

Bearsrker

Hero: Fighter



Choose any player. That player must DISCARD all cards in their hand and DRAW 3 cards.

6+

Hoodwink

Hero: Ranger

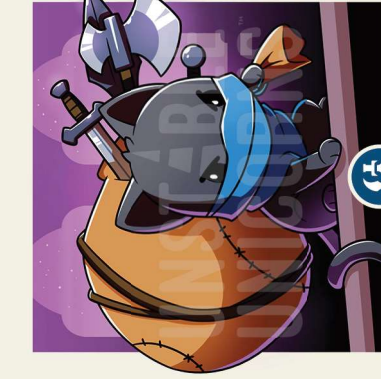


Swap the Item cards equipped to any 2 Hero cards.

8+

Purring Bandit

Hero: Thief

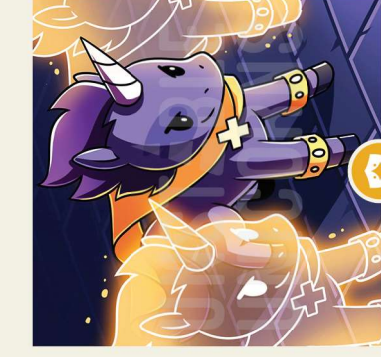


Pull a card from each player's hand with more cards in it than your hand.

7+

Complex Illusion

Hero: Guardian



DRAW 2 cards. If at least one of those cards is a Modifier card, you may reveal it; then spend an extra action point this turn.

8+

Here To Slay KSE

Mimi

Hero: Wizard

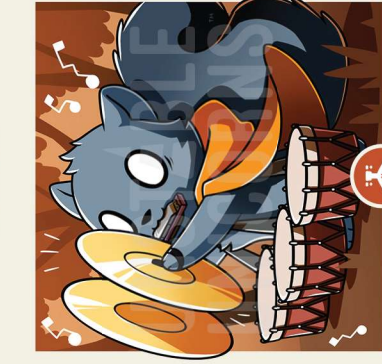


Choose a Hero card in any player's Party. Mimi's effect is that Hero card's effect (including roll cost) until the end of your turn. You may roll to use that effect immediately.

4+

Hamlet

Hero: Bard

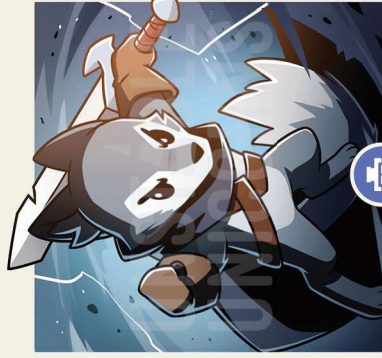


Each player (including you) must return any other Bards in their Party to their hand.

7+

Nimble Gray

Hero: Warrior



You may ATTACK any Monster card this turn even if you do not meet its Party requirement.

9+

Enchanter

Hero: Druid



DISCARD any number of cards. +2 to all of your rolls for the rest of your turn for each card discarded.

7-

Print-and-play version