

The Disciple

12

3/5

Hero - Cleric

Whenever you deal combat damages, you gain an amount of Endurance equal to half the damages dealt this way, rounded down.

Thoughts of Superiority

Cleric - Aura

At end of your turn, if you have gained Endurance and an Opponent has lost Endurance, draw a card.

Demonic Pact

Cleric - Aura

Each time you deal damages to an opponent, you may search your deck for any card. Shuffle your deck and put it on top of it. When you do so, lose 2 Endurance.

Lebelheim 045

Angel's Charge

Cleric - Action

You may play this card only if a hero has gained Endurance this turn. Deal 7 damages to any opponent within Range 2. Lose 1 Endurance.

Lebelheim 190

God's Armor

Cleric - Aura

If you would be dealt damages while you have no cards in hand, prevent the next 1 damage that would be dealt and draw a card at end of turn.

Lebelheim 041

Pity

Cleric - Action

Deal 5 damages to any adjacent opponent. That opponent Endurance cannot go below 1 this way. Draw a card.

Lebelheim 001

Potion of Speed

Generic - Aura

This comes into play with 2 Counters on it. Each time you play an action card, you may lose 1 Endurance to have it gains Refresh. At beginning of your turn, remove a Counter from this card. If you can't, destroy it.

Lebelheim 080

Attack of Hope

Cleric - Action

Deal 4 damages to any adjacent opponent. If a hero has gained Endurance this turn, draw a card.

Lebelheim 120

Attack of Hope

Cleric - Action

Deal 4 damages to any adjacent opponent. If a hero has gained Endurance this turn, draw a card.

Lebelheim 124

Lebelheim 007

Lebelheim 007

Clear the Path



Cleric - Action

Deal 5 damages to any adjacent opponent. That opponent may move back 1 case to prevent all damages dealt this way. Refresh.

Clear the Path



Cleric - Action

Deal 5 damages to any adjacent opponent. That opponent may move back 1 case to prevent all damages dealt this way. Refresh.

Holy Smite



Cleric - Action

Deal 4 damages to any adjacent opponent. If you have no more cards in hand, draw a card and gain 1 Endurance.

Lebelheim 025

Holy Smite



Cleric - Action

Deal 4 damages to any adjacent opponent. If you have no more cards in hand, draw a card and gain 1 Endurance.

Lebelheim 025

Repel Evil



Cleric - Action

Deal 3 damages plus 1 damage for each ally within Radius 2 to any adjacent opponent. Allies within Radius 2 gain 1 Endurance.

Lebelheim 090

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 090

Grand Opening



Generic - Action

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

Lebelheim 142

Second Breath



Generic - Trick

An action you control gains Refresh.

Lebelheim 063

Lebelheim 081

Lebelheim 149

Cleansing Hit



Cleric - Action

Deal 3 damages to any adjacent opponent.
If that hit, that opponent must destroy an aura
or remove a Counter from its hero.

Cleansing Hit



Cleric - Action

Deal 3 damages to any adjacent opponent.
If that hit, that opponent must destroy an aura
or remove a Counter from its hero.

Club's Hit



Cleric - Action

Deal 3 damages to any adjacent opponent.
If that hit, that opponent cannot draw cards
during its next turn.

Lebelheim 024

Club's Hit



Cleric - Action

Deal 3 damages to any adjacent opponent.
If that hit, that opponent cannot draw cards
during its next turn.

Lebelheim 024

Faith's Swing



Cleric - Action

Deal 3 damages to any adjacent opponent.
If you have no more cards in hand, this deal
an extra 2 damages and you draw a card.

Lebelheim 027

Faith's Swing



Cleric - Action

Deal 3 damages to any adjacent opponent.
If you have no more cards in hand, this deal
an extra 2 damages and you draw a card.

Lebelheim 027

Moonlight Promenade



Cleric - Action

Move 2.
Refresh.
If you have no more cards in hand, draw a
card.

Lebelheim 061

Moonlight Promenade



Cleric - Action

Move 2.
Refresh.
If you have no more cards in hand, draw a
card.

Lebelheim 061

Healing Mark



Cleric - Action

Place a Healing Marker on this hero's case.
Whenever a hero ends its turn on a case with a
Healing Marker, that hero gain 1 Endurance.

Lebelheim 110

Lebelheim 110

Lebelheim 085

Run

Run

Strategic Hit

Generic - Action

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.)

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

Lebelheim 147

Lebelheim 147

Lebelheim 172

Strategic Hit

Deflect

Generic - Action

Generic - Trick

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

Prevent the next 1 damage from any one source. Draw a card.

Lebelheim 172

Lebelheim 039

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.