

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*! 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.

NEW GAME MODE AND MECHANICS

TYRANT (ONE VS MANY GAME MODE)

The Tyrant game mode 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 +10 and +1 card in his starting hand for each player on the team against him. (i.e., 65 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 attached card (buff spell or equipment) leaves play, the attached card goes to the same destination (i.e., returned to hand, sent to the graveyard, or removed from the game). This is an updated ruling for ALL attached cards, not just for mini-bosses specifically.*

HOLD POSITION (H)

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

Since you can only hold position on your turn, and only defend on other player's turns, I have been turning cards sideways to indicate that they've held position this turn.

NEW KEYWORD ABILITIES AND MECHANICS

Forge Counters

Forge counters increase any attributes a Companion or Equipment has by +1.

For example, if an Equipment gives you +2 and +1, each forge counter will increase the amount of and it gives you by 1. This only affects the attribute bonuses on the card and does not increase any other number on the effects or costs of cards unless otherwise stated.

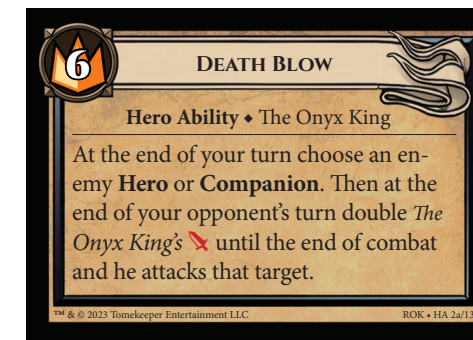
Feeble

Excess damage dealt to a Companion with feeble is dealt to their Hero.

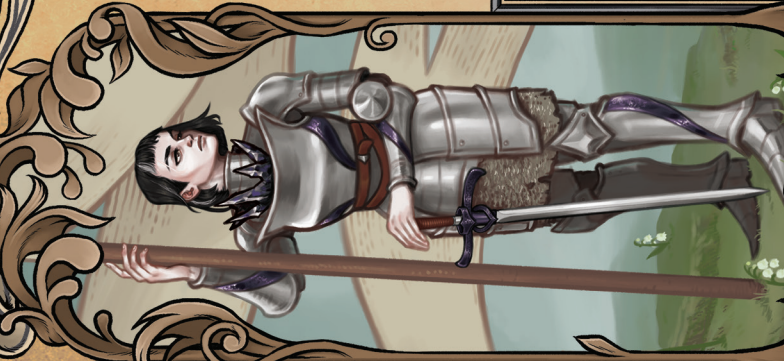
With multiple Heroes, the controller of the damage source gets to decide which Hero the excess damage is dealt to.

Removed From Combat

You might come across this new phrasing for an effect on some cards in the set. A Companion that is removed from combat cannot attack, be attacked, defend, or be defended. It can however still be effected by spells or abilities such as destroy effects or damage.



SARAH THE EXILE
Hero • Heir to the Onyx Throne



LEVEL 1 — 2♣, 3♠, 4♠, 5♠, 0

LEVEL 3 — 3♠, 4♠, 5♠, 6♠, 1

LEVEL 5 — 4♠, 5♠, 6♠, 7♠, 2

LEVEL 7 — 5♠, 6♠, 7♠, 8♠, 9♠, 3

33

Level 2 Hero Ability
Whenever Sarah deals combat damage to a Hero, search the Onyx Legion deck for a Legion Soldier Companions and put it into play.

© 2023 Tomeskeeper Entertainment LLC. ROK-HA-11-14

PREPARE FOR BATTLE
Hero Ability • Sarah

At the end of your turn, if you control 2 or more Companions, draw a card and Sarah gets +2♣. If you control 5 or more Companions, draw 2 cards and Sarah gets +5♣ instead.

© 2023 Tomeskeeper Entertainment LLC. ROK-HA-11A-11-13

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.

© 2023 Tomeskeeper Entertainment LLC. ROK-HA-11A-11-13

END OF TYRANNY
Ultimate Hero Ability • Sarah

7♣: Search the Onyx Legion deck for up to 9 Legion Soldier Companions and put them into play. You can only use this ability once per round.

© 2023 Tomeskeeper Entertainment LLC. ROK-HA-11A-11-13

RALLYING CALL
Hero Ability • Sarah

At the start of your turn, search the graveyard for a Companion that is level 2 or less and add it to your hand.

© 2023 Tomeskeeper Entertainment LLC. ROK-HA-11A-11-13

SPEARHEAD
Hero Ability • Sarah

4♣: Deal X Physical Damage to target Hero or Companion. X is equal to the number of Companions you control. You can only use this ability once per turn.

© 2023 Tomeskeeper Entertainment LLC. ROK-HA-11A-11-13

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.

© 2023 Tomeskeeper Entertainment LLC. ROK-HA-11A-11-13

LAWAMAI
Hero • Last Bastion of the Whispering Hills



LEVEL 1 — 1♣, 2♣, 3♠, 4♠, 5♠

LEVEL 3 — 2♣, 3♠, 4♠, 5♠, 6♠

LEVEL 5 — 3♠, 4♠, 5♠, 6♠, 7♠

LEVEL 7 — 4♠, 5♠, 6♠, 7♠, 8♠, 9♠

35

Level 2 Hero Ability
During your opponent's turns prevent all damage that would be dealt to Llawamai's allied Heroes and Companions until he's been dealt 1 or more damage. Llawamai can't be defended.

© 2023 Tomeskeeper Entertainment LLC. ROK-HA-11-14

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.

© 2023 Tomeskeeper Entertainment LLC. ROK-HA-11A-11-13

SHIELD BASH
Hero Ability • Llawamai

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

© 2023 Tomeskeeper Entertainment LLC. ROK-HA-11A-11-13

CHAOTIC REBIRTH
Ultimate Hero Ability • Llawamai

The first time Llawamai would die this game instead set his to 10, refresh his and ♣, then deal 10 Magic Damage divided as you choose among any number of target Heroes and/or Companions.

© 2023 Tomeskeeper Entertainment LLC. ROK-HA-11A-11-13

PACT OF THE HILLS
Hero Ability • Llawamai

Whenever Llawamai takes damage, you may pay 2♣ to give an allied Companion +3♣/+3♣.

© 2023 Tomeskeeper Entertainment LLC. ROK-HA-11A-11-13

WHISPERED ONES
Hero Ability • Llawamai

4♣: Search the side deck for a Whispered One Companion at put it into play.

© 2023 Tomeskeeper Entertainment LLC. ROK-HA-11A-11-13

UNBREAKABLE
Ultimate Hero Ability • Llawamai

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

© 2023 Tomeskeeper Entertainment LLC. ROK-HA-11A-11-13

IAS SOLICE
Hero • Far-Traveled Messiah of the Cradle

LEVEL 1: 1, 6, 0
LEVEL 3: 1, 8, 0
LEVEL 5: 2, 10, 1
LEVEL 7: 2, 12, 1
LEVEL 9: 3, 15, 2

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

PROTECTION AURA
Hero Ability • Ias

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

4♦

CRADLE'S HARMONY
Hero Ability • Ias

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

6♦

LIGHT'S EMBRACE
Ultimate Hero Ability • Ias

When this ability comes into play Ias gets +10♥. Whenever a Companion dies you may pay 2♦ and 2♥ to return it to play under your control.

8♦

GIFTS OF THE PILGRIM
Hero Ability • Ias

2♥: Target Hero gets +4♦ until the end of the turn. You may then trade a card from your hand with a card from that player's hand. You can only use this ability once per Hero per turn.

4♦

DIM
Hero Ability • Ias

Whenever an enemy Hero or Companion would gain 1♥, they gain 1♥ instead. Whenever an enemy Hero would lose 1♥, they lose twice that much instead.

6♦

RADIANCE
Ultimate Hero Ability • Ias

Whenever you cause Ias or an allied Hero or Companion to gain 1♥, you may pay 1♦ to also deal that much Magic Damage to target Hero or Companion.

8♦

CORGI

Companion • Beast

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

1♦, 2♥

NOVICE BLADEWIELDER

Companion • Human Warrior

Hinder. (This Companion can't attack or use its active abilities the turn it comes into play.)

1♦, 5♥, 1♥

FORGE SPIRIT

Companion • Spirit

When Forge Spirit dies, you may put 2 forge counters on target Companion or Equipment. (Forge counters increase any attributes a Companion or Equipment has by +1.)

1♦, 2♥

BONE FETTER

Companion • Undead Craftsman

Whenever another Companion dies, deal 1 Physical Damage to target Hero or Companion.

1♦, 2♥

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.

1♦, 1♥

CORROSIVE SCUTTLE

Companion • Insect Beast

When Corrosive Scuttler comes into play, target Hero loses all their current ♥.

1♦, 1♥

BONE FETTER

Companion • Undead Craftsman

Whenever another Companion dies, deal 1 Physical Damage to target Hero or Companion.

1♦, 2♥

HOLD FOR MANA GUY

Companion • Hosh Mage

1♦: Your Hero gets +4♦ until the end of the turn.

1♦, 1♥

HUNTING HOUND

Companion • Beast

Companions you control can't have Feeble or Hinder.

3♦: Put [NAME] from your hand into play.

1♦, 2♥

1 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.

1 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.

1 LESS-THAN-EAGER RECRUITS

Companion • Human Warrior
Feeble, Hinder. (Excess damage dealt to this *Companion* is dealt to your *Hero*. This *Companion* can't attack or use its active abilities the turn it comes into play.)

2 GOOD DEFENSE THING

Companion • Human Warrior
[NAME] can't attack.
When [NAME] dies, draw a card.

2 ZAPPY

Companion • Human Mage
Alacrity 2. (This *Companion* can attack or hold position 2 times each turn.)
1 ♦, **2** ♣: Deal 2 **Magic Damage** to target **Hero** or **Companion**.

2 CAVALRY MAGE

Companion • Hosh Mage
Cavalry — When [NAME] comes into play, you may have any number of **Heroes** or **Companions** you control **2** in response. Deal 2 **Magic Damage** to target **Hero** or **Companion** for each **Hero** and/or **Companion** that held position this way.

2 DELVING MINER

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

2 DELVING MINER

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

2 BLACK FOX

Companion • Beast
Whenever you or an opponent draws a card you may pay 2 ♦ to search the Onyx Legion deck for a *Legion Soldier Companion* and put it into play.

2 FARMER

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

2 BALLISTA

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

2 GET A SPELL BACK

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

2 SWIFTHOOF CHARGER

Companion • Beast
You may have [NAME] come into play attached to target allied **Companion**, giving it [NAME]'s **1** ♣ and **Alacrity +1**. While attached, this is removed from combat. (They can attack or hold position 1 additional time each turn. While removed from combat, it can't attack, be attacked, defend, or be defended.)

2 ANVIL ELEMENTAL

Companion • Golem Spirit
0 ♦: *Anvil Elemental* gets -1 ♣, then reduce the cost of the next **Equipment** you play this turn by 1.

2 SMOG MOUTHER

Companion • Demon Beast
[NAME] gets +1 ♣/+1 ♣ for each forge counter in play.

2 CAVALRY REINFORCER

Companion • Human
Cavalry — When [NAME] comes into play, you may have any number of **Heroes** or **Companions** you control **2** in response. The next **Companion** or **Equipment** you play this turn costs 2 less for each **Hero** and/or **Companion** that held position this way.

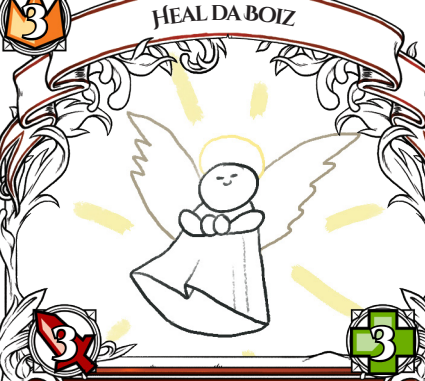
3 FRONT-LINE MEDIC

Companion • Human Cleric
You may pay 4 ♦ to put [NAME] into play in response to target allied **Hero** or **Companion** taking damage. If you do, that target gets +7 ♣, then sacrifice [NAME].
4 ♦: Target **Hero** or **Companion** gets +4 ♣. You can only use this ability once per turn.

3 WARHORSE

Companion • Beast
When [NAME] comes into play, search the Onyx Legion deck for a *Legion Soldier Companion* and put it into play. You may then have [NAME] come into play attached to target allied **Companion**, giving it [NAME]'s **1** ♣. While attached, this is removed from combat.

3 HEAL DA BOIZ



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

3 REVENGE GHOST




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



Companion • Human
Allied Companions have "Deal 2 Physical Damage to target Hero or Companion."

3 CAVALRY MEDIC




Companion • Inari Cleric
Cavalry — When [NAME] comes into play, you may have any number of Heroes or Companions you control in response. Target Hero gets +3 for each Hero and/or Companion that held position this way.

3 WINNOWER OF DREAD



Companion • Horror
Enemy Companions have Feeble. (Excess damage dealt to them is dealt to their Hero.)

3 RATIONS RUNNER




Companion • Beast
[NAME] costs 0 if an allied Companion died this turn.
When [NAME] comes into play, your Hero gets +5.

3 INSPIRING LEADER



Companion • Human
Other Companions you control get +1/+1.

3 CAVALRY ORACLE



Companion • Human Enchantress
Cavalry — When [NAME] comes into play, you may have any number of Heroes or Companions you control in response. Draw a card for each Hero and/or Companion that held position this way.

3 STARHAND, THE ENCHANTER



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 RECKLESS SWORDSMAN



Companion • Human Warrior
Alacrity 2, Feeble. (This Companion can attack or hold position 2 times each turn. Excess damage dealt to this Companion is dealt to your Hero.)

4 ASHTREE BEAST




Companion • Beast Treant 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 increase any attributes a Companion or Equipment has by +1.)

4 PATIENT ASSASSIN



Companion • Human Rogue
: Destroy target Companion.

3 BUFF ME BABE



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

3 SO I STARTED BLASTIN'



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

3 YEW TONGUE HOWLER



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

4 SOULTWISTER



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 SCAREDY-CAT



Companion • Beast
Retaliate. (Whenever this Companion is attacked it also deals combat damage equal to its to the attacker.)
Whenever an allied Companion dies, [NAME] gains Feeble until the end of the turn. (Excess damage dealt to it is dealt to your Hero.)

4 CHIVALROUS FIEND



Companion • Demon Warrior
When [NAME] comes into play discard a card.
When [NAME] dies, draw a card.

4 **ARCANE UNRAVELLER**



4 **5**

Companion • Hosh Mage

You may pay 3♦ to put [NAME] into play in response to a Spell being played. If you do, destroy that Spell, then sacrifice [NAME].

4♦, 2♣: Destroy target Spell.

4 **RALLYING CHAMPION**



3 **3**

Companion • Human Warrior

When *Rallying Champion* comes into play, 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 **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 increase any attributes a Companion or Equipment has by +1.)

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 up to 3 Skeleton Companions and put them into play.

6 **BIQ BOY HEALZ**



4 **5**

Companion • Inari Cleric

Whenever an allied Hero gains ♣, they gain twice that much ♣ instead.

7 **TASKMASTER MORDRED**




5 **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.

4 **BARKING BEAST**



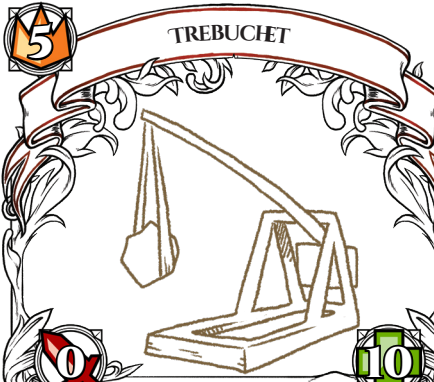
6 **3**

Companion • Beast

Retaliate. (Whenever this Companion is attacked it also deals combat damage equal to its ♥ to the attacker.)

Companions attacking [NAME] have Feeble. (Excess damage dealt to them is dealt to their Hero.)

5 **TREBUCHET**



0 **10**

Companion • Construct

Hinder. (This Companion can't attack or use its active abilities the turn it comes into play.)

4♦, ♣: Deal 8 Physical Damage to target Hero or Companion.

5 **KILLER OF KINGS**



6 **6**

Companion • Human Rogue

[NAME] is immune to enemy Heroes. (It can't be dealt damage by them and is unaffected by their abilities.)

7 **FORGE ELEMENTAL**



6 **8**

Companion • Demon Spirit

When [NAME] comes into play you may put a forge counter on target Equipment or destroy it. Repeat this process 4 times. (Forge counters increase any attribute bonuses it has by +1.)

8 **PENUMBRAL DRAGON**



9 **9**

Companion • Dragon

Prevent all Magic Damage that would be dealt to Penumbral Dragon. Penumbral 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.

8 **WORLDGORGER**



3 **12**

Companion • Leviathan

When [NAME] comes into play, remove all non-Hero cards target player controls from the game.

When [NAME] dies, return the cards removed with it to play under your control.

5 **IGRIS PYRE WING**



5 **5**

Companion • Beast

[NAME] ignores defenders when attacking.

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

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 **NECROMANCER**




3 **6**

Companion • Human Warlock

When [NAME] comes into play, you may search the graveyard for a Companion and put it into play.

1 **SLAG-SPITTER FLAIL**



1 **1**

Equipment • Weapon

+1♥

Whenever a forge counter would be put on [NAME], deal 3 Magic Damage to target Hero or Companion instead.

1 **SEER'S STONE**



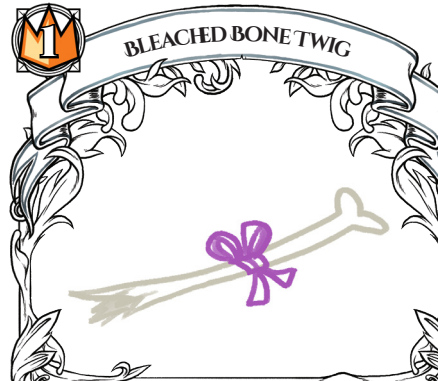
1 **1**

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**



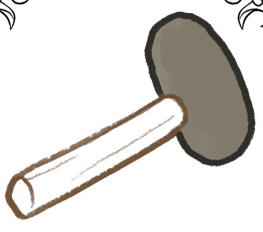
1 **1**

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.

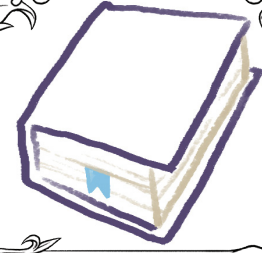
1 BLACKSMITH'S HAMMER



Equipment • Weapon
+1

2: Put a forge counter on target **Companion** or **Equipment**. (Forge counters increase any attributes a **Companion** or **Equipment** has by +1.)

2 SCHOLAR'S TOME

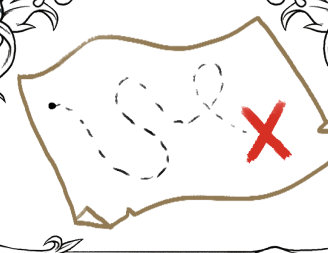


Equipment • Accessory
+2

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. (When you *Unequip*, shuffle this *Equipment* back into the deck.)

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.

4 EXECUTIONER'S AXE



Equipment • Weapon
+2

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

4 HERO'S CAPE



Equipment • Armor
+1 +1 +1 +2

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

4 KNIGHT'S SHIELD



Equipment • Armor
+1 +1 +2

Companions you control come into play with +2.

2 BLACK POOL MIRROR



Equipment • Accessory
+3 -3

When *Ichor 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 WARBANNER



Equipment • Accessory

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

3, sacrifice *Warbanner*: Target **Hero** or **Companion** gets +3 until the end of the turn.

2 BATTLE TRUMPET



Equipment • Accessory

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

5 CUIRASS OF SOULS



Equipment • Armor
+1 +1 +1

Whenever your **Hero** kills a **Companion** they get +3, then put a forge counter on [NAME].


6, sacrifice [NAME]: Search the graveyard for X **Companions** and add them to your hand. X equals the number of forge counters on [NAME].

5 PLATEMAIL



Equipment • Armor
+4

6 BLEEDING LANCE



Equipment • Weapon
+2 +1

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

2 PEWTER CROWN



Equipment • Armor

You may play **Companions** and **Equipment** as if you were 1 level higher. This ability is improved by forge counters.


3 ASSASSIN'S BLADE



Equipment • Weapon
+1

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

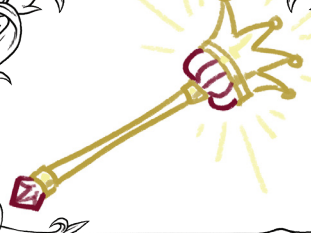
3 EDICTS OF LIGHT



Equipment • Accessory
+2 +4

Whenever a **Companion** you control gains, your **Hero** also gains that much.

6 ROD OF THE RULER



Equipment • Weapon
+3 +1

6: Gain control of target non-**Hero Companion**. You can only use this ability on your turn.

7 HEADHUNTERS STAFF



Equipment • Weapon
+3 +3

Enemy **Companions** have *Feeble*. (Excess damage dealt to them is dealt to their **Hero**.)

Whenever an enemy **Hero** loses, your **Hero** gets +1.

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.

THE ONYX LEGION

Quest
Each player secretly chooses a number between 0 and 10. 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.

ONCE THE DUST SETTLES

Quest
Each player chooses up to 1 *Companion*, *Equipment* and *Spell* they control and then *Once the Dust Settles* destroys the rest.

REDISTRIBUTE

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

1 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 RAISE THE ALARM

Spell • Quick-Cast
Search the Onyx Legion deck for a *Legion Soldier Companion* and put it into play. You may have it come into play defending if it is not your turn.

2 RAISE THE ALARM

Spell • Quick-Cast
Search the Onyx Legion deck for a *Legion Soldier Companion* and put it into play. You may have it come into play defending if it is not your turn.

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.

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 ENFEEBLE

Spell • Quick-Cast Buff
Buffed *Companion* has *Feeble*. (Excess damage dealt to this *Companions* is dealt to their *Hero*.)

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 *Runes of Abjuration* choose a card type. (Card types are *Hero*, *Companion*, *Equipment*, *Spell* and *Quest*.)
Buffed *Companion* can't be dealt damage or affected by other cards of the chosen type.

2 SNUFF OUT THE LIGHT

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

1 FIREBREATHING

Spell • Buff
Buffed *Companion* has "1♣, ♣: Deal X *Magic Damage* to target *Hero* or *Companion*. X equals buffed *Companion's* ♣."

1 REINFORCE

Spell
Put a forge counter on target *Companion* or *Equipment*. (Forge counters increase any attributes a *Companion* or *Equipment* has by +1.)
Draw a card.

1 PATH TO PEACE

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

2 MOMENT OF COURAGE

Spell • Quick-Cast
Target *Companion* gets +2♣ and gains *Retaliate* until the end of the turn. Any combat damage it deals also causes your *Hero* to gain that much ♣. (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.
"Tis but a scratch."

2 GRIEVOUS WOUND

Spell • Quick-Cast
Destroy target *Companion* that took damage this turn.
"Tis but a scratch."

2 ATTUNE MAGIC

Spell
Search the side deck for a **Basic Spell** and add it to your hand, then until the end of the turn whenever you or a card you control would deal **Magic Damage**, it deals that much damage plus 1.

3 EARTH TREMOR

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

3 FORGED IN FLAMES

Spell
Deal 3 **Magic Damage** to target **Hero** or **Companion**.
Put a forge counter on target **Companion** or **Equipment**. (Forge counters increase any attributes a **Companion** or **Equipment** has by +1.)

3 COURAGE

Spell • Quick-Cast Buff
Buffed **Companion** gets +2 **Strength** and can't have **Feeble**.

4 WITHER

Spell • Quick-Cast
Set each **Companion's** **Strength** and **Health** to 1 until the end of the turn.

4 VOX POPULI

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

3 DRAIN LIFE

Spell
Each enemy **Hero** gets -2 **Health**, then your **Hero** gains **Health** 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 RUNE WEAVE

Spell
Search the graveyard for a **Buff Spell** and put it into play. You then gain control of all **Buff Spells** in play and may attach them to new **Companions**.

4 FISSURE

Spell
Deal 6 **Physical Damage** to target **Companion**. Deal any excess damage to their **Hero**.

4 DRAGON BLOOD COATING

Spell • Quick-Cast
Choose one:
• **Equipment** you control are unaffected by **Spells**, **Quests** and abilities until the end of the turn.
• Put 2 forge counters on target **Equipment**.

4 TURN TO SWINE

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

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 HIDEAWAY

Spell • Buff
Removed buffed **Companion** from combat. (It can't attack, be attacked, defend, or be defended.)

4 OLD DEBTS

Spell
Destroy all forge counters in play, then deal X **Magic Damage** to target **Hero** or **Companion**. X equals the number of forge counters destroyed this way.

4 SKELETONIZE

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

4 PERILS OF WAR

Spell
Sacrifice all **Companions** you control, then destroy up to that many target **Companions** or **Equipment**.

4 BARRIER RUNE

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

5 BLESSING OF THORNS

Spell • Buff
Buffed **Companion** gets +3 /+3 and has **Retaliate**. (Whenever this **Companion** is attacked it also deals combat damage equal to its to the attacker.)

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 PIERCING ARC

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

6 THEFT

Spell
Gain control of target **Equipment**.

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 LINEAGE

Spell • Buff
When buffed **Companion** dies, its controller may put a **Companion** from their hand into play.

6 THEFT

Spell
Gain control of target **Equipment**.

7 SPLINTER BOLT

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

7 KNIGHTHOOD

Spell
If you control a **Legion Soldier** 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.

5 LIFE TAP

Spell • Quick-Cast
Draw a card for each **Companion** that died this turn.

5 RUNE OF SHADOWS

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

6 OBLITERATE

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

8 TURN THE TIDES

Spell
Companions target player controls get +3 /+3 until the end of the turn.

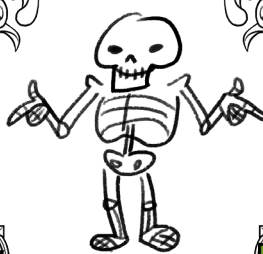
1 SKELETON



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]

3 THE HOLY GRAIL




Equipment • Accessory
+3♦ +1♣

At the start of your turn you get +5♣.

Whenever an opponent draws a card, you may draw a card unless that player pays 2♦.

[SIDE DECK]

3 WHITE BIRCH STAFF

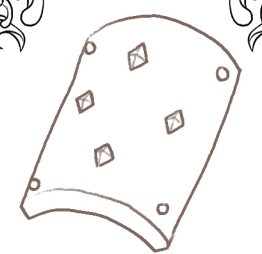


Martial Equipment • Weapon
+1♦

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

[SIDE DECK]

3 IRON SHIELD



Martial Equipment • Armor
+1♣

When [NAME] comes into play, search the Onyx Legion deck for a *Legion Soldier Companion* and put it into play.

[SIDE DECK]

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]


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: 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]

3 STEEL PIKE



Martial Equipment • Weapon
+1♠

Your **Hero** has +2♠ whenever attacking a **Companion**.

[SIDE DECK]

3 LEATHER CLOAK



Martial Equipment • Armor
+3♣

Whenever your **Hero** gains ♣, they gain that much ♣ +1.

[SIDE DECK]

1 INVOKE: STEEL



Spell
Put a forge counter on up to 2 different target **Companions** and/or **Equipment**. (Forge counters increase any attributes a **Companion** or **Equipment** has by +1.)

[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]

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]

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

[ONYX LEGION DECK]

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

1 Legion Soldier



2 **2**

Companion • Human Warrior
If *Legion Solider* would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

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

1 Legion Soldier



2 **2**

Companion • Human Warrior
If *Legion Solider* would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

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

1 Legion Soldier



2 **2**

Companion • Human Warrior
If *Legion Solider* would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

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

1 Legion Soldier



2 **2**

Companion • Human Warrior
If *Legion Solider* would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

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

1 Legion Soldier



2 **2**

Companion • Human Warrior
If *Legion Solider* would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

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

1 Legion Soldier



2 **2**

Companion • Human Warrior
If *Legion Solider* would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

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

1 Legion Soldier



2 **2**

Companion • Human Warrior
If *Legion Solider* would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

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

1 Legion Soldier



2 **2**

Companion • Human Warrior
If *Legion Solider* would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

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

6 Black Knight



5 **5**

Companion • Human Warrior
Retaliate. (Whenever this *Companion* is attacked it also deals combat damage equal to its **↖** to the attacker.)
Prevent all combat damage that would be dealt to *Black Knight* that is equal to or less than its **↖**.

[ONYX LEGION DECK]

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

6 Black Knight



5 **5**

Companion • Human Warrior
Retaliate. (Whenever this *Companion* is attacked it also deals combat damage equal to its **↖** to the attacker.)
Prevent all combat damage that would be dealt to *Black Knight* that is equal to or less than its **↖**.

[ONYX LEGION DECK]

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

6 Black Knight



5 **5**

Companion • Human Warrior
Retaliate. (Whenever this *Companion* is attacked it also deals combat damage equal to its **↖** to the attacker.)
Prevent all combat damage that would be dealt to *Black Knight* that is equal to or less than its **↖**.

[ONYX LEGION DECK]

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

1 Legion Soldier



2 **2**

Companion • Human Warrior
If *Legion Solider* would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

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

1 Legion Soldier



2 **2**

Companion • Human Warrior
If *Legion Solider* would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

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

1 Legion Soldier



2 **2**

Companion • Human Warrior
If *Legion Solider* would enter the graveyard, return it to the Onyx Legion deck instead.

[ONYX LEGION DECK]

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

6 Black Knight



5 **5**

Companion • Human Warrior
Retaliate. (Whenever this *Companion* is attacked it also deals combat damage equal to its **↖** to the attacker.)
Prevent all combat damage that would be dealt to *Black Knight* that is equal to or less than its **↖**.

[ONYX LEGION DECK]

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

6 Black Knight



5 **5**

Companion • Human Warrior
Retaliate. (Whenever this *Companion* is attacked it also deals combat damage equal to its **↖** to the attacker.)
Prevent all combat damage that would be dealt to *Black Knight* that is equal to or less than its **↖**.

[ONYX LEGION DECK]

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

8 Kaledvoule'h



Legendary Equipment • Weapon
+3 **↖**
Your **Hero** has **Retaliate**.
Whenever your **Hero** deals combat damage it gets **+3** **↖**.

[ONYX LEGION DECK]

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

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

Dark Prophecy

Hero Ability • Lady of the Black Lagoon

Whenever you would draw one or more cards you may pay 1 to draw that many cards plus one. Then sacrifice *Dark Prophecy* if you've lost 9 or more to it.

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

Curse of Lordship

Hero Ability • Lady of the Black Lagoon

Your Hero gets +5 .

Whenever your Hero attacks they get -3 . Then sacrifice *Curse of Lordship* if you've lost 9 or more to it.

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

Lady of the Black Lagoon



Hero Companion
Enchantress

When *Lady of the Black Lagoon* comes into play, put *Lady of the Black Lagoon's Hero Ability* into play under the *Onyx King's* control.

(This is an additional ability and does not replace any that you currently have. You choose which side of the new ability to use.)

2 0 10

[MINI-BOSS DECK]

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.

1 2 6

[MINI-BOSS DECK]

Tax Collector



Hero Companion
Human

Whenever an opponent sacrifices or discards a card, *Tax Collector* deals 5 **Magic Damage** to their **Hero** and *The Onyx King* gets +5 .

Whenever *Tax Collector* deals combat damage to a **Hero**, that player discards a card and adds it to your hand.

2 0 9

[MINI-BOSS DECK]

Falcon the Cruel



Hero Companion
Human Warrior

Heroes and Companions you control have **Retaliate**. *(When they are attacked they also deal combat damage to the attacker equal to their .)*

4 2 6

[MINI-BOSS DECK]

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.

3 : Put a forge counter on up to 2 different target **Companions** and/or **Equipment**. *(Forge counters increase any attributes a **Companion** or **Equipment** has by +1.)*

2 2 8

[MINI-BOSS DECK]

Maiden of the Scales



Hero Companion
Angel Warlock

Your opponent's can't play cards or use abilities during your turn.

3 : Exchange control of target **Companion** or **Equipment** you control with target **Companion** or **Equipment** an opponent controls with equal or lesser cost.

3 1 6

[MINI-BOSS DECK]

Hush



Hero Companion
Spirit

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

3 0 3

[MINI-BOSS DECK]

Syr Lanslod Lak



Hero Companion
Human Warrior

When *Lanslod Lak* comes into play, choose an enemy **Hero**.

As long as *Lanslod Lak* is in play, the chosen **Hero** must attack each turn if able and can't attack targets other than him.

Retaliate. *(Whenever this **Companion** is attacked it also deals combat damage equal to its to the attacker.)*

5 4 8

[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.

3 2 5

[MINI-BOSS DECK]

Llamrei, King's Steed

Hero Companion
Nightmare

You may have *Llamrei* come into play attached to target allied **Companion**, giving it *Llamrei's* $\heartsuit/\spadesuit/\clubsuit$. While attached, this is removed from combat.

Damage from *Llamrei* and the attached **Companion** can't be prevented or redirected.

4 \heartsuit 2 \spadesuit 7 \clubsuit

[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 \clubsuit rounded down instead.

1 \heartsuit 0 \spadesuit 3 \clubsuit

[MINI-BOSS DECK]

Sword Bearer

Hero Companion
Golem

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

2 \heartsuit 0 \spadesuit 2 \clubsuit

[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 \clubsuit : Destroy target **Spell**.

2 \heartsuit 0 \spadesuit 9 \clubsuit

[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.

2 \heartsuit 0 \spadesuit 4 \clubsuit

[MINI-BOSS DECK]

Watcher at the Gate

Hero Companion
Golem

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

4 \heartsuit 2 \spadesuit 6 \clubsuit

[MINI-BOSS DECK]

Myrddin, King's Mage

Hero Companion
Human Mage

When *Myrddin* comes into play, search the side deck for up to X **Basic Spells** and add them to your hand. X equals the number of opponents you have.

Whenever you play a **Spell**, deal 3 **Magic Damage** to target **Hero** or **Companion**.

2 \heartsuit 1 \spadesuit 9 \clubsuit

[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 \heartsuit 1 \spadesuit 8 \clubsuit

[MINI-BOSS DECK]

Prince Liam

Hero Companion
Human Lord

When *Prince Liam* comes into play your opponents discard 4 cards between them if able and add them to your hand. Then deal **Magic Damage** to each enemy **Hero** equal to the number of cards in its controllers hand.

3 \heartsuit 1 \spadesuit 9 \clubsuit

[MINI-BOSS DECK]

The Emerald Knight

Hero Companion
Human Druid Warrior

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

4 \heartsuit 2 \spadesuit 6 \clubsuit

[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.

2 \heartsuit 0 \spadesuit 4 \clubsuit

[MINI-BOSS DECK]

The Butcher

Hero Companion
Human

Whenever a **Companion** dies, *The Butcher* gets +2 \heartsuit and *The Onyx King* gets +2 \clubsuit .

2 \heartsuit 0 \spadesuit 20 \clubsuit

[MINI-BOSS DECK]

Legion's Phalanx

Hero Companion
Human Warrior

Retaliate.

As long as *Legion's Phalanx* is in play *The Onyx King* gets +6 \clubsuit .

Legion's Phalanx can't attack.

When *Legion's Phalanx* dies search the Onyx Legion deck for 3 *Legion Soldier* **Companions** and put them into play.

6 \heartsuit 6 \spadesuit 6 \clubsuit

[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 \clubsuit .

1 \heartsuit 0 \spadesuit 13 \clubsuit

[MINI-BOSS DECK]

The Judicator

Hero Companion
Human

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

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

1 \heartsuit 1 \spadesuit 10 \clubsuit

[MINI-BOSS DECK]

Nightgore

Hero Companion
Horror

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.

3 \heartsuit 0 \spadesuit 2 \clubsuit

[MINI-BOSS DECK]

King's Priest

Hero Companion
Human Cleric

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

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

2 \heartsuit 0 \spadesuit 2 \clubsuit

[MINI-BOSS DECK]

Executioner Gethin

Hero Companion
Human Warrior

When *Executioner Gethin* comes into play, you may destroy a **Companion** controlled by each of your opponents.

6 \heartsuit 0 \spadesuit 6 \clubsuit

[MINI-BOSS DECK]