

The Guardian

13

4/5

Hero - Warrior

Adjacent allies get +1 when defending. Whenever an adjacent ally is being attacked, you may discard a card to prevent the next 2 damages.

Thoughts of Protection

Warrior - Aura

Whenever you fully block an attack for the first time each round, draw a card.

Energy Drain

Warrior - Trick

Prevent the next 3 magical damages from any attack. For each 1 damage prevented that way, draw a card.

Lebelheim 082

Bait

Warrior - Action

Until your next turn, all attacks from opponents must target this hero. Draw a card.

Lebelheim 186

Invincible

Warrior - Trick

Prevent the next 3 damages from any one source. Gain 1 Endurance.

Lebelheim 055

Open Fleshes

Warrior - Action

Put a Bleeding Counter on any adjacent opponent. Draw a card. Refresh.

Lebelheim 011

Dizziness

Generic - Trick

If you are being attacked, attacker will be disabled at end of combat. If that attack has ongoing effects, disable those.

Lebelheim 097

Axe Throw

Warrior - Action

Deal 3 damages to any opponent within Range 3.

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Axe Throw

Warrior - Action

Deal 3 damages to any opponent within Range 3.

Lebelheim 049

Lebelheim 009

Lebelheim 009

Charge



Warrior - Action

Move 1.
Then, deal 3 damages plus 1 damage for each movement completed this turn to any adjacent opponent.

Charge



Warrior - Action

Move 1.
Then, deal 3 damages plus 1 damage for each movement completed this turn to any adjacent opponent.

Reinforced Ground



Warrior - Action

Place a Defense Marker on this hero's case.
Whenever a hero ends its turn on a case with a Defense Marker, prevent the next 1 physical damage dealt to this hero until its next turn.

Lebelheim 023

Hold the Line



Warrior - Trick

Prevent the next 3 physical damages to this hero or any adjacent ally.
Prevent 1 more damage for each adjacent ally.

Lebelheim 023

Hold the Line



Warrior - Trick

Prevent the next 3 physical damages to this hero or any adjacent ally.
Prevent 1 more damage for each adjacent ally.

Lebelheim 140

Familiar Path



Generic - Action

Move 1, then Refresh.
You may play this card from your discard pile. If you do, remove this card from the game after.

Lebelheim 089

Repeated Parries



Generic - Trick

Prevent the next 1 damage from any one source.
You may play this card from your discard pile.
If you do, remove this card from the game after.

Lebelheim 089

Repeated Parries



Generic - Trick

Prevent the next 1 damage from any one source.
You may play this card from your discard pile.
If you do, remove this card from the game after.

Lebelheim 063

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Lebelheim 141

Strategic Retreat



Warrior - Action

Deal 2 damages to any adjacent opponent.
Then, Move 2.

Strategic Retreat



Warrior - Action

Deal 2 damages to any adjacent opponent.
Then, Move 2.

Shield Bash



Warrior - Trick

Prevent the next 3 physical damages from
any one source. If opponent is adjacent, you
may deal 1 damage to it.

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Shield Bash



Warrior - Trick

Prevent the next 3 physical damages from
any one source. If opponent is adjacent, you
may deal 1 damage to it.

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Shield's Cover



Warrior - Trick

Prevent all damages from any ranged
attack on this hero or any adjacent ally.
Lose 1 Endurance.

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Shield's Cover



Warrior - Trick

Prevent all damages from any ranged
attack on this hero or any adjacent ally.
Lose 1 Endurance.

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Push



Warrior - Action

Push an adjacent opponent 1 case.
Move 1.
Refresh.

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Push



Warrior - Action

Push an adjacent opponent 1 case.
Move 1.
Refresh.

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Whirlwind



Warrior - Action

Deal 3 damages to each adjacent
opponents.
Lose 1 Endurance.

Strategic Hit



Generic - Action

Deal 3 damages to any adjacent opponent.
Draw a card.

Strategic Hit



Generic - Action

Deal 3 damages to any adjacent opponent.
Draw a card.

Safe Path



Generic - Action

Move 2.
Draw a card.

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Safe Path



Generic - Action

Move 2.
Draw a card.

Lebelheim 172

Energy Shield



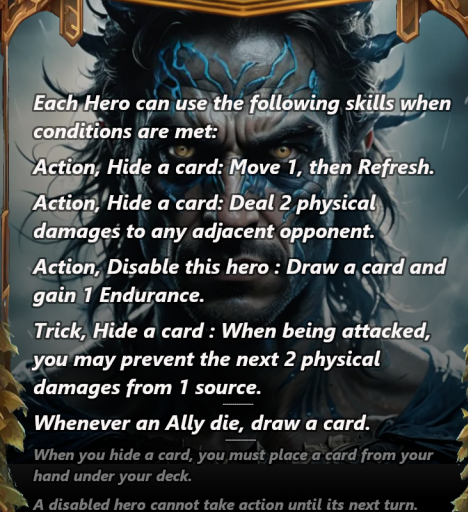
Generic - Trick

Prevent the next 3 magical damages from any one source.

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Lebelheim 148

Innate Skills



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.

Lebelheim 056

Bleeding Counter



Token

At beginning of your turn, lose 1 Endurance.

Whenever you gain Endurance, destroy this token.