companions** under that player's control. Sacrifice *Binds of Chaos* once it has destroyed 10 or more **Companions**.

CRADLE'S FADING LIGHT



Quest
Starting with the current player, each player searches the graveyard for a card and adds it to their hand, then remove all remaining cards in the graveyard from the game.

ONCE THE DUST SETTLES



Quest
Each player chooses 1 **Companion**, **Equipment** and **Spell** they control and then sacrifices the rest.

THE ONYX LEGION



Quest
Each player secretly writes down a number. Reveal the numbers, then the player or players with the second least number searches the **Onyx Legion** deck for up to that many **Legion Soldier Companions** and puts them into play.

SINFORGE PACT



Spell
Reveal the top X cards of the deck, then take any number of **Equipment** revealed this way and put them into play with a forge counter. Your **Hero** loses \heartsuit equal to the combined level of **Equipment** put into play this way. Put the remaining cards on the bottom of the deck in a random order.

FLASH OF BRILLIANCE



Spell • Quick-Cast
You may play the next **Spell** you play this turn as if it had Quick-Cast.

REINFORCE



Spell
Put a forge counter on target **Companion** or **Equipment**. (*Forge counters give Companions +1 \heartsuit / +1 \spadesuit and increase any attribute bonuses an Equipment has by +1.*)
Draw a card.

PATH TO PEACE



Spell • Buff
Buffed **Companion** has "♣: Draw a card."


1 FIREBREATHING



Spell • Buff

Buffed **Companion** has "1♦, ↓: Deal X **Magic Damage** to target **Hero** or **Companion**. X equals buffed **Companion's** ♠."

2 HIDEAWAY



Spell • Buff

Buffed **Companion** has "↓: This **Companion** can't be attacked, defend or be defended until the start of your next turn."


2 RAISE THE ALARM



Spell • Quick-Cast

Search the Onyx Legion deck for a **Legion Soldier Companion** and put it into play.

2 MIGHT OF THE MEEK



Spell • Quick-Cast Buff

Buffed **Companion** gets +4♠ until the end of combat when attacking **Heroes** and **Companions** that are higher level than it.

2 BLOOD BOIL



Spell • Quick-Cast

Each **Companion** must attack this turn if able. Hold Position abilities can't be used in response to **Blood Boil**.

Companions you control gain **Retaliate** until the end of the turn.

2 UNEARTH THE PAST



Spell

Remove a **Companion** in the graveyard from the game, then search the side deck for a **Skeleton Companion** and put it into play.

Draw a card.


2 MOMENT OF COURAGE



Spell • Quick-Cast

Target **Companion** gets +2♠ and gains **Parry** and **Retaliate** until the end of the turn. Any combat damage it deals also causes your **Hero** to gain that much ♣. (Prevent all combat damage that would be dealt to it that is equal to or less than its ♠. Whenever it is attacked it also deals combat damage equal to its ♠ to the attacker.)

2 GRIEVOUS WOUND



Spell • Quick-Cast

Destroy target **Companion** that took damage this turn.

2 RUNE OF ABJURATION



Spell • Quick-Cast Buff

When you play **Rune of Abjuration** choose a card type. (Card types are **Hero**, **Companion**, **Equipment**, **Spell** and **Quest**.)

Buffed **Companion** can't be dealt damage or effected by other cards of the chosen type.

2 ATTUNE MAGIC

Spell
Search the side deck for a **Basic Spell** and add it to your hand, then your **Hero** gets +1 until the end of the turn for each allied **Hero** in play.

3 EARTH TREMOR

Spell • Quick-Cast
Deal 2 **Physical Damage** to each enemy **Hero** and **Companion**.

3 RUNE WEAVE

Spell
Search the graveyard for a **Buff Spell** and put it into play. You may then take any number of **Buff Spells** you control and attach them to new **Companions**.

3 DRAIN LIFE

Spell
Each enemy **Hero** gets -2 , then your **Hero** gains equal to the amount lost this way.

3 MISDIRECTION

Spell • Quick-Cast
When you play *Misdirection* choose an attacking **Hero** or **Companion**. Redirect its attack to any other **Hero** or **Companion**.

3 SNUFF OUT THE LIGHT

Spell • Quick-Cast
The next time target **Hero** would gain , they lose that much instead.

3 DRAG TO SHADOW

Spell
As an additional cost to play *Drag to Shadow*, discard a card.
Deal X **Magic Damage** to target **Hero** or **Companion**. X equals the discarded card's cost.

3 GAZE INTO THE ABYSS

Spell • Quick-Cast
Search the graveyard for a card and put it on top of the deck.

3 MIGHT RUNE


Spell • Buff
Buffed Companion gets +2 and has **Trample**. (Excess damage it deals to **Companions** is dealt to a **Hero** that controls them.)

3 CHANGE OF PLANS



Spell
Draw 2 cards, then put 2 cards from your hand on top of the deck in any order.

4 REINFORCEMENTS



Spell
For each enemy **Hero**, search the Onyx Legion deck for a **Legion Soldier Companion** and put it into play. They must attack those **Heroes** this turn.

4 SKELETONIZE



Spell • Quick-Cast
Destroy target **Companion**, then search the side deck for a **Skeleton Companion** and put it into play.

4 BARRIER RUNE




Spell • Quick-Cast Buff
Prevent the first 3 damage that would be dealt to the buffed **Companion** each turn.

4 WITHER



Spell • Quick-Cast
Set each **Companion's** base \heartsuit and \spadesuit to 1 until the end of the turn.

4 HONOR BOUND



Spell • Buff
Buffed **Companion** gets +1 \heartsuit /+1 \spadesuit and has **Parry**. (Prevent all combat damage that would be dealt to it that is equal to or less than its \heartsuit .)

4 FISSURE



Spell
Trample. (Excess damage this **Spell** deals to **Companions** is dealt to a **Hero** that controls them.)
Deal 6 **Physical Damage** to target **Companion**.

4 VOX POPULI



Spell • Buff
Whenever buffed **Companion** attacks it gets +X \heartsuit until the end of combat. X equals the number of allied **Companions** in play.

4 THEFT




Spell
Gain control of target **Equipment**.



4 TURN TO SWINE




Spell • Quick-Cast Buff
 Buffed **Companion** loses all abilities and becomes a 2 /4  **Beast**.

5 STAND UNITED



Spell
 Target **Companion** gets +3 /+3  and all other allied **Companions** get +1 /+1 .

5 DRAGON BLOOD COATING



Spell • Quick-Cast
Equipment you control are unaffected by **Spells**, **Quests** and abilities until the end of the turn.

5 FEEDBACK



Spell • Quick-Cast
 Destroy target **Spell**, then deal X **Magic Damage** to that **Spell's** controller. X equals the destroyed **Spell's** cost.

5 PREPARE FOR BATTLE



Spell
 For each allied **Hero** search the side deck for a **Martial Equipment** and put it into play equipped to that **Hero**. (*Allied Heroes includes your Hero.*)

5 RUSTING BLAST



Spell
 Target **Hero's**  is 0 until the end of the turn.
 Draw a card.

5 SHARPEN BLADES



Spell • Quick-Cast
Companions you control get +2  and **Retaliate** until the end of the turn.

5 RUNE OF SHADOWS



Spell • Buff
 Buffed **Companion** gets +3  and ignores defenders when attacking.

5 RECRUIT



Spell
 Search the Onyx Legion deck for 3 **Legion Soldier Companions** and put them into play.

6 PATH TO THE GRAVE



Spell
Destroy all **Companions** in play.

6 BONFIRE'S REST



Spell • Quick-Cast
Each allied **Hero** gets +3 and refreshes their and . (Allied **Heroes** includes your **Hero**.)

6 PIERCING ARC



Spell • Quick-Cast
Piercing Arc is unaffected by **Spells** and abilities.
Dealing 6 **Magic Damage** to target **Hero** or **Companion**. This damage cannot be prevented or redirected.

6 OBLITERATE




Spell • Quick-Cast
Remove target **Companion**, **Equipment** or **Spell** from the game.

7 SPLINTER BOLT



Spell
Deal 5 **Magic Damage** to each enemy **Hero**.

7 LINEAGE



Spell • Buff
When buffed **Companion** dies, you may put a **Companion** from your hand into play.

7 KNIGHTHOOD



Spell
If you control a **Legion Solider** you may return it to the Onyx Legion deck to play this card for 3 less.
Search the Onyx Legion deck for a **Black Knight Companion** and put it into play.

8 BIG BUFF



Spell • Quick-Cast Buff
Buffed **Companion** gets +2 and can't die. (It doesn't go to the graveyard for having 0 or less and destroy effects don't destroy it.)

1 FAIRY



Companion • Faye
Whenever **Fairy** attacks, draw a card.
Prevent all damage that would be dealt to **Fairy** as long as **Corgi** is in play.

[SIDE DECK]

1 SKELETON

Companion • Undead
If *Skeleton* would enter the graveyard, return it to the side deck instead.

[SIDE DECK]

1 SKELETON

Companion • Undead
If *Skeleton* would enter the graveyard, return it to the side deck instead.

[SIDE DECK]

1 SKELETON

Companion • Undead
If *Skeleton* would enter the graveyard, return it to the side deck instead.

[SIDE DECK]

6 WHISPERED ONE: DRUID

Companion • Undead Druid
2♦: Target **Hero** or **Companion** gets +6♣. You can only use this ability once per round.

[SIDE DECK]

6 WHISPERED ONE: PALADIN

Companion • Undead Warrior Cleric
Whispered One: Paladin deals combat damage as **Magic Damage** instead of **Physical Damage**.
Whenever *Whispered One: Paladin* deals combat damage, your **Hero** gains that much ♣.

[SIDE DECK]

6 WHISPERED ONE: HUNTER

Companion • Undead Scout
When *Whispered One: Hunter* comes into play gain control of target **Beast Companion**.
♠: Deal 5 **Physical Damage** to target **Hero** or **Companion**.

[SIDE DECK]

6 WHISPERED ONE: WARLOCK

Companion • Undead Warlock
Whenever an opponent plays a card, *Whispered One: Warlock* deals 2 **Magic Damage** to their **Hero**.

[SIDE DECK]

6 WHISPERED ONE: SHAMAN

Companion • Undead Shaman
When *Whispered One: Shaman* comes into play target **Companion** loses all abilities and becomes a 1 ♠/1♣ **Beast** until the end of the turn.


[SIDE DECK]


3 THE HOLY GRAIL


Equipment • Accessory
+3♦ +1♠
At the start of your turn you get +5♣.
Whenever another player draws a card, you may draw a card unless that player pays 2♦.

[SIDE DECK]

3 STEEL PIKE

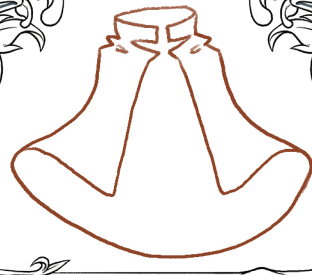



Martial Equipment • Weapon
+1 

Your Hero has +2  whenever attacking a Companion.

[SIDE DECK]


3 LEATHER CLOAK




Martial Equipment • Armor
+6 

[SIDE DECK]


3 SAPPHIRE CIRCLET





Martial Equipment • Armor
+3 

[SIDE DECK]

3 WHITE BIRCH STAFF



Martial Equipment • Weapon
+1 

At the start of your turn you may pay 2  to draw an extra card.

[SIDE DECK]

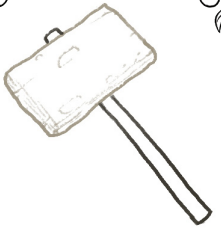
3 IRON SHIELD




Martial Equipment • Armor
+2 

[SIDE DECK]

3 STONE HAMMER



Martial Equipment • Weapon
+2 

[SIDE DECK]

1 INVOKE: PAIN



Spell
Deal 1 Magic Damage to target Hero or Companion. Repeat this process 2 times.

[SIDE DECK]


1 INVOKE: RUST




Spell
Destroy target Equipment. Then your Hero loses  equal to the destroyed Equipment's level.

[SIDE DECK]

1 INVOKE: MIGHT



Basic Spell • Buff
Buffed Companion gets +3 .

[SIDE DECK]

1 Legion Soldier



2 **2**

Companion ♦ Human Warrior

If Legion Soldier would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Elterh Entertainment LLC ROK • OL 01/22

1 Legion Soldier



2 **2**

Companion ♦ Human Warrior

If Legion Soldier would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Elterh Entertainment LLC ROK • OL 01/22

1 Legion Soldier



2 **2**

Companion ♦ Human Warrior

If Legion Soldier would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Elterh Entertainment LLC ROK • OL 01/22

1 Legion Soldier



2 **2**

Companion ♦ Human Warrior

If Legion Soldier would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Elterh Entertainment LLC ROK • OL 01/22

1 Legion Soldier



2 **2**

Companion ♦ Human Warrior

If Legion Soldier would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Elterh Entertainment LLC ROK • OL 01/22

1 Legion Soldier



2 **2**

Companion ♦ Human Warrior

If Legion Soldier would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Elterh Entertainment LLC ROK • OL 01/22

1 Legion Soldier



2 **2**

Companion ♦ Human Warrior

If Legion Soldier would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Elterh Entertainment LLC ROK • OL 01/22

1 Legion Soldier



2 **2**

Companion ♦ Human Warrior

If Legion Soldier would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Elterh Entertainment LLC ROK • OL 01/22

1 Legion Soldier



2 **2**

Companion ♦ Human Warrior

If Legion Soldier would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Elterh Entertainment LLC ROK • OL 01/22

1 Legion Soldier



2 **2**

Companion ♦ Human Warrior

If Legion Soldier would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • OL 01/22

1 Legion Soldier



2 **2**

Companion ♦ Human Warrior

If Legion Soldier would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • OL 01/22

1 Legion Soldier



2 **2**

Companion ♦ Human Warrior

If Legion Soldier would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • OL 01/22

1 Legion Soldier



2 **2**

Companion ♦ Human Warrior

If Legion Soldier would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • OL 01/22

1 Legion Soldier



2 **2**

Companion ♦ Human Warrior

If Legion Soldier would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • OL 01/22

1 Legion Soldier



2 **2**

Companion ♦ Human Warrior

If Legion Soldier would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • OL 01/22

6 Black Knight



5 **5**

Companion ♦ Human Warrior

Parry, Retaliate. (This Companion can't be dealt combat damage by Heroes or Companions with less \heartsuit than it. Whenever this Companion is attacked it also deals combat damage equal to its \heartsuit to the attacker.)

[ONYX LEGION DECK]

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • OL 16/22

6 Black Knight



5 **5**

Companion ♦ Human Warrior

Parry, Retaliate. (This Companion can't be dealt combat damage by Heroes or Companions with less \heartsuit than it. Whenever this Companion is attacked it also deals combat damage equal to its \heartsuit to the attacker.)

[ONYX LEGION DECK]

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • OL 16/22

6 Black Knight



5 **5**

Companion ♦ Human Warrior

Parry, Retaliate. (This Companion can't be dealt combat damage by Heroes or Companions with less \heartsuit than it. Whenever this Companion is attacked it also deals combat damage equal to its \heartsuit to the attacker.)

[ONYX LEGION DECK]

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • OL 16/22

6 **Black Knight**



5

Companion ♦ Human Warrior

Parry, Retaliate. (This Companion can't be dealt combat damage by Heroes or Companions with less than it. Whenever this Companion is attacked it also deals combat damage equal to its to the attacker.)

[ONYX LEGION DECK]

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • OL 16/22

6 **Black Knight**



5

Companion ♦ Human Warrior

Parry, Retaliate. (This Companion can't be dealt combat damage by Heroes or Companions with less than it. Whenever this Companion is attacked it also deals combat damage equal to its to the attacker.)

[ONYX LEGION DECK]

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • OL 16/22

8 **The Onyx Crown**



Legendary Equipment ♦ Armor

+4 **+4** **+4**

The Onyx Crown is unaffected by Spells, Quests and abilities.

At the start of your turn, gain control of a Companion controlled by each of your opponents.

[ONYX LEGION DECK]

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • OL 22/22

8 **Kaledvoulc'h**



Legendary Equipment ♦ Weapon

+5

Your Hero has Retaliate.

Whenever your Hero deals combat damage it gets +5.

[ONYX LEGION DECK]

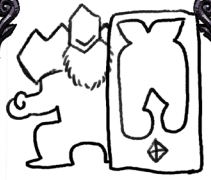
™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • OL 21/22

King's Defender

Hero Companion
Human Warrior

King's Defender is unaffected by enemy **Spells** and abilities.

Prevent all **Magic Damage** that would be dealt to *King's Defender*.



2 5 12

[MINI-BOSS DECK]

Ebonhand Assassin

Hero Companion
Human Rogue

Whenever *Ebonhand Assassin* deals combat damage to a **Companion**, destroy it.

Whenever *Ebonhand Assassin* would deal combat damage to a **Hero**, they lose half their **HP** rounded down instead.



1 5 3

[MINI-BOSS DECK]

Sword Bearer

Hero Companion
Golem

When *Sword Bearer* comes into play search the Onyx Legion deck for the **Equipment** *Kaledvoulc'h* and put it into play.



2 5 2

[MINI-BOSS DECK]

Myrddin, King's Mage

Hero Companion
Human Mage

Your **Spells** and abilities that cost **2** cost 2 less.

Whenever you play a **Spell**, copy it. You may choose new targets for the copy.



2 1 9

[MINI-BOSS DECK]

Menagerie Warden

Hero Companion
Human

As long as *Menagerie Warden* is in play, you may play **Companions** from your hand as if they were level 1.



3 1 8

[MINI-BOSS DECK]

Prince Liam

Hero Companion
Human Lord

When *Prince Liam* comes into play your opponents discard 4 cards between them and add them to your hand. Cards you play cost 1 less until the end of the turn.



3 1 9

[MINI-BOSS DECK]

Legion's Phalanx

Hero Companion
Human Warrior

Retaliate.

As long as *Legoin's Phalanx* is in play *The Onyx King* gets +6 **HP**.

Legoin's Phalanx can't attack.



4 6 10

[MINI-BOSS DECK]

Morgana the Life-Binder

Hero Companion
Faye Warlock

Whenever an enemy **Hero** takes damage, each other enemy **Hero** also loses that much **HP**.



1 5 13

[MINI-BOSS DECK]

The Indicator

Hero Companion
Human

When *The Indicator* comes into play choose an opponent.

As long as *The Indicator* is in play only you and the chosen player can play **Spells** and use active abilities.



1 1 10

[MINI-BOSS DECK]

King's Pet

Hero Companion
Beast

Whenever an opponent's **Spell** would enter the graveyard, you may return it to your hand instead.

4♦: Destroy target **Spell**. You can only use this ability once per round.



[MINI-BOSS DECK]

Bell Ringer

Hero Companion
Human

When you choose *Bell Ringer* as your mini-boss, you may choose another one of your mini-boss options to put into play as well.

If you're level 5 or higher, you may choose an additional 2 options to put into play instead.



[MINI-BOSS DECK]

Watcher at the Gate

Hero Companion
Golem

When *Watcher at the Gate* dies destroy all non-Hero cards target player controls.



[MINI-BOSS DECK]

The Emerald Knight

Hero Companion
Human Druid Warrior

Whenever *The Onyx King* takes damage, *The Emerald Knight* deals X **Magic Damage** to target **Hero** or **Companion**. X equals twice the amount of damage *The Onyx King* took.



[MINI-BOSS DECK]

Stitcher Gendhal

Hero Companion
Human Warlock

When *Stitcher Gendhal* comes into play search the graveyard for up to 2 non-mini-boss **Companions** and put them into play.

When *Stitcher Gendhal* dies shuffle all other mini-boss **Companions** in the graveyard back into the mini-boss deck.



[MINI-BOSS DECK]

The Butcher

Hero Companion
Human

Whenever a **Companion** dies, *The Butcher* gets +2♣ and *The Onyx King* gets +2♦.



[MINI-BOSS DECK]

Nightgore

Hero Companion
Nightmare

When *Nightgore* comes into play, each opponent reveals their hand. Until the end of the turn, you may play a card revealed this way without paying its costs.



[MINI-BOSS DECK]

King's Priest

Hero Companion
Human Cleric

When *King's Priest* comes into play, *The Onyx King* gets +10♣.

Reduce any damage that would be dealt to your **Heroes** or **Companions** to 1.



[MINI-BOSS DECK]

Warmage

Hero Companion
Human Mage

Whenever *Warmage* attacks, deal **Magic Damage** to target **Hero** or **Companion** equal to the number of cards in it's controller's hand.



[MINI-BOSS DECK]

Legion Commander



Hero Companion
Human Warrior


When *Legion Commander* comes into play search the Onyx Legion deck for 2 *Legion Soldier Companions* and put them into play.

3 ♦: Return target *Legion Soldier* to the Onyx Legion deck and replace it with a *Black Knight Companion*. You can only use this ability once per turn.

[MINI-BOSS DECK]

3 ♦ 2 ♣ 5 ♠

Queen Guinevere



Hero Companion
Human Lord

When *Queen Guinevere* comes into play you may choose a *Companion* controlled by each of your opponents and gain control of them. Those *Companions* must attack the *Heroes* they were originally controlled by each turn if able.

[MINI-BOSS DECK]

1 ♦ 2 ♣ 6 ♠

Right Hand of the King



Hero Companion
Human Warrior

Retaliate, Trample.

Whenever *Right Hand of the King* kills a *Companion*, draw a card.

2 ♦: Target Hero or *Companion* must attack *Right Hand of the King* this turn. The target can't Hold Position in response to this ability.

[MINI-BOSS DECK]

4 ♦ 4 ♣ 8 ♠

Falron the Cruel



Hero Companion
Human Warrior

Heroes and Companions you control have **Retaliate**.

[MINI-BOSS DECK]

4 ♦ 2 ♣ 6 ♠

King's Blacksmith



Hero Companion
Human Craftsman

When you choose *King's Blacksmith*, you may choose an **Equipment** from your hand and/or an **Equipment** in the graveyard, and put them into play.

[MINI-BOSS DECK]

2 ♦ 2 ♣ 8 ♠

Maiden of the Scales



Hero Companion
Angel Warlock

When *Maiden of the Scales* comes into play, target opponent chooses self or others. If that player chooses self, they must sacrifice or discard 4 cards. If the player chooses others, each of your other opponents must sacrifice or discard 2 cards.

[MINI-BOSS DECK]

3 ♦ 1 ♣ 6 ♠

Lady of the Black Lagoon



Hero Companion
Enchantress

When *Lady of the Black Lagoon* comes into play destroy target non-Ultimate **Hero Ability** card and replace it with *Lady of the Black Lagoon's* **Hero Ability**.

(You cannot destroy abilities that haven't been chosen yet. You choose which side of the new ability they use.)

[MINI-BOSS DECK]

2 ♦ 0 ♣ 10 ♠

Dark Shackles

Hero Ability ♦ Lady of the Black Lagoon

Cards you play cost an additional 1 to play and your other active abilities cost and additional 1 ♦ to activate.

10 ♣: Replace *Dark Shackles* with the original **Hero Ability** card.

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • HA 13b/13

Curse of Weakness

Hero Ability ♦ Lady of the Black Lagoon

Whenever your **Hero** attacks they get -3 ♣.

If you've lost 12 or more ♣ to *Curse of Weakness* you can replace it with the original **Hero Ability** card.

™ & © 2021 Jimmy Ellersh Entertainment LLC ROK • HA 13b/13