

<<< ITEMS

HUNTER 2P



Heroic Feat: Spend  to place a  4, ignoring  icons.

OPENING SHOT



Your partner increases a die by 2.

FLANK



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DRUID 2P



Heroic Feat: Spend ⚡ to roll 🗡️ or 🦋.

TRANSFORMATION



Choose a color. You and your partner each reroll a die of that color.

SYNERGY AURA



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WARDEN 2P






Heroic Feat: Roll your stored die.

Store a  here when a card becomes . You may only store one die at a time.

KNOWLEDGE



Spend . Prevent  or , and ignore the rule to split damage equally.

PROTECTOR



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SLAYER 2P



Heroic Feat: Roll your stored die.

Store a  here when you complete a  encounter. You may only store one die at a time.

MOMENTUM   



If you have a **6** in your pool, your partner may reroll any or all of their dice.

RHYTHM



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ALCHEMIST 2P





Potion tokens spent from the Turn Reference are placed here, and you can spend them. Ignore healing effects when using a potion token from here.

MIX




X

For every 2 mana spent (up to 6), you or your partner may roll  or .


DEADLY KRIS




BOSS FIGHT

If you must spend  during the boss fight, exile a die instead.

The boss fight is like a Combat Encounter, fought over multiple rounds. In each round:

- 1) Resist poison
- 2) Roll Dice
- 3) Use Skills, Potions, and Place Dice
- 4) Suffer Consequences
- 5) Strike the Boss (One damage per )
- 6) New Round






There is no Use Heroic Feats step in a boss fight. Your experience level's encounter bonus provides  dice during each round.

POTIONS



You can use your potions during any round of the boss fight.







Heal  or  any time a  effect is used or a  is gained. OR heal  anytime.

CURE

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CALIANA 2P



Prevent the first 2  that would be placed on Caliana each turn or boss round. Spend  for each  ignored. If a  is placed on Caliana, the game ends.

WHIMSICALITY



Add  X OR  X. Your partner may increase one of their dice by 1.

FAERIE FIRE

