The Healer

11   **3/5**

Hero - Cleric

At beginning of your turn, each adjacent allies gain 1 Endurance.
At end of your turn, if you have no more cards in hand, draw a card.

Lebelheim   084

Thoughts of Peace

Cleric - Aura

At end of your turn, if you have played an action card without attacking, draw a card.

Lebelheim   184

Paradise's Intervention

Cleric - Trick

You may play this card only if an Ally died this turn.
Deal 3 damages to each opponent heroes.

Lebelheim   119

Coma

Cleric - Action

An adjacent ally gain back all his Endurance points, then discards his entire hand.
That hero is Disabled until it's next turn.

Lebelheim   029

Divine Presence

Cleric - Trick

If an ally within Radius 3 would die, instead prevent all Endurance lost this way. That hero Endurance is now 1. Remove all Counters and Auras from this hero.
Lose 2 Endurance.

Lebelheim   048

Protective Bubble

Cleric - Trick

Prevent all magical damages dealt to this hero and adjacent allies this turn.
For each prevention effect, lose 1 Endurance.

Lebelheim   130

Déjà Vu

Generic - Action

You may play any one card from your discard pile this turn. If you do, remove that card from the game afterwards.
Lose 1 Endurance.
Refresh.

Lebelheim   040

Gift of Strength

Cleric - Action

Place a Stength Counter on any adjacent ally.
Lose 1 Endurance.
Physical non-ranged attack deal 1 more damage for each Strength Counter.

Lebelheim   075

StoneSkin

Cleric - Action

Place a Defense Counter on an adjacent ally.
Lose 1 Endurance.
The first physical attack dealt each round on a hero deals 1 less damage for each Defense Counter.

Lebelheim   170

Major Healing

Cleric - Action

As an additional cost, disable this hero.
This hero or an adjacent ally gains 5
Endurance.

Lebelheim   107

Major Healing

Cleric - Action

As an additional cost, disable this hero.
This hero or an adjacent ally gains 5
Endurance.

Lebelheim   107

Prayers

Cleric - Aura

At end of your turn, this hero and adjacent
allies gain 1 Endurance.
If you are been dealt damages, destroy this
aura.

Lebelheim   128

Prayers

Cleric - Aura

At end of your turn, this hero and adjacent
allies gain 1 Endurance.
If you are been dealt damages, destroy this
aura.

Lebelheim   128

Seek Assistance

Cleric - Action

Move 4. You must end your movement next
to an adjacent ally.
You cannot attack this turn.
Refresh.

Lebelheim   151

Seek Assistance

Cleric - Action

Move 4. You must end your movement next
to an adjacent ally.
You cannot attack this turn.
Refresh.

Lebelheim   151

Side Steps

Generic - Trick

If you are being attacked by a Ranged attack,
move 1.
Then, if you are out of line from that attack,
prevent all damages that attack would deal.
Lose 1 Endurance.

Lebelheim   158

Side Steps

Generic - Trick

If you are being attacked by a Ranged attack,
move 1.
Then, if you are out of line from that attack,
prevent all damages that attack would deal.
Lose 1 Endurance.

Lebelheim   158

Angel's Whisper
Cleric - Trick

If an ally within Radius 2 has been dealt damages this turn, draw up to 2 cards.

Lebelheim   002

Angel's Whisper
Cleric - Trick

If an ally within Radius 2 has been dealt damages this turn, draw up to 2 cards.

Lebelheim   002

Lay on Hand
Cleric - Action

An adjacent ally gains 1 Endurance.
Draw a card.
Refresh.

Lebelheim   102

Lay on Hand
Cleric - Action

An adjacent ally gains 1 Endurance.
Draw a card.
Refresh.

Lebelheim   102

Minor Healing
Cleric - Action

This hero or an adjacent ally gains 3 Endurance.

Lebelheim   109

Minor Healing
Cleric - Action

This hero or an adjacent ally gains 3 Endurance.

Lebelheim   109

Spiritual Hammer
Cleric - Action

Deal 3 damages to any adjacent opponent. If a hero has gained Endurance this turn, that attack deals 5 damages instead.

Lebelheim   168

Spiritual Hammer
Cleric - Action

Deal 3 damages to any adjacent opponent. If a hero has gained Endurance this turn, that attack deals 5 damages instead.

Lebelheim   168

Purification
Cleric - Action

Remove all counters and auras on any allied hero within Radius 3.
Refresh.

Lebelheim   133

Energy Shield

Generic - Trick

Prevent the next 3 magical damages from any one source.

Lebelheim   056

Energy Shield

Generic - Trick

Prevent the next 3 magical damages from any one source.

Lebelheim   056

Safe Path

Generic - Action

Move 2.
Draw a card.

Lebelheim   148

Safe Path

Generic - Action
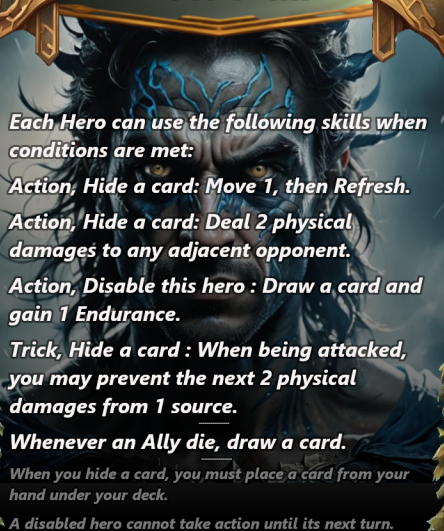
Move 2.
Draw a card.

Lebelheim   148

Dodge

Generic - Trick

Prevent the next 4 physical damages from any one source.

Lebelheim   050

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.