

The Fire Mage

11

4/5

Hero - Wizard

At beginning of your turn, deal 1 magical damage to each adjacent opponent.

Lebelheim 069-B

Fireball

Wizard - Action

You cannot play this card on your first turn. Choose any case. Then deal 2 magical damages to each hero within Radius 2 of the chosen case. Lose 1 Endurance.

Lebelheim 070

Regeneration Potion

Generic - Aura

At beginning of your turn, gain 1 Endurance. If you can't, destroy this aura.

Lebelheim 139

Thoughts of Power

Wizard - Aura

Once per turn, if you deal 3 or more magical damages to any opponent, draw a card.

Lebelheim 185

Focus

Wizard - Aura

Whenever you play this card, lose 2 Endurance. At end of turn, if you dealt magical damages this turn, put a Counter on this card. If you would deal magical damages, you deal 1 more magical damage for each Counter on this card.

Lebelheim 073

Artifact Destruction

Wizard - Action

Destroy any Aura on an adjacent hero. Deal 2 magical damages to that hero.

Lebelheim 005

Spectral Aspect

Wizard - Trick

If an attack would deal more damages than your Endurance, prevent all those damages. Move your hero on any case within Radius 3. Your Endurance is now 1.

Lebelheim 166

Lightning

Wizard - Action

Deal 4 magical damages to any opponent within Radius 3. Then you may deal 2 magical damages to any other adjacent opponent to that target. Lose 1 Endurance.

Lebelheim 103

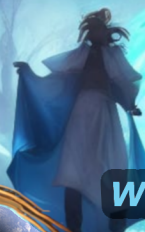
Artifact Destruction

Wizard - Action

Destroy any Aura on an adjacent hero. Deal 2 magical damages to that hero.

Lebelheim 005

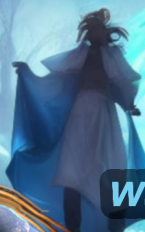
Ice Spike



Wizard - Action

Deal 2 magical damages to each heroes within Reach 3.
Heroes being dealt damages this way cannot Refresh during their next turn.

Ice Spike



Wizard - Action

Deal 2 magical damages to each heroes within Reach 3.
Heroes being dealt damages this way cannot Refresh during their next turn.

Ray of Light



Wizard - Action

Choose a direction then deal 3 magical damages to each heroes in this direction.
Lose 1 Endurance.

Lebelheim 093

Ray of Light



Wizard - Action

Choose a direction then deal 3 magical damages to each heroes in this direction.
Lose 1 Endurance.

Lebelheim 093

Torment



Wizard - Action

Place a Torment Counter on any adjacent opponent.
Whenever a hero with a Torment Counter becomes disabled, it must discards a card and loses 1 Endurance.

Lebelheim 137

Run Away



Generic - Action

Move 4.

Lebelheim 137

Run Away



Generic - Action

Move 4.

Lebelheim 194

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 146

Lebelheim 146

Lebelheim 063

Fire Fist

Fire Fist

Flame Burst

Wizard - Action

Deal 3 magical damages to any adjacent opponent.

Wizard - Action

Deal 3 magical damages to any adjacent opponent.

Wizard - Action

Deal 1 magical damage to each opponent within Radius 3.

Lebelheim 068

Flame Burst

Wizard - Action

Deal 1 magical damage to each opponent within Radius 3.

Lebelheim 068

Sunlight Promenade

Wizard - Action

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

Lebelheim 072

Sunlight Promenade

Wizard - Action

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

Lebelheim 072

Zap

Wizard - Trick

Deal 2 magical damages to any opponent within Radius 2.

Lebelheim 175

Zap

Wizard - Trick

Deal 2 magical damages to any opponent within Radius 2.

Lebelheim 175

New Plans

Wizard - Action

Look at any hero's hand. You may have that hero shuffle his hand into his deck, then draw that many cards.
Refresh.

Lebelheim 205

Lebelheim 205

Lebelheim 115

Quick Strike

Generic - Action

Deal 2 damages to any adjacent opponent.
Refresh (Whenever this action is completed, you may play again.)

Quick Strike

Generic - Action

Deal 2 damages to any adjacent opponent.
Refresh (Whenever this action is completed, you may play again.)

Deflect

Generic - Trick

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

Lebelheim 135

Deflect

Generic - Trick

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

Lebelheim 135

Energy Shield

Generic - Trick

Prevent the next 3 magical damages from any one source.

Lebelheim 039

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.

Lebelheim 056