

DUAL TRAINING

Exhaust this card when you target a monster with the "Frenzy" Overlord card. During this turn, each monster in the target monster's group gains +1 ♥ on each attack.

Exhaust this card when you target a monster with the "Dash" Overlord card. Each other monster in the target monster's group may immediately move 1 space.

HYBRID LOYALTY 1/12

1

FIGHT WITH HONOR

Exhaust this card and discard a *Trap* Overlord card before triggering the ability of another Plot card. Reduce the Plot card's trigger cost by 1 (to a minimum of 0).

HYBRID LOYALTY 2/12

0

CUT A DEAL

Exhaust this card at the end of a quest to add the following Rewards to that quest:

If the heroes win, the overlord gains 1 threat token and the heroes receive 25 gold.

If the overlord wins, he gains 2 threat tokens and the heroes receive 25 gold.

HYBRID LOYALTY 3/12

0

SHOW OF FORCE

Exhaust this card when you knock out a hero, before drawing an overlord card or gaining a threat token for knocking out that hero. While this card is exhausted, each time you gain a threat token, you may draw an Overlord card.

This card does not refresh as normal. Refresh this card at the end of each quest.

HYBRID LOYALTY 4/12

1

MAKE OUR OWN LUCK

Exhaust this card after resolving a "Dark Fortune" Overlord card to change the rerolled die to a result of your choice.

HYBRID LOYALTY 5/12

1

END IT!

Exhaust this card when you play a "Critical Blow" Overlord card to add 1 ⚡ to the attack results.

HYBRID LOYALTY 6/12

1

BRIBERY

Exhaust this card after resolving the effects of a "Dark Charm" Overlord card to return that card to your hand. Immediately play it, targeting a different hero.

This card does not refresh as normal. Refresh this card at the end of each encounter.

HYBRID LOYALTY 7/12

2

RESOURCEFUL

Exhaust this card at the start of your turn instead of drawing an Overlord card. Choose a basic Overlord card in your discard pile and place it on top of your Overlord deck.

HYBRID LOYALTY 8/12

1

HAZARD PAY

Exhaust this card when placing reinforcements. You may spend threat tokens to place 1 additional monster from one of your monster groups that you can reinforce, respecting group limits. Spend threat tokens as follows:

SMALL monsters cost 1 threat token; MEDIUM monsters cost 2 threat tokens; HUGE monsters cost 3 threat tokens; and MASSIVE monsters cost 4 threat tokens.

HYBRID LOYALTY 9/12

0

SUMMON - BELTHIR

3

Exhaust this card after setup of an encounter to choose an open monster group. Replace 1 master and 1 minion monster in the chosen group with the Belthir agent.

If the Belthir agent is defeated during this encounter, return this card to your Plot deck.

You cannot use this card in any quest that uses the Belthir lieutenant.

2

HYBRID LOYALTY 10/12

BELTHIR

Fly

Reach

⚡ Poison

	4	9	
	4	11	
	4	15	

BELTHIR

Fly

Reach

➡ Cry Havoc

⚡ Poison

	4	13	
	4	15	
	4	18	