













Stones of MacArthur



Talisman

Battle: Engage this hero (and other cards as desired). If the opposing army has more units than your army, this hero engages using Will instead of Strength.

James McKendrew Joe-Bob's Bait/Tackle/ISP Open

Valkyrie Armor



Armor

Battle: Engage this hero and target an opposing cohort or hero with equal or lower Strength. The target must absorb the damage (it cannot declare immunity).

AJ Fantasy Armor Symposium

Bazooka Bobo



Unique • Monkey

This unit cannot assign to battles.

Displaced heroes (even other players') have an additional Carry +1.

Aaron Corn Moonrise Festival

Cedric Humm



Bard

Maestro of the Pennywhistle

When buried, this card absorbs 3 damage (instead of 1; this does not grant it immunity).

Jason Lynch Fantasy Book & Games Event

Drax the Duplicitous



Autumn: Bury your target spell, cohort or item. Add a +1S marker and a food token to your target hero. Gain 1 Renown.

Andrew Numainville Caruthacon 2008

Holy Acrimony



Holy

Costs 2 gold less while being attached to a Zealous hero.

Battle: Bow this card and target a hero. Reveal the top card of your deck. If the Fate value of the revealed card is higher than that of the target, bow that hero.

Brianne 'Meghild' Pitt Source Comics and Games

Malmar the Apocryphal



Battle: Bow this card to target a defending hero. The target may not engage.

Jake "The Truth" Ruth RIW Hobbies, Painters Plight

Morphine Shock Troops



When this card absorbs damage from an engagement, do not bury it.

If this card absorbed damage during a battle, bury it at the end of the battle.

Orli Shlachier Throne of Games 4th Tourney

The Hogs of War



Each time a food token absorbs damage from an engagement by this cohort, that player must destroy an additional food token (first absorb all damage, then destroy extra food tokens).

Finn Hautbaud (Dale) Cooper Con



firestorm



Raid: Target your defending hero and destroy one or more target food tokens on this castle. The target hero gains an additional Carry +1 and Raid +2.

Zac Brandstater Australian Nationals 2007

first Blood, or Death?



Summer: Target your unbowed hero and another player's hero. Your hero duels the other target. Before the duel, the other player chooses whether the loser is buried, or the winner gains 3 food tokens among his or her castles.

Art by J. Tobias Stevens

flem the Unhealthy



Summer, 1 Gold: Target an unbowed hero. Its controller must bow the target or give it a -1W token.

Curt Pennington Motor City Comic Con

force of Will



If you reveal this card as a parry or thrust in a duel, draw 2 cards.

Art by Lorenzo Mancinelli

Ixhasan Jackals



Summer: For the rest of this turn, each time a hero, cohort or item is buried, add one food token to a castle.

Chris Mohawk Crossroad Cardstravaganza

Minion of Justice



Battle: Target your unbowed attacking hero. Gain food tokens on one of your castles equal to its Strength. Bury the target hero.

Tom '2Tum' Tanner NecroDracoComic Con of FWB

Niels the Equulex



Raid: Move your target unbowed unit into a raid where you have a unit. It does not play a stealth card, but adds its Raid bonus, if any. If raiding, both heroes may steal food if successful.

Myrdlin Starfari Uni Con (held Down Under)

Nuts!



Battle: Bow your target hero with Raid +1 or higher and Strength less than each opposing hero. End the battle. Units return home unbowed.

Scott Reinhardt Last Man Standing at Epic Loot

O'Brien's Gambit



Battle, 1 food: Bow a target card in an opposing unit.

Battle, 1 food: Bow a target card in an opposing unit, even if you have no units in that battle. Discard food equal to the target's food cost.

Alex Nagelvoort The Battle of Sneak Pass

Ordic Negotiations



React: Play after another player targets your hero with a hero ability or tactic card at a battle. Bow a target unbowed hero in your army with higher Glory than the original target. The ability affects the target hero you bowed instead of the original target.

Matt Scoppetta The Jersey Invitational

Pincers and Tail



Summer, X gold: Raid another player. You may assign up to X units to raid.

Autumn, X gold, X food: Attack a target castle. You may assign up to X units to attack.

Jon Butler Quest for the Dojo of Lies

Duck's Whimsy



React, 1 food: When an opponent uses an ability on a spell or item, you choose all targets (*they must be legal targets for the ability*).

Cory Winn Elagon O' Ale Duel of 2002

Qir'iri the Smuggler



Summer, X gold, 2 food: Target and reveal two heroes (other than guardians) in your hand. X is the total gold cost of both heroes. Play them both (*ignoring gold and food costs*).

Erica "Vulpinfox" Schmitt "Saving Throws" Charity Event

Tandem & Tandem's



Summer, 1 gold: Target a property. The target cannot bow or use abilities this turn.

Aaron Fleming Caffeine Con

Tears of Victory



Battle, 1 food: Engage your target hero and its attached cohorts as desired. The target has +IS if it is a Wizard. Heroes must absorb this damage before food tokens can.

Belle Walker Romancing the Empires

The Purple Ninja



Battle, 1 gold: Target your hero at the current battle. Add a 2S/1W/0R unaligned Purple Ninja hero token to that army. Bury it at the end of battle. You may pay 1 food to place this card on the bottom of your deck instead of in the discard pile.

Ian Winningham GenCon Indy 2010

Trinity's True Sons



Summer: Until Autumn, your target hero may assign while bowed.

Autumn: Your target Displaced hero may raid while bowed.

James Herbert a.k.a. uber Sacred Circle Square Con

Unexpected Rescue



Autumn, 3 gold: Bow your target hero. Place your target buried hero into your hand.

Summer: Bury a target guardian.

Slartibartfast Humpdink III AlderBarbeCon 2011

