

The Alien



Unknow egg : All skills affect *Poisoned*, it also deal x2 damages



Space station : The Alien gain +5% speed for each enemy that suffer from *Poisoned*



Deriving asteroid : Gain +1 movement



Strange skull : When the "Pharmakos" attack The Alien, The "Pharmakos" suffer from *Poisoned* and activated its damage effect



Toxic acid : *Poisoned* status effect last 2 more turns



Astronaut's suit : After attacking, The Alien gain *Undetectable*



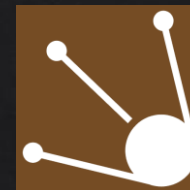
Bug from out of space : When *Poisoned* status effect is trigger, heal The Alien as much as the damage



Pipes' room : Gain +10% life



Sharp claws : Each time The Alien attack the "Pharmakos", The Alien gain +10% of Strength damages



Explorer satellite : Gain +10% speed

The Antichrist



666 number : All allies damages are converted to Evilness damage



Crow : Evilness damages make enemies suffer from *Ignite*



Dog's treat : Evilness damages are -20% effective on The Antichrist



Baby's skeleton : When The Antichrist attack a non-"Pharmakos" enemy, the "Pharmakos" suffer from *Fear*



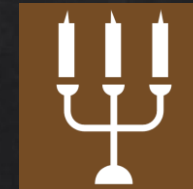
Rope's coil : The "Pharmakos" deal -10% of all damages to The Antichrist



Loyal dog : When The antichrist is attacked, "Hellhound" is cast on the enemy that attacked



Church's gargoyle : When an enemy suffer from Evilness damage, The Antichrist heal himself by 5%



Church's chandelier : Gain +10% speed



Dog's collar : "Hellhound" target 2 different enemies but can't affect them from the *Insane* status effect



Kid's hat : Gain +10% life

The Beast



Waffle : All enemies around The Beast suffer from the *Poisoned* status effect



Christmas light bulb : Each time the “Pharmakos” suffer from the damage of *Bleeding*, heal The Beast with the same amount



D&D's figurine : Bleeding status effect last 1 more turn



Kid's walkie talkie : “Scratch stroke” affect enemies from *Injured* and *Bleeding* status effects instead of *Drain*



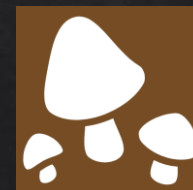
Missing kid bike : When The Beast has less than 30% of his life, gain *Undetectable*



Spiked bat : After attacking The Beast or being attacked by The Beast, all enemies suffer from *Bleeding*



Kid's scribble : When The Beast attack a non-“Pharmakos” enemy, gain +5% Strength damage (max 20%)



Infected mushroom : Gain +10% life



Slingshot : When an enemy dies, all enemies suffer from *Fear*



Radioactive formula: Gain +5% Strength damage

The Bio-exorcist



Beetle : When The Bio-exorcist dies, he can still use his healing skills



Netherworld's newspaper : When The Bio-exorcist heal an ally, the ally purge 1 negative effect



Toxic spider : When over healing, the ally who benefit, gain +5% of crit



Ghost's tombstone : "I'll help you" deal Evilness damage instead of healing



Handbook for the recently deceased : When the first ally dies, he can play one last turn but deal -70% of damage



Ghost clothe : "Already dead" is cast for all allies



Rat : The "Pharmakos" receive only 70% of healing



Football's helmet : Gain +10% life



Sheet's ghost : When an ally affect the status effect *Fear* to the "Pharmakos", heal the ally by 50%



Dinner's shrimp : Healing +5%

The Boogie man



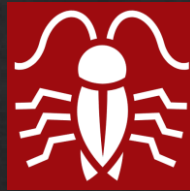
Rigged dices : “Rigged game” change the chances of canceling enemy attacks by 1 on 3



Ace card : The first attack of The Boogie man on a single enemy is cast twice without the negative status effect



Queen card : “Let’s Play” can’t be canceled or Intercepted



Cockroach : When an ally status effect is cast on The Boogie man, gain +10% max life



Centipede : Gain +5% max life for each ally effects



Joker card : All negative status effects that should affect the “Pharmakos” affect all other enemies instead



King card : The “Pharmakos” can’t affect status effects on The Boogie man



Jack card : Gain +10% life



Christmas candy canes : If The Boogie man have +50% of his life, gain +20% Evilness damage



Dominos : -10% speed and +1 movement

The Boss



Mask of the savior : There're can be only 1 Boy on the battlefield, The Boy can't take damages or be affected by negative status effects



Slave mask : When a Boy attack the "Pharmakos", heal all Boys by 15%



Boy underwear : When a Boy is summoned, he play immediately



Steering wheel : When "Heavy Metal" is casted by a Boy, The Boss gain +15% of Strength damage



Fuel jerrycan : Gain +5% max life for each bonus effects



Desert buggy : The Boss and all Boys have +1 movement and +5% speed for each of them



Arm protheses : When the "Pharmakos" survive an ally attack, The "Pharmakos" and The Boss gain +10% Strength damage



Water tower : Gain +5% life and +5% speed



Silver spay : When a Boy dies, he explodes, dealing Strength damages and *Ignite* around him



Explosive spear : The Boys have +5% Strength damage

The Bully



Time machine : The first time The Bully dies, he comes back to life with 50% of his life and +50% Strength damage



Baseball bat : The Bully can't gain ally status effect, gain +70% Strength damage



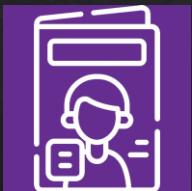
Matchbox : If the "Pharmakos" is closed to The Bully, the "Pharmakos" suffer from *Ignite*



Skateboard of the future : When The Bully killed an enemy, gain +10% speed and +10% life



Muck pile : The first negative status effect that affect The Bully as no effect



Sport almanac : If the "Pharmakos" die first, The Bully gain +50% Strength damage and +15% speed



Family picture : When The Bully gain *Menacing*, he also gain +20% max life



Lonely pin : Gain +15% life and -10% speed



Rock guitar : Each round, the first enemy that attacked The Bully suffer from *Fear*



Western locomotive : Gain +5% Strength damage

The Cannibal



Family chainsaw : All attack of The Cannibal, heal himself by 40%



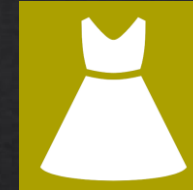
Meat tenderizer : “Fractured skull” reduce the max life of the enemy targeted by 10%



Ham shank : When The Cannibal heal an ally, the ally gain +10% speed



Red lipstick : All attacks of The Cannibal affect the status effect *Bleeding* and *Injured* instead of the previous status effects



Lady dress : The first time, each round, when The Cannibal is attacked, reduce the damage by 50%



Dead pig : The first time, each round, when an ally his healed by The Cannibal, the ally attacked immediately



Meat cleaver : After the “Pharmakos” has attacked The Cannibal, reduce all damages of the “Pharmakos” by 25% (1 turn)



Rotten steak : *Drain* +5%



Mom meat soup : Reduce the healing of all non-“Pharmakos” by 20% and increase the healing of the “Pharmakos” by 20%



Meat hook : Gain +10% life

The Car



Keys : At the start of the round, if The Car is dead, revive The Car with 100% of his life but deal -30% of Strength damage (1 per battle)



Girlfriend meal : When The Car has less than 50% of his life, heal The Car by 25% (3 per battle)



Junkie spanner : “Auto reparation” give *Intercept* to The Car instead of the reduction of -30% of all damages



New wheel : While The Car has as least 4 of movement, gain +30% max life



Twisted door : “Bumper Blow” can be cast from 2 bloc of distance but can’t push the target



Leather jacket : “Road Trip” can only be use on the “Pharmakos”, when the “Pharmakos” is in The Car, he gain +20% of all damages in addition of the original buff



Tire iron cross : The “Pharmakos” can’t deal more than 100 damages on The Car



Red light : Movement +1



Gear stick : The first time, each round, when The Car is attacked, canceled the damages



Gas pump : Gain +10% life

The Chaotic creature



Dad Christmas present : If “Prince of Destruction” is trigger of the “Pharmakos”, the “Pharmakos” loss his next turn and The Chaotic creature gain +30% of Strength damage



Chicken leg : After being targeted, heal The Chaotic creature by 15%



3D glasses : The first time The Chaotic creature is targeted by an enemy attack, canceled it



Strange cocoon : Skills that triggered when an enemy attack The Chaotic creature, trigger immediately instead on the closed enemy



Microwave : “Troublemaker” affect *Bleeding* instead of *Muzzled*



Cup of water : “Greatest Mayhem” summon another Chaotic creature with the same behavior



Christmas tree : When The Chaotic creature killed an enemy, gain +25% speed



Kitchen blender : Gain +10% speed



Stairlift : If the “Pharmakos” is dead, The Chaotic creature gain +15% speed, 15% Strength damage and attack immediately



Airplane : Gain +10% life

The Clown



Paper boat : The Clown is immune to *Fear*, Enemy that suffer from *Fear* deal -50% of all damages



Balloons : The Clown can place 1 more balloon on the battlefield, can't affect enemies from the status effect *Tormented*



Yellow rain jacket : The first enemy that dies, heal The Clown by 25% of the max life of the enemy that died



Bully knife : The "Pharmakos" deals +25% of damage to all allies except The Clown, The Clown deal +25% of damage to all non-"Pharmakos" enemies



Balloon dog : "Red balloon" deal *Magical* + 55% but can't affect enemies of the status effect *Fear* and *Tormented*



Loving poem : The Clown and the "Pharmakos" can't target and damage each other, if the "Pharmakos" is the only enemy left, The Clown gain +100% of *Evilness* damage



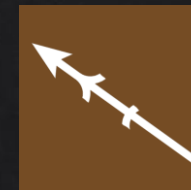
Looser cast : "Antic creature" heal The Clown by 50% of the damage taken



Easter egg : Gain +10% life



Girl hair : Reduce the healing by 15% of enemies that suffer from *Fear*



Rusty spike : Take -5% of *Strength* damage

The Computer



Computer eye : The Computer can't move, instead, The Computer play twice per round



Astronaut helmet : All non-"Pharmakos" enemies deals -60% of damage to The Computer



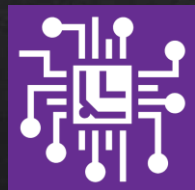
CD video record : "Autodidact" can target 2 allies, but the healing can't increase



Circuitry : "Autodidact" deal **Intellectual** damage instead of healing



Crew personal computer : "High Intelligence" always target the "Pharmakos" and an ally



Processor : Reduce the max life of The Computer by 45%, instead, all his skills reach all the battlefield



Memory disc : The first time, each round, when The Computer heal an ally, the ally gain +15% speed



Hand calculator : Gain +10% life



Keyboard control room : "High Intelligence" target enemies instead of allies



Spaceship arm : Basic attack gain distance +1

The Comedian



Bow tie : When The Comedian takes lethal damages, change his position with the farthest enemy, this enemy takes the damage instead of The Comedian



Burned wedding documents : When “Pyromania” is cast on the “Pharmakos”, the “Pharmakos” can’t attack next turn



Captain beard : When the “Pharmakos” attack The Comedian, The Comedian gain *Undetectable* until next turn (1 per battle)



Captain pipe : The enemy that’s targeted by “Dirty Trick” suffer from *Tormented* after attacking



Wedding flowers : After attacking, The Comedian gain +5% of speed (max +20%)



Top hat : After “Cheap costume” was casted, when the next enemy attack The Comedian, The Comedian gain *Undetectable* until his next turn



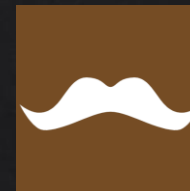
Wedding dress : “Cheap Costume” heal The Comedian by 45% instead of gaining *Intercept*



Captain hat : Gain +10% speed



Harmless snake : “Dirty Trick” can’t deal damage, but the enemy targeted suffer from *Corrupted*



Snake specialist moustache : Gain +10% life

The Count



Vampire skull : All skills of The Count *Drain* the enemy, if the enemy suffer from *Bleeding*, The Count *Drain* also the max life of the enemy



Cup of blood : All healing on The Count are 15% more effective



Trapped spirit : “Form of the mist” deal *Evilness* +20% damage around The Count when casted



Silver bullet : All non-“Pharmakos” enemies can’t be healed for the round after attacking The Count



Garlic : When a non-“Pharmakos” enemy gets heal from *Drain*, the enemy suffer from *Poisoned*



Main weapon : The first time The Count takes lethal damage, he survive the damage and attack the nearest enemy with his basic attack



Dead bat : The enemy damaging by “Hive of bats” lose 15% of his max life and suffer from *Injured*



Bat wing : Gain +10% of life



Master castle : “Marshmallow skin” can only be used on The Traveler but it reflect 15% of the damage it takes



Candelabra : Gain +10% of speed

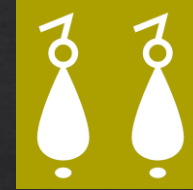
The Criminal



Last warning before execution : The first time the “Pharmakos” attack The Criminal, the “Pharmakos” gain *Undetectable* for the rest of the battle, next round, The Criminal can kill the “Pharmakos”



Grapple : All skills deals -10% of damages but can be cast 1 more bloc away



Stolen jewelry : “You belong to me” affect Corrupted for 1 more turn but instead can’t deal damage



Flying car wing : “Scoffs” heal The Criminal by 30%



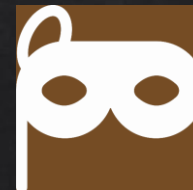
Laser gun : When the first enemy dies, gain +15% Intellectual damage



Gun cigar : “Secret Gadget” affect all 4 status effects but can’t deal damage



Fake cheque : The first time, when The Criminal is affected by a negative status effect, change this negative effect by a random buff



Party mask : Gain +10% speed



Diamond chest : Each time the “Pharmakos” gain a buff, The Criminal gain +10% Intellectual damage



Generator : Gain +5% Intellectual damage

The Dark mage



Chosen one skull : “Soul Fragment” can be chosen before casting



Golden ball : The first time, each round, when an enemy target The Dark mage, cast “Powerful spell” on the enemy



Cursed locket : The enemy targeted by “Torture curse” lose 15% of his max life



Mom ring : “Torture curse” can’t deal damage but instead, “Tormented” reflect 100% of the damage the enemy dealt



Griffon emblem : The “Pharmakos” deal -15% of damage to The Dark mage



Snake pet : The Dark mage is immune to Magical damage and reduce his speed by 20%



Reptile fang : “Soul Fragment” can be cast on 2 target but instead, can’t be cast again this battle



Goblet : Gain +10% speed



Student diary : If The Dark mage killed The “Pharmakos”, The Dark mage gain +35% of Magical damage



Diadem : Gain Magical damage +5%

The Darkness



Demon skull : When The “Pharmakos” is 1 bloc away from The Darkness, The Darkness is immune to damage but instead deal -15% of damage



Fairy : “Flame lord” *Drain* the target instead of *Ignite* if the life of The Darkness is below 40%



Imp head : Every time an enemy died near The Darkness (1 bloc away), gain +20% of **Evilness** damage



Hero sword : “Giant sword” deal also **Magical** damage instead of the *Bleeding* status effect



Rotten apple : Every round, the first enemy that is near (1 bloc away) of The Darkness, the enemy suffer from *Poisoned*



Unicorn head : At the start of the battle, The “Pharmakos” has +25% of damage. When The “Pharmakos” died, The Darkness gain +50% of damage and +25% of max life



Goblin head : Every time an enemy died near The Darkness (1 bloc away), gain +15% max life and 15% of **Evilness** damage



Underground fireplace : Gain +10% life



Queen clothe : When an ally is 1 bloc away from The Darkness, both gain 15% max life



Beautiful flower : Gain **Evilness** damage +5%

The Death machine



Robot chip: When The Death machine died, come back to life for 1 round. He can't take damage or suffer from status effect and deal +35% of Strength damage



Shotgun: "Shotgun" affect the target of the status effect *Bleeding* instead of *Injured*



Robot head: "I'll be back" trigger in 1 round instead but without the +50% healing



Robot eye: "I'll be back" trigger instantly but without the +50% of Strength damage



Sword in liquid metal: All non-"Pharmakos" enemies deal -15% of damage to The Death machine



Photography of a woman: The Death machine and The "Pharmakos" can't deal damage to each other. When The "Pharmakos" died, The Death machine gain +50% of Strength damage and play immediately



Machine gun: Each round, the first time an enemy target The Death machine, cast "Shotgun" on the enemy without status effect



Roommate iguana: Gain +10% life



Sunglasses: "Chill out" fully heal The Death machine but instead don't get the status effect *Intercept* and *Menacing*



Robot hand: Gain +5% speed

The Doctor



Creature heart : Each time The Doctor use a skill, “His glorious creation” is cast on The “Pharmakos”



Creature brain : If The Doctor die, his creature die instead. The Doctor can't cast “His glorious creation” again



Protection glasses : When an ally gain a status effect, The Doctor gain **Menacing**



Lab coat : When an enemy died, heal The Doctor by 25% and gain +25% max life



Creature leg : “His glorious creation” can be cast 1 bloc away



Living machine : “It's alive !” fully heal the ally and give him *Intercept* instead of *Menacing*



Stethoscope : When The “Pharmakos” suffer from a status effect, The Doctor gain +15% of **Intellectual** damage



Cemetery spade : Gain +10% life



Creature arm : “His glorious creation” deal also **Intellectual** damage



Brain screw : Gain +10% speed

The Doll



Soft pillow : When The Doll cast a skill on an ally, the ally play immediately



Demon claws : The Doll takes -50% of damage, but “Effective illusion” deals no damage



Possessed victim : If “Effective illusion” is cast on The “Pharmakos”, The “Pharmakos” also suffer from Tormented



Child wheelchair : “Favorite toy” also trigger immediately



Child bow tie ribbon : The first time, each round, when the enemy that attacked The Doll suffer from *Fear*



Nun dress : After The Doll was attacked, it teleport on the farthest place from the enemy that attacked



Bunk bed : When an enemy is under the effect of “Miss me ?”, The “Pharmakos” is also affected by “Miss me ?”



Rocking chair : Gain +10% speed



Broken bulb : At the start of the battle, The Doll gain *Undetectable* until the end of the round



Pope crown : Healing increase by 5%

The Emperor



Giant star : Each time The Emperor is targeted, cast "Order 66" on the enemy



Space senate : "I am the Senate" targeted every enemies on the battlefield



Death ray : "Order 66" targeted only one enemy but instead deal **Intellectual** and **Magical** damage



Enemy ship : Each time a non-"Pharmakos" enemy targeted The Emperor, The "Pharmakos" lose -10% speed



Knight spaceship : "Master of the Force" affect *Ignite* instead of *Electrized*



Laser sword : At the start of each round, The Emperor gain +10% of **Magical** damage and *Intercept*



Destroyed planet : When The "Pharmakos" dies, all enemies suffer from the *Electrized* status effect



Smuggler ship : Gain **Intellectual** damage +5%



Army robot : The Emperor lose 10% of damage to gain +10% speed



Leg prototype : Gain **Magical** damage +5%

The Evil personality / The Good man



Final serum : After casting "Transformation", The Evil personality / The Good man can play again



Gentleman cane : The Good man is immune to negative status effect, but instead, The Evil personality deal - 20% of Strength damage



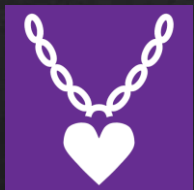
First test serum : Can't transform into The Good man, The Evil personality gain +35% max life



Champagne cork : The "Pharmakos" can deals damage to The Good man



Hallucination lotus : The Evil personality / The Good man is immune to *Insane*



True love necklace : The "Pharmakos" is linked to The Evil personality, every damage The Evil personality takes, The "Pharmakos" takes the damage too. If The Evil personality die, The "Pharmakos" die with him



Serum test n°3 : Begin the fight with The Good man, allies takes -20% of damage the first round



Grapes : Gain +10% speed



Desk candle : The Evil personality deal +15% of Strength damage, The Good man take +15% of damage

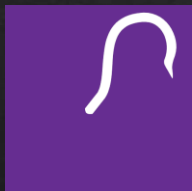


Patient tights : Gain +10% life

The Forgotten



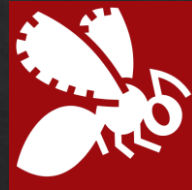
Bathroom mirror : Each time The Forgotten attacked The "Pharmakos", The "Pharmakos" suffer from *Corrupted*. Each time The "Pharmakos" attacked The Forgotten, The "Pharmakos" suffer from *Insane*



Remaining hook : Each time The Forgotten kill an enemy, gain +1 movement and +30% of damage



Beehive : After casting "Bee swarm", The Forgotten gain *Undetectable* and *Intercept*



Queen bee : The Forgotten *Drain* all non-"Pharmakos" enemies when attacking them



Honey pot : "Ghost's torment" activate in 1 round, The Forgotten disappear from the battlefield during 1 round



Bee warrior : If The forgotten has 4 or more of movement, gain +50% of damage



Dripping honey : The Forgotten lose 1 movement but instead gain +20% speed



Lollipop : "Hooked" *Drain* instead of *Fear*



Honeycomb : Gain +10% speed



Wrapped sweet : Gain +1 movement

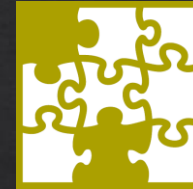
The Game master



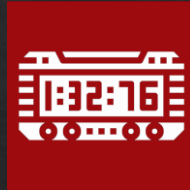
Rules tape : When “Reverse-Bear-Trap” is cast on an enemy, automatically speed the timer by 1 round



Jigsaw piece : Double the damage and the timer of the “Reverse-Bear-Trap”



Jigsaw puzzle : “Ambush” casted on a non-“Pharmakos” enemy can’t *Stun* him, but instead affect *Injured* and *Bleeding*



Ticking clock : The Player last 1 more turn, he deals +50% of Strength damage and plays twice per round



Pig face : The first time, during the battle, when The Game master life is under 40%, gain *Undetectable* until the end of the round



Puppet face : The Game master is immune to Basic attack, but instead, lose 15% of his life at the start of the battle



Torture saw : When The “Pharmakos” is attacked by The Game master or a Player, suffer from *Injured*



Manacles : Gain +10% life



Ticking bomb : The Player last 2 rounds. If the Player is still alive and the end of his last round, explode, dealing Intellectual damage +45%



Fishing hook : Gain +10% speed

The Good guy



Voodoo doll : Each time The Good guy attacked a non-"Pharmakos" enemy, The "Pharmakos" also takes all damage



Cutter : All skill of The Good guy affect enemies of the status effect *Injured*



Razor blade : "Frenzy" has no more +30% damage but instead affect *Bleeding*



Paper windmill : Each time a non-"Pharmakos" enemy died, The Good guy gain +15% speed



Dart : The Good guy deals +15% damage to enemies suffering from *Injured*



Hedge shears : The Good guy play twice per round



Scissors : "Cut The Throat" affect *Drain* instead of *Bleeding* and deal +50% of damage



Sewing needle : Gain +5% of Strength damage



Caltrops : The Good guy is immune to the status effect *Injured*, but lose 20% of speed



Skipping rope : Gain +10% speed

The Hidden



Invisible potion : After being attacked, The Hidden gain *Undetectable* until the end of the round



Fake nose : At the start of the round, gain *Intercept*



Custodian helmet : When The Hidden gain *Undetectable*, heal himself by 15%



Scientific glasses : After The Hidden has attacked a non-"Pharmakos" enemy, The "Pharmakos" lose -10% of his max life



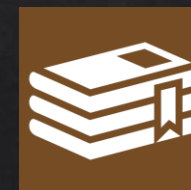
Scarf : When The "Pharmakos" gain *Undetectable*, The Hidden gain *Undetectable*



White bandage : When The Hidden gain an ally status effect, gain +35% Intellectual damage



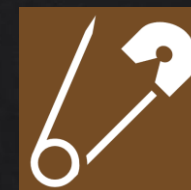
Pair of gloves : When an enemy is killed, The Hidden gain *Undetectable*



Research documents : Gain +5% Intellectual damage



Potion sample : "Cursed body" remove the -"10% of speed" and the *Undetectable* status effect



Safety pin : Gain +10% speed

The Horseman



Jack o lantern : The “Pharmakos” have permanent *Fear* against The Horseman. Each time The Horseman attacked The “Pharmakos” gain Drain on his attack



Knight armor : The “Pharmakos” deal -30% of damage to The Horseman



Cloak : “Jack o lantern” can’t deal damage but instead, The Horseman gain *Undetectable* for this round



Broken cannonball : The first time, each round, when The Horseman attack, the enemy targeted can’t receive healing for the round



Whip : While The Horseman have -30% of his life, gain +1 movement



Horseshoe : Each time The Horseman gain movement, gain +20% speed



Pair of gloves : When a non-“Pharmakos” enemy died, the next attack of The Horseman against The “Pharmakos” will *Stun* The “Pharmakos”



Pumpkin : Gain +5% Evilness damage



Saddle : “Legendary Swordman” gain +5% of Evilness damage after every casting but can’t affect *Bleeding*



Wood bridge : Gain +10% speed

The Human-toon



Dip stock : When “The Dip” is casted, the effect stay until the end of the battle. Can’t use any other Ultimate skills, “The Dip” can be cast only once



Creased testament : While The Human-toon is under 40% of his life, enemies deals -15% of damage to The Human-toon



Heavy piano : The “Pharmakos” deal -15% of damage to The Human-toon



Boxing glove surprise : The first time, each round, the first enemy attacked by The Human-toon will suffer from *Stun*



Living shoes : The Human-toon deal -10% of damage, all skills affect the status effect *Poisoned*



Gold circular saw : When “Hand-saw” is use on “The Pharmakos”, The “Pharmakos” lose 50% of his damage but instead, the skill deal no damage



Pick me up : Whenever a characters died, heal The Human-toon by 25%



Detective tie : Gain +5% of damage



Cartoon film reel : “Supreme Authority” affect *Insane* instead of *Corrupted* and enemy takes +50% of damage



Crime scene line : Gain +10% life

The Hunter



Old trophy : Whenever an enemy is killed, The Hunter gain *Undetectable*, *Intercept* +50% of Strength damage



Animal cage : While The Hunter have *Undetectable*, The “Pharmakos” lose 30% of speed



Bear trap : When an enemy step on a trap created by “Weak Prey”, affect *Injured* instead of *Poisoned* on the enemy



Military mine : When an enemy step on a trap created by “Weak Prey”, affect *Stun* instead of *Poisoned* on the enemy



Spikes trap : “Photon Shot” deal +20% of damage



Hunting spear : When The Hunter attack enemy, they became marked. If The Hunter kill a marked enemy, The Hunter



Human trophy : If The Hunter killed The “Pharmakos”, all enemies suffer from *Fear*



Mouse trap : Gain +10% of speed



Huge net : Whenever The Hunter gain *Undetectable*, heal himself by 15%



Bug net : Gain +10% life

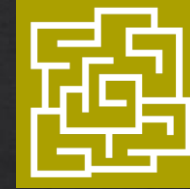
The Madman



Key room 237 : After casting another skill than his basic attack, The Madman can play again but only his basic attack



Fire axe : “Axe man” can’t affect *Injured* but instead deal +60% of **Strength** damage



Maze model : The enemy targeted from “Room 237” lose all his bonus status effect and can’t gain them



Whiskey bottle : “After casting “Alcoholic”, The “Pharmakos” can’t be healed and suffer from *Muzzled*



Hotel carpet : The nearest enemy from The Madman lose 15% of his max life



Typewriter : The nearest enemy from The Madman can’t be affected by his allies healing and bonus status effects



Kid bike : If The “Pharmakos” is the nearest enemy from The Madman, The “Pharmakos” lose 30% of speed



Writer notes : Gain +10% of speed



Tennis ball : All enemies takes +15% of **Strength** damage from The Madman



End slice jar : Gain +10% life

The Mastermind



Walther PPK : When an enemy attacked an ally character with *Intercept*, the enemy takes all his damages he deals to the ally with *Intercept*



Vodka martini : All the healing from The Mastermind give also +20% max life



Explosive pen : “Plan B” can’t be cast on The Mastermind but instead heal the targeted ally by 15%



Eyeglass : The first time, each round, after The Mastermind cast a skill, deal Intellectual damage to The “Pharmakos”



Personal satellite : “The Mastermind” gain +5% of Intellectual damage for each fully heal allies



White cat : “Petting Cat” can target two different allies but never The Mastermind



Advanced weapon : Allies affected by the skills of The Mastermind, takes -10% of damage



Agent watch : Gain Intellectual damage +5%



Expensive car : All non-”Pharmakos” enemies can’t take bonuses status effect and be healed by The “Pharmakos”



Computer server : Gain +10% life

The Necromancer



Gold ring : All non-
"Pharmakos" enemy takes
+40% of damage from The
Necromancer



General armor : For each
enemies, the first time they
attacked The Necromancer,
enemies deals -25% damage
to The Necromancer



Dwarf helmet : If the ally
attacking the enemy
suffering from "See
everything" is The
Necromancer, enemy takes
+60% of damage instead



Wizard staff : "Precious"
also target The "Pharmakos"
when casted on another
enemies



Elf ear : Each round, The
Necromancer gain +5% of
max life



Wizard hat : Enemies
suffering from a status effect
of The Necromancer can't be
remove



Fire demon skull : The
Necromancer deals +20% of
damage on enemies
suffering from Ignite



Dwarf axe : Gain Magical
damage +5%



Dwarf crown : "See
everything" Stun the enemy
instead of taking +50% of
the next damage



Tree face : Gain +10% life

The Nightmare



Blade glove : All skills of The Nightmare put enemies in sleep, “Good night” can’t be cast



Sleeping pills : All non-“Pharmakos” enemies are putting in sleep for the first round



Alarm clock : The first time an enemy suffer no more from “Good night”, the enemy suffer from *Injured*



Red brush : When The “Pharmakos” is in sleep, all non-“Pharmakos” enemies suffer from *Muzzled*



Wood puppet : “Burned alive” affect *Tormented* instead of *Ignite*



Child masterpiece : In sleep, enemies can’t deal damage to The Nightmare



Furnace : When an enemy suffer from the damage of *Ignite*, heal The Nightmare by 15%



Gardening tool : Gain +10% life



Carousel : “Glove smash” casting on an enemy on sleep, *Drain* instead of *Bleeding*



Kid balloon : Gain +10% speed

The Pain



Puzzle box : The “Pharmakos” begin the fight with +50% of max life and +25% of damage. When The “Pharmakos” died, The Pain gain +50% of max life and +25% of damage



Meat hook : “Chain of Desolation” can be cast twice. The Pain lose 30% of his max life



Throw chain : When The Pain takes damage, gain +10% of damage



Wrapped heart : The Pain takes +20% of damage and is immune to enemy status effect



Nailed foot : Healing on The Pain are +30% more effective



Nails : When The Pain use a skill, deal Evilness damage to himself and gain +30% of damage



Wave of chains : The “Pharmakos” deals +35% of damage to The Pain. The Pain gain +25% of damage



Heavy thorny : Takes +10% of damage



Bleeding heart : When The Pain suffer from an enemy status effect, gain +15% of speed



Cigarette : Gain +10% life

The Plant



Young shoot : The first time The Plant died, transform himself into a young shoot. At the end of the round, came back to life with all his life and heal all allies by 25%



Bleeding hand : The first time, each round, when The Plant gain max life, heal itself by 20%



First seed : The first healing of The Plant on an ally will give him +20% of his max life too



Carnivorous plant : When The “Pharmakos” died, The Plant gain +45% max life and play immediately



Watering can : “Feed me !” heal the nearest ally by the same amount of the damage dealt



Fertilizer bag : Each time The Plant gain max life, gain Menacing and +25% of Strength damage



Evil bud : When a non-“Pharmakos” enemy attacked The Plant, the enemy suffer from *Poisoned*



Growing roots : Gain +10% speed



Dentist drill : The next skill of the ally targeted by “Hard to kill” will affect *Bleeding*



Dentist pincers : Gain +15% life

The Possessor



Crucifix : All enemies takes +30% of damage but instead, The Possessor can't use its basic attack



Holy bible : The "Pharmakos" deal +10% of damage and all other enemies takes +15% damage



Prayer bead : Each round, the first enemy that attack The Possessor will takes +15% of damage this round



Girl pajama : When enemies takes extra damage, The Possessor gain +15% max life



Child bed : "Terror of Priest" target only one enemy but instead the enemy takes +25% of Evilness damage



Puke : Enemies affected by "Disgusting Puke" will affect other near enemies, The *Poisoned* status effect can't be removed



Holy water : Enemies suffering from a negative status effect takes +15% of damage



Priest scarf : Gain Evilness damage +5%



Streetlight : The "Pharmakos" under the effect of "Verbal Destabilization" is also affected by *Muzzled*



Perfusion : Gain +10% life

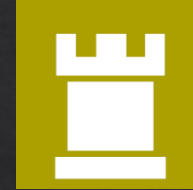
The Professor



Graduate cap : The Professor is immune to **Intellectual** damage and deals +45% of **Intellectual** damage



Chess piece queen : The first time, each round, if The “Pharmakos” target The Professor, canceled the attack of The “Pharmakos”



Chess piece rook : When The Professor pass his turn without attacking, remove all negative effect on himself



Detective violin: “Several Steps Ahead” give *Intercept* to the ally



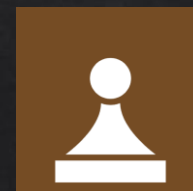
Old gramophone : “Boxing Champion” only deal **Strength** damage but also affect the enemy of *Injured*



Chess piece king : At the start on each round, if the first character to play is an enemy, The Professor plays first instead, and the enemy lose his turn



Chess piece bishop : “Greatest Mathematician” target The “Pharmakos” and another enemy but can’t gain *Intercept*



Chess piece pawn : Gain **Intellectual** damage +5%



Chess piece knight : At the start on each round, if the first character to play is an enemy, The Professor gain +25% of speed and 15% of **Intellectual** damage



Handkerchief : Gain +10% speed

The Program



Agent costume : When The Program suffer from a negative status effect, remove the status effect and gain +30% of Strength damage



Chosen one costume : The *Intercept* status effect can cancel 1 more attack but can't canceled zone attack



Kimono : When The Program cancel an attack with *Intercept*, heal himself by 10%



Red pill : When The "Pharmakos" suffer from a negative status effect, The Program play immediately



Bunch of keys : If The Program have no negative status effect, gain +10% speed



Source code : When The "Pharmakos" gain a bonus status effect, The Program also gain the bonus effect. When The Program suffer from a negative status effect, target The "Pharmakos" instead.



Agent headset : At the start of each round, the first time The Program suffer from a negative status effect, remove the effect



Phone cabin : Gain Strength damage +5%



Rebellious leader glasses : When The Program have less than 25% of his life, gain *Intercept*



Broken vase : Gain +10% speed

The Psychologist



Tableware : Enemies healing are 50% less effective and the healing of The Psychologist are 50% more effective



Vine glass : The *Intercept* status effect can cancel 1 more attack but can't canceled zone attack



Manual meat grinder : When a non-"Pharmakos" enemy target The Psychologist, The Psychologist heal himself by 15%



Saucepan : "Taste your Guts" *Drain* the enemy instead of Injured and the enemy can't be healed this round



Kidneys : When an ally gets healed by The Psychologist, the ally gain +15% of speed



Victim brain : When The "Pharmakos" died, all allies heal themselves by 15% at the end of each round



Corkscrew : "Feed yourself" also target The Psychologist



Chef toque : Healing +5%



Cop liver : When an ally gets healed by The Psychologist, the ally gain +25% of damage



Blender : Gain +10% life

The Revenant



Hockey mask : When The Revenant gain max life, he also gain +15% of damage



Machete : Each round, the first time The Revenant attack an enemy, the enemy lose 20% of his max life



Missing bow : “Not Dead” push enemies around The Revenant when being



Life jacket : When The revenant gain max life, immediately heal The Revenant by 50% of the max life taken



Tent : When the life of The Revenant is under 50% of his max life, gain *Undetectable* until the end of the round



Mom jacket : The first time The Revenant died, if The “Pharmakos” is killed after the death of The Revenant, The Revenant revive with all his life, gain *Menacing* and +20% of damage



Sleeping bag : The first time, when The Revenant’s life is under 20%, The Revenant can’t take damage until his next turn



Monitor whistle : Gain +15% of max life



Car battery : All non-“Pharmakos” enemies lose -10% of max life when being close to The Revenant



Camp panel : Gain +10% life

The Scientist



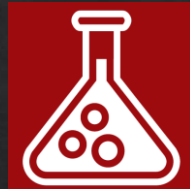
Dead head : After the first enemy died, The Scientist can use “Defeat Death” on the dead enemy. The enemy will revive for 2 round, attacking the other enemies on his turn



Stolen body : Each round, the first time The Revenant attack an enemy, the enemy lose 20% of his max life



Internal organs : When The Scientist heal an ally affected by a negative status effect, remove the negative status effect instead of healing



Serum prototype : “Strange Serum” can target enemies and affect them of the status effect Insane and deal Intellectual + 25%



Doctor scalpel : Each time The Scientist heal an ally, The “Pharmakos” lose -10% of damage



First injection : If an ally is dead before attacking this round, “Strange Serum” can revive the ally for this round only, the ally gain +25% of damage



Study skeleton : When The Scientist fully heal an ally, the ally gain a random bonus status effect



Sticking plaster : Gain +10% of speed



Empty coffin : When a non-“Pharmakos” enemy is healed, The “Pharmakos” lose -20% of speed



Microscope : Gain +10% life

The Stalker



Killer cellphone : Each time The Stalker attack an enemy, he gain +5% of damage ; when he kill an enemy, he gain +20% of damage ; when he gain a bonus effect, he gain +10% of damage



Security camera : After an ally has been killed by a non-"Pharmakos" enemy, The Stalker gain +25% damage



Photo camera : After The Stalker or The "Pharmakos" has attacked, both gain +10% of damage



Cinema popcorn : After using "Rush", The Stalker gain Intercept instead of affect enemies of *Bleeding*



Cop gun : The Stalker can't be affected by the status effect *Bleeding*



Dropped knife : Each time an enemy attack The Stalker, The Stalker strike back with his basic attack



Party beer : The First enemy that attack The Stalker suffer from Insane and can't attack during his next turn



Clapperboard : Gain +10% of speed



Premiere ticket : When using "Rush", the attack stop after le first enemy hit, the enemy hitting suffer from *Stun*



Restricted area : Gain +5% of Strength damage

The Shape



Sister tombstone : The Shape and The “Pharmakos” are linked, both can only attack and deals damage to each other. When The “Pharmakos” died, The Shape gain permanent *Undetectable* and +20% of *Evilness* damage



Halloween pumpkin : The Shape is immune to the status effect *Fear*



Doctor note : Each time an enemy is killed, The Shape gain +15% of speed



Dead rabbit : The Shape gain +2 movement toward enemies with 20% life left



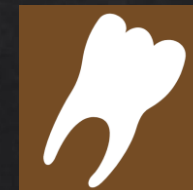
Defense weapon : The first time, each turn, after an enemy attack The Shape, the enemy suffer from *Fear*



Kitchen knife : Each time The Shape kill an enemy, all other enemies suffer from *Fear* and The Shape play again



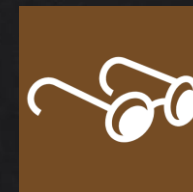
Clown mask : The Shape can target and attack enemies with *Undetectable*



Snatched tooth : Gain +5% of *Evilness* damage



Sister hairbrush : If The Shape end his turn close to The “Pharmakos”, The Shape gain +15% of *Evilness* damage



Doctor glasses : Gain +10 % of speed

The Snake



Head of Pegasus : When The Snake attack an enemy, the enemy suffer from *Cursed*. At the start of the enemy turn, *Cursed* activate, removing all bonus effect, dealing moderate damage and the enemy lose -20% of speed, Last 3 turns



Helmet of Hades : When an enemy gain *Undetectable*, The Snake also gain *Undetectable* and +15% of speed



Semi closed eye : The "Pharmakos" can't be *Stun* but all non-"Pharmakos" enemies takes +15% of damage when *Stun* been



Boots of Hermes : When The Snake gain speed bonus, gain an extra +10% speed



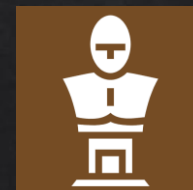
Trident of Poseidon : "Sharp Claws" hit twice



Perse mirror shield : All non-"Pharmakos" enemies and The Snake can't have more than 1 bonus status effect at a time



Hair snake : "Snake Head" also deal *Magical* +45%



Stone statue : Gain +5% of *Magical* damage



Hero glaive : Each time an enemy attack The Snake, the enemy suffer from *Poisoned* and lose -10% of speed



Temple of Athena : Gain +10% of speed

The Thing



Flame thrower : The Thing can't be damaged by negative status effect but deal -30% of damage



Lighter : When The Thing gain Menacing, gain +25% of max life and takes -20% of damage



Flashlight : The Thing gain +5% of max life and heal himself by 10% at the end of each round



Claws remaining : The first time, each round, when an ally takes damage that will put him under 50% of his life, redirect the damage to The Thing



Winter boot : When The Thing takes damage from negative effect, The "Pharmakos" takes also the damage



Petri dish : When an ally suffer from a negative status effect, move the negative effect from the ally to The Thing



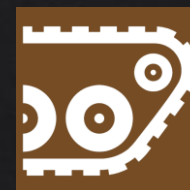
Defibrillator : The First time, if The Thing takes lethal damage, reduce the damage by 50%



Lantern flame : Gain +10% of life



Winter gloves : The "Pharmakos" can't attack The Thing when The Thing has *Menacing*



Snow track chains : Gain +10% of speed

The Traveler



Proton pack : The Traveler takes double damage. At the start of the battle, double the max life and the life of The Traveler



Hearse : Allies takes -10% of damage, but The Traveler takes +25% of damage



Photon ray : After The Traveler has taken the damage from "Ghost Shape", heal himself by 20%



Ghost class 3 : Each time The "Pharmakos" attack an ally, The "Pharmakos" takes Evilness +35%



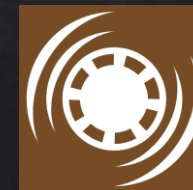
Ghost class 2 : Each time The "Pharmakos" attack an ally, The "Pharmakos" takes Evilness +20%



Slime : The first time an ally takes lethal damage, redirect the damage to The Traveler, then, The Traveler gain *Menacing*



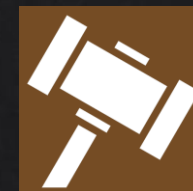
Radio : When the life of The Traveler is under 25%, reduce the damage it takes by 50% until his next turn



Fire alarm : Gain +10% of life



Marshmallow : "Marshmallow skin" can only be used on The Traveler but it reflect 15% of the damage it takes



Judge hammer : Gain +10% of speed

The Vengeance



VHS tape : When an enemy suffer from a negative status effect, the effect stay on the enemy even after the end of the timer of the effect.
Enemies takes +20% of damage for each negative effect on them



Old TV : When The “Pharmakos” suffer from a negative status effect, duplicate the status effect



TV remote : The first time, each round, when an enemy purge a negative status effect, canceled the purge



Tuft of hair : The Vengeance can suffer from only 1 status effect



Hairbrush : Enemies that suffer from a negative effect also suffer from *Fear*



Crime scene well : Negative status effect on enemies last 2 more turns/rounds



Ringing phone : Enemies that suffer from a negative effect lose 10% of speed for each negative effect on them



Horse head : Gain +10% of life



Fly on the screen : When The “Pharmakos” suffer from a negative effect, the nearest enemy suffer from the same status effect



White girl dress : Gain +10% of speed

The Wanted



Wanted poster : When The Wanted cast a skill, gain +30% of crit until the end of the round



Cow-boy hat : Each time The Wanted hit a critical attack, gain *Intercept* and +15% speed



Hanging rope : If The Wanted hit a critical attack on "The Pharmakos", The "Pharmakos" suffer from *Muzzled*



Poncho : The Wanted can't be damaged by critical hits



Winchester : "Gunfighter" also deals *Intellectual* +30%



Revolver : When an enemy died, The Wanted gain +10% of crit, if The Wanted kill an enemy, he play again



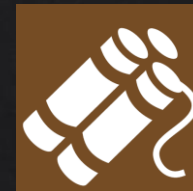
Sheriff badge : When The Wanted target a non-"Pharmakos" enemy, The Wanted gain +20% of crit



Gold bar : Gain +5% of critics



Weapon belt : Each time The Wanted gain bonus crit, heal himself by 20%



Dynamite : Gain +10% of speed

The Witch



Bucket of water : When The Witch attacked an enemy, remove a bonus status effect on the enemy attacked and The Witch gain his status effect



Ruby slippers : All bonus status effect last 1 more turn on The Witch



Medal of courage : When The “Pharmakos” has a bonus status effect, The Witch gain +20% of **Magical** damage



Scarecrow : “Fireball” will always be a critical attack



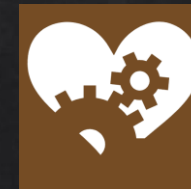
Drowsy poppy : When “Cruel Sorceress” is casted, The Witch gain +30% of **Magical** damage but only 1 of movement



Kingdom key : Each time The Witch hit a critical attack, gain 1 movement and when The Witch gain a bonus status effect, gain +15% of **Magical** damage



Magic broom : The enemy targeted by “Flying Monkey” suffer from *Injured* and *Bleeding* when he comes back



Robot heart : Gain +10% of life



THD Diploma : When the Witch purge a bonus status effect on a non-“Pharmakos” enemy, gain +25% of **Magical** damage and her next attack will be a critical hit



Yellow bricks : Gain +1 movement

The Zombie



Fresh brain : All zombie can be dissociated from each other by casted "Surrounded" when the number maximum of Zombies is reach. All zombies deals +15% damage



Rush work tomb : When The Zombie takes lethal damage, kill all Zombie except one and reduce the maximum Zombie by 1



Dead tree : The "Pharmakos" takes +25% of damage from The Zombie if The "Pharmakos" suffer from *Poisoned*



Soldier arm : All skills of The Zombie gain Drain



Leftover : When a non-"Pharmakos" enemy died, The Zombie call another Zombie



Half part body : Increase maximum Zombie to 5 from 4



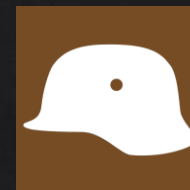
Grenade : If "Surrounded" is casted when the number of Zombie max is already reach, a zombie explode dealing Evilness +30% around



Crowbar : Gain +5% of Evilness damage



Runner foot : At the start of the battle, call a Zombie



Old helmet : Gain +10% of life