

The Brute



Hero - Warrior

Whenever The Brute kills an opponent hero, draw a card and Refresh.
Attacks deal +1 damage.

Thoughts of Destruction



Warrior - Aura

Once per turn, if you deal 4 or more damages to any opponent, draw a card.

Break the Chains



Warrior - Action

Remove all Auras and Counters from this hero. Your next attack this turn deals +X damages, where X is equal to the number of Auras and Counters removed this way. If X is 3 or more, draw a card. Refresh.

Lebelheim 020

Skull Breaker



Warrior - Action

Deal 7 damages to any adjacent opponent. Discard all cards from your hand.

Lebelheim 183

Open the Path



Warrior - Action

Move 3. You may move through occupied cases. If you do so, heroes occupying those cases must move 1. You lose 1 Endurance for each hero that moved that way. Lose 1 Endurance, then Refresh.

Lebelheim 019

Heretic's Hunter



Warrior - Aura

All magical damages can be prevented as though they were physical damages. You deal 1 more damage when attacking Wizard Heroes.

Lebelheim 160

Weak Spot



Generic - Action

Deal 3 damages to any adjacent opponent. If that attack is not blocked, deal 6 damages instead. If that attack is blocked, draw a card and Refresh.

Lebelheim 118

Stronger than it Looks



Warrior - Trick

Any attack from this hero deals 2 more damages.

Lebelheim 087

Stronger than it Looks



Warrior - Trick

Any attack from this hero deals 2 more damages.

Lebelheim 201

Lebelheim 171

Lebelheim 171

Through the Skies

Through the Skies

Intimidation

Warrior - Action

Deal 5 damages to any adjacent opponent.
That opponent is pushed 1 case.
Lose 1 Endurance.

Warrior - Action

Deal 5 damages to any adjacent opponent.
That opponent is pushed 1 case.
Lose 1 Endurance.

Warrior - Trick

An adjacent opponent cannot move this turn. If that hero would deal damages, it deals 1 less damage this turn.

Lebelheim 192

Hold Grip

Warrior - Action

Pull any opponent at exactly Range 2. Your next attack against that hero will deal 2 more damages. Refresh.
When a hero is pulled, it must Move 1 toward the hero doing the Pull.

Lebelheim 192

Hold Grip

Warrior - Action

Pull any opponent at exactly Range 2. Your next attack against that hero will deal 2 more damages. Refresh.
When a hero is pulled, it must Move 1 toward the hero doing the Pull.

Lebelheim 096

Grand Opening

Generic - Action

You may only play Grand Opening during your first turn.
Move 3, then draw a card and Refresh.

Lebelheim 088

Duel

Generic - Action

Deal 3 damages to any adjacent opponent.
No tricks can be played during this combat.
If that hit, Refresh.

Lebelheim 088

Duel

Generic - Action

Deal 3 damages to any adjacent opponent.
No tricks can be played during this combat.
If that hit, Refresh.

Lebelheim 081

Lebelheim 052

Lebelheim 052

Sunset Promenade



Warrior - Action

Move 2.
Refresh.
The next time you would deal damages this turn, deal 1 more damage.

Sunset Promenade



Warrior - Action

Move 2.
Refresh.
The next time you would deal damages this turn, deal 1 more damage.

Stun



Warrior - Action

Deal 3 damages to any adjacent opponent.
If that hit, defender discards 1 card.

Lebelheim 176

Stun



Warrior - Action

Deal 3 damages to any adjacent opponent.
If that hit, defender discards 1 card.

Lebelheim 176

Mighty Swing



Warrior - Action

As an additional cost, you may lose 2
Endurance. If you do so, this will deal 2 more
damages.
Deal 4 damages to any adjacent opponent.

Lebelheim 174

Mighty Swing



Warrior - Action

As an additional cost, you may lose 2
Endurance. If you do so, this will deal 2 more
damages.
Deal 4 damages to any adjacent opponent.

Lebelheim 174

Cleave



Warrior - Action

Deal 3 damages to any adjacent opponent.
Then you may deal 2 damages to another
adjacent opponent.

Lebelheim 108

Cleave



Warrior - Action

Deal 3 damages to any adjacent opponent.
Then you may deal 2 damages to another
adjacent opponent.

Lebelheim 108

Dismember



Warrior - Action

Deal 4 damages to any adjacent opponent. If that
hit, this opponent cannot move during its next turn.
If that deals 5+ damages, that opponent cannot
play any action card during its next turn.
Lose 2 Endurance.

Lebelheim 026

Lebelheim 026

Lebelheim 046

Run

Run

Generic - Action

Generic - Action

Move 2.

Refresh (Whenever this action is completed, you may play again.)

Move 2.

Refresh (Whenever this action is completed, you may play again.)

Lebelheim 147

Lebelheim 147

Quick Strike

Quick Strike

Generic - Action

Generic - Action

Deal 2 damages to any adjacent opponent.

Refresh (Whenever this action is completed, you may play again.)

Deal 2 damages to any adjacent opponent.

Refresh (Whenever this action is completed, you may play again.)

Lebelheim 135

Lebelheim 135

Dodge

Innate Skills

Generic - Trick

Prevent the next 4 physical damages from any one source.

Each Hero can use the following skills when conditions are met:

Action, Hide a card: Move 1, then Refresh.

Action, Hide a card: Deal 2 physical damages to any adjacent opponent.

Action, Disable this hero : Draw a card and gain 1 Endurance.

Trick, Hide a card : When being attacked, you may prevent the next 2 physical damages from 1 source.

Whenever an Ally die, draw a card.

When you hide a card, you must place a card from your hand under your deck.

A disabled hero cannot take action until its next turn.