

The Archivist

11

5/7

Hero - Wizard

Your attacks deal 1 less damage. This cannot reduce damages to less than 1.
Whenever you defend, prevent 1 less damage this way.

Thoughts of Prowess

Wizard - Aura

Once per round, whenever you play a Trick card, draw a card.

Psychic Control

Wizard - Action

Gain control of any hero's next turn within Radius 3. That hero is considered an ally until the end of its next turn. It cannot hide cards during that turn. Lose 3 endurance.
You play that hero's turn after its controller has played its other heroes.

Lebelheim 004

Familiar



Wizard - Aura

At beginning of your turn, draw a card.
If this card is destroyed, draw a card and lose 3 Endurance.
If an attack hit this hero, attacker may choose to prevent all damages and destroy this card instead.

Lebelheim 187

Surge



Wizard - Action

Deal 1 magical damage to each hero within Radius 2. For each ally dealt damages that way, that hero draw a card.
Draw a card and lose 1 Endurance.

Lebelheim 131

Teleport



Wizard - Action

Move on any unoccupied space.
Lose 2 Endurance.

Lebelheim 064

Feel no Pain



Generic - Trick

If an attack would deal 4 or more damages, it deals 2 damages instead.

Lebelheim 179

Brain Freeze



Wizard - Action

Deal 1 magical damage to any adjacent opponent.
If that hit, that hero cannot play actions during its next turn.

Lebelheim 182

Brain Freeze



Wizard - Action

Deal 1 magical damage to any adjacent opponent.
If that hit, that hero cannot play actions during its next turn.

Lebelheim 065

Lebelheim 017

Lebelheim 017

Negate



Wizard - Trick

Negate all effects from any one card played by a hero within Radius 3. This hero may discard a card and lose 1 Endurance to ignore this effect.

Lose 1 Endurance.

Negate



Wizard - Trick

Negate all effects from any one card played by a hero within Radius 3. This hero may discard a card and lose 1 Endurance to ignore this effect.

Lose 1 Endurance.

Weakness



Wizard - Trick

Any attack from an opponent within Radius 3 deals 2 less damages.

If that attack's power becomes 0, draw a card.

Lebelheim 113

Weakness



Wizard - Trick

Any attack from an opponent within Radius 3 deals 2 less damages.

If that attack's power becomes 0, draw a card.

Lebelheim 113

Everburning Flames



Wizard - Action

Place a Fire Marker on an adjacent case. Whenever a hero begins its turn on a case with a Fire Marker, that hero loses 2 Endurance.

Lebelheim 202

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 202

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 059

Preparation



Generic - Aura

Whenever you play Preparation, draw a card.

Increase your maximum hand size by 1.

Lebelheim 141

Lebelheim 141

Lebelheim 129

Blinding Light



Wizard - Action

Until your next turn, each attack from heroes within Radius 2 deals 1 less damage. Draw a card.

Blinding Light



Wizard - Action

Until your next turn, each attack from heroes within Radius 2 deals 1 less damage. Draw a card.

Echoes of Fear



Wizard - Action

Push all adjacent opponents by 2 cases. Lose 1 Endurance. Refresh.

Lebelheim 015

Echoes of Fear



Wizard - Action

Push all adjacent opponents by 2 cases. Lose 1 Endurance. Refresh.

Lebelheim 015

Magic Missile



Wizard - Action

Deal 1 magical damage to up to 3 different target heroes, within Radius 4. If there is only one target, draw a card and Refresh.

Lebelheim 053

Magic Missile



Wizard - Action

Deal 1 magical damage to up to 3 different target heroes, within Radius 4. If there is only one target, draw a card and Refresh.

Lebelheim 053

Magic Shield



Wizard - Trick

Prevent the next 3 damages from any one source. Attacker and you may draw a card if that attack is fully blocked.

Lebelheim 104

Magic Shield



Wizard - Trick

Prevent the next 3 damages from any one source. Attacker and you may draw a card if that attack is fully blocked.

Lebelheim 104

Dissipate



Wizard - Action

Remove any number of Counters and / or auras on this hero.

Lebelheim 105

Lebelheim 105

Lebelheim 047

Safe Path

Safe Path

Power Strike

Generic - Action

Generic - Action

Generic - Action

Move 2.
Draw a card.

Move 2.
Draw a card.

Deal 4 damages to any adjacent opponent.

Lebelheim 148

Power Strike

Lebelheim 148

Dodge

Lebelheim 126

Generic - Action

Generic - Trick

Deal 4 damages to any adjacent opponent.

Prevent the next 4 physical damages
from any one source.

Lebelheim 126

Innate Skills

Lebelheim 050

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.