

Whack & Slaughter

Tome of Cards



Basic Animal Training



Skill

For each Pet you are bringing to the battle, you will have to equip this skill once. Must be in base to base contact to your Pet.

●: Recover 1 life of your Pet.

If your Pet is dead, this skill reads instead:

Skill

Must be in base to base contact to your Pet. The Pet's Dicepool permanently is reduced by 1 die.

●: Your Pet resurrects with 1 die in its Hand.

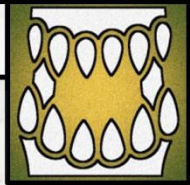
Brutal Strike



Pet Attack

●: This attack deals at least 1 point of damage, no matter the target's DV.

Contagious Bite



Pet Attack

●: Opponent receives 1 Poisoned counter.

"Dash!"



Shout

●: Each of your Pets within earshot gets +1 Movement action this turn.

"Dodge!"



Shout

●: Each of your Pets within earshot receives 1 "Dodge!" counter.

●: The Pet gets +1 DV.

Feral Pounce



Pet Attack

●: If opponent used a skill on his last turn, he receives 1 Knockdown counter.

Maim



Pet Attack

●: Opponent receives 1 Slowed counter.

"Rampage!"



Shout

Target one pet only
Target Pet receives 1 "Rampage!" counter.

●: Target Pet gets +1 attack action.

●: Target Pet gets -1 AV.

Rend Flesh



Pet Attack

- : Opponent receives 1 Bleeding counter.

Soothe



Skill

- : Recover 1 life of the Beastmaster, if target Pet has got more life than you. Recover 1 life of your Pet, if you have got more life than your Pet.

Hunt as one




Skill

- : Perform 1 movement action. Also all of your pets receive +1 attack action this turn.

Nature Attunement



Skill

- : All of your pets receive 1 Nature Attunement counter.
-  : The Pet gets +1 die into its Dicepool.

Predator's Strength



Pet Attack

- : For each point of damage dealt, restore 1 life of the attacking Pet.

Savage Bite



Pet Attack


- : Opponent receives 1 Deep Wound counter.

Spirit Chains



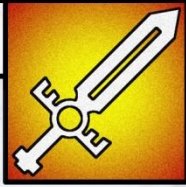
Skill

May replace Basic Animal Training once. If your beastmaster is traveling with more than one Pet, you may secretly note down the spirit bonded animal. On your first use of Spirit Chains, reveal that note to everyone.

- : Recover 1 life of the beastmaster as well as 1 life of the Pet. The Pet receives 1 Spirit Chains counter.
-  : If either of you performs an attack action, restore 1 more Life of the Pet.

Refer to the rulebook for a complete skill description!

"You! Fight back!"



Command

● : Target ally immediately performs 1 melee attack action against an opponent.

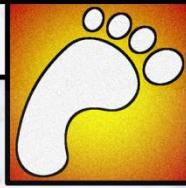
"You! Fire in the hole!"



Command

● : Affected ally immediately performs 1 ranged attack action against a target within line of sight. Distance as well as line of sight to the target are measured from your Hero instead of from the affected Hero.

"Gogogo!"



Shout

● : Each affected ally receives 1 "Gogogo!" counter.

● : The Hero may move up to +1# per movement action and per die on his Hand after the counter has been removed during Upkeep.

"You! Help me!"



Command

● : Target ally immediately performs 1 action using 1 skill of your choice with your Hero as target. Your Hero must be a valid target for the desired skill.

"Hit them high!"



Shout

● : Each affected ally receives 1 counter "Hit them high!"

: Hero gets +1AV or +1 RAV on his next attack action after the counter has been removed during Upkeep.

"You! Lead the way!"



Command

● : Target ally immediately performs a movement action adding 1# for each ally within target's earshot.

"Never Surrender!"



Shout

● : Each affected ally currently lacking at least two Life, immediately restores 1 Life.

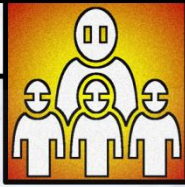
"You! Retreat!"



Command

● : Target ally immediately performs 1 movement action towards your Hero.

"Stand your ground!"



Shout

● : Each affected ally receives 1 "Stand your ground!" counter.

👤 : Hero gets +2 DV as well as +2 MDV. Also up to 2 ● may be designated as up to 2 ○ and vice versa for defence purposes. "Stand your ground!" counters are not removed during Upkeep! Instead, "Stand your ground!" counters are removed, when Hero moves or is moved involuntarily.

"Take cover!"



Shout

● : Each affected ally receives 1 "Take cover!" counter.

👤 : Hero gets +1 DV as well as +1 MDV. Also 1 ● may be designated as 1 ○ and vice versa for defence purposes. The Hero's movement is altered to 1# per movement action. Those effects are applied during the turn in which the counter has been removed during Upkeep, too!

"You! Finish him!"



Command

● : Target ally immediately performs a skill action using a *Melee Attack* skill or a *Ranged Attack* skill targeting an opponent with either +1AV OR +1RAV. Target opponent receives 1 Deep Wound counter and at least 1 damage, no matter his DV.

Focus



Skill

Receive a Focus Counter.

● : On your next action, you receive +1● to use for your next skill.

👤 : Hero's DV is reduced by 2. Movement is halved (round up). Hero can not attack.

After using Focus successfully, you may not use Focus on your next skill action!

"You! Get up! Get on up!"



Command

● : Immediately remove all counters from all conditions from target ally.

Target receives 1 "You! Get up! Get on up!" counter.

👤 : Hero gains +1# for his next movement actions. This effect is applied during the turn in which the last counter has been removed during Upkeep, too!

Inspirational speech



Shout

Using this shout, you may perform movement actions only (even if you decide to not move at all) and it takes two actions to hold the speech. An ally only is affected, if he can listen to the entire speech. (Read: An ally not within earshot at any point of time during your movement actions, does not get affected!)

● : Each affected ally receives 1 Inspirational Speech counter.

👤 : Hero gets +1 for his next use of a skill.

These counters are removed after performing a Skill action only and do not get removed during Upkeep!

"We will survive!"



Shout

● : All dead allies within earshot immediately resurrect with 1 Life.

Apply Poison



Skill

- : Receive 1 Apply Poison counter
- : Your next 1 attack additionally makes your target receive a poison counter. Remove 1 Apply Poison counter only after performing an Attack action. Apply Poison counters do not get removed during Upkeep!

Backstab



Skill

- : Perform a movement action.
- : If you end up in base to base contact to an opposing Hero, perform 1 attack action.

Critical Hit



Melee Attack

- : This attack is always considered a critical attack. Apply the according effect 1 time.

Dancing Daggers



Ranged Attack

- : Throw 3 daggers at up to 3 different targets. Each target may be within a range of up to 1# per die in your Hand. Each dagger automatically attacks its target with 1RAV (so you don't have to roll your Hand to attack for each one separately). If your RAV is modified by another skill, you have to take this modification into account as well. A target may defend versus the RAV regularly, but if you attack one target with more than one Dancing Dagger, it has to defend versus each Dagger separately.

Exploit Weakness



Melee Attack

- : Opponent gets at least 1 damage, no matter his actual DV.

Iron Fist



Melee Attack

- : If opponent would receive damage, instead he receives 1 Dazed counter per point of damage he would receive.

Malicious Strike



Melee Attack

- : If opponent suffers from any condition, additionally to damage the opponent loses 1 life.

Shadow Meld



Skill

- : Must be in base to base contact to a piece of terrain.
- : Receive 1 Shadow Meld counter.
- : Hide within the shadows of a piece of terrain. As long as you are hidden, you may not become a target for ranged attacks or skills affecting you from a distance greater than base to base contact. All damage you receive is reduced by 1. The counters are removed either regularly during Upkeep or all of them at once upon losing contact to the piece of terrain or upon using any kind of skill or upon performing an attack action.

Tease



Skill

Affects only Heroes of the opposite sex within line of Sight to your Hero.

● : Receive 1 Tease counter.

☛ : Each valid target within a reach of 2# per die in your hand may not target you with any kind of action on their next turn. Instead they use their next 1 movement action, to move towards you (to take a closer look).

Affected targets may spend an action to try to resist the lure: If they roll an amount of ● at least equal to your Tease counters, they are not affected.

Throw Dirt



Skill

● : Each opponent within a reach of 1# receives 1 Throw Dirt counter.



☛ : Hero may not perform an action requiring a target other than himself on his turn. This effect is active during the turn in which the last counter has been removed during Upkeep, too!

Assault



Melee Attack

● : This attack as well as all of your following attacks cause at least 1 damage, no matter the target's actual DV.

Assault ends as soon as an attack fails to hit or when you perform a non attack action. (This includes all kinds of skill actions, even those classified as attacks!)

Caltrops



Skill

Must be in base to base contact with opponent

● : Opponent receives 1 Knockdown counter and 1 Deep Wound counter.

Dancers In The Dark



Melee Attack

Receive 1 Dancers in the Dark counter.

● : Opponent receives 1 Dancers in the Dark counter.

☾ : Hero's skills are disabled. For the opponent this effect is active during the turn in which the last counter has been removed during Upkeep, too!

Flashing Blades



Melee Attack

● : For each point of damage dealt by you, you receive 1 Flashing Blades counter.



☛ : Your Hero's DV is raised by 1. Each opponent attacking you in melee is attacked with 1 AV per counter remaining before he may perform his attack action.

Shadows' Dance



Skill

Must be in base to base contact to a piece of terrain
Uses up two actions

● : Perform two movement actions. You may ignore any kind of obstacles in the way, but must end your movement in base to base contact to a piece of terrain again. Afterwards perform 1 melee attack action or 1 ranged attack action.

Awaken



Nature Spell
Enchantment
Target Dead Ally

Must be in base to base contact with target ally.

- : If target ally is dead for more than 2 turns, Awaken fails.
- : Ally resurrects with 1 die in his Hand. Ally receives 1 Awaken counter.

Awaken expires either regularly during Upkeep or when Ally dies while still under the effect of Awaken. The affected ally then dies permanently and can not be resurrected again. Place the miniature prone and put an awaken counter next to it, as a reminder.

Bark Skin



Nature Spell
Enchantment
Target Ally

- : Ally gets +1DV.
- : Ally receives 1 Bark Skin counter.

Calenture



Nature Spell
Hex
Target Opponent

- : Opponent receives 1 Dazed counter each turn during Upkeep.
 - : Opponent receives 1 Calenture counter.
- Maximum range for this spell is 1#.

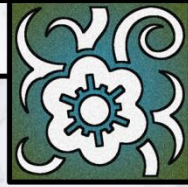
Enlarge



Nature Spell
Enchantment
Target Ally

- : Ally receives +1 die to his Dicepool.
- : Ally receives 1 Enlarge counter.

Regrowth



Nature Spell
Enchantment
Target Ally

- : Target Ally restores 1 Life during Upkeep.
- : Target Ally receives 1 Regrowth counter.

Spirit Bond



Skill
Required to control the actions of your pet.

- : Your Pet restores 1 Life.

If your pet is dead, this skill reads instead:

Skill
● : Pet resurrects with 1 Life. Neither duration of death nor distance to Pet or even line of sight do matter for this effect to occur.

Sprawling Roots



Nature Spell
Hex
Target Opponent

- : Opponent receives 1 Sprawling Roots counter. The effect is active during the turn in which the last counter has been removed during Upkeep, too!
- : Target's movement is reduced by 1#.

Thorns



Nature Spell
Enchantment
Target Ally

- : Each time, target ally is attacked in melee or in ranged combat, the attacker first has to defend versus an attack with a strength of 1AV.
- : Ally receives 1 Thorns counter.

Tranquility



Nature Spell

Hex

Target Opponent

●: Target Opponent receives Tranquility counters determined by ● to cover 1 stack of counters from an Enchantment with. A covered Enchantment no longer has any effect at all.

As soon as the last Enchantment counter covered by Tranquility counters is removed, Tranquility immediately expires.

●: Opponent receives 1 Tranquility counter.

Wrath



Nature Spell

Hex

Target Opponent

●: Opponent receives 1 bleeding counter each turn during Upkeep.

●: Opponent receives 1 Wrath counter.

Entropic Shield



Nature Spell

Enchantment

Target Self

●: Remove all counters from any 1 condition.

As long as Entropic Shield lasts, no further condition can be applied to you.

●: Receive 1 Entropic Shield counter. Receive 1 Dazed counter for each Entropic Shield counter you had, as soon as Entropic Shield expires.

●: During Upkeep remove all counters from any 1 condition.

Force Of Nature



Nature Spell

Enchantment

Target Self

●: Each Ally within reach receives 1 Force Of Nature counter.

●: Reach is 1#.

●: Hero gets +1 die to his Dicepool. This effect is active during the turn in which the last counter has been removed during Upkeep, too.

Genesis



Nature Spell

Enchantment

Target Ally

●: Whenever affected ally is the target of a spell restoring his life, that spell restores +1 Life.

●: Ally receives 1 Genesis counter.

Shapeshift



Skill

Upon creation of your Hero, select an animal shape the Druid can take on. The animal shape uses different traits than the Druid shape does: When designing an animal shape, the same rules as for creating a Pet Follower apply. As opposed to Pets, however, a Druid in beast shape still has 2 actions per turn. While in beast shape, a Druid may not use any of his skills but Shapeshift. Effect lasts until shape is shifted again.

●: Morph into beast form or back out of it. Restore 1 life and remove all counters from your newest 1 condition doing so.

Weaken



Nature Spell

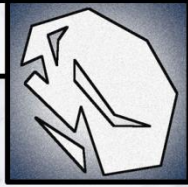
Hex

Target Opponent

●: Whenever target receives damage, target receives 1 additional damage.

●: Opponent receives 1 Weaken counter.

Body Of Stone



Rock Spell
Enchantment
Target self

- : Receive 1 Body Of Stone Counter.
- : Your movement is reduced by 1 as long as there are any counters left.
- : Each ● also counts as ○ when defending versus damage.

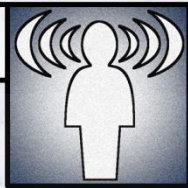
Disenchant



Rock Spell
Target Opponent

- : Remove the newest 1 stack of enchantment counters from target.
- : For each stack removed, attack target with 1 MAV.
Deliver each of those attacks separately.

Extend Mind



Arcane Spell
Enchantment
Target Self

- : For your very next spell you gain +1●.
- : Receive 1 Extend Mind counter. Enchantment expires regularly during Upkeep or as soon as you cast a spell, whatever comes sooner.

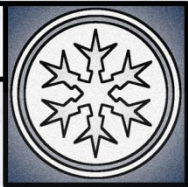
Fireball



Flame Spell
Target Opponent

- : Target is attacked with 2 MAV...
- : ...as well as each opponent within a reach of 0.5# of original target.

Frozen Ground



Snow Spell
Hex
Target Opponent

- : Target receives 1 Frozen Ground counter.
- : Opponent as well as opponents within a reach of 0.5# of the center of the original target receive the determined number of Frozen Ground counters, too.
- : Hero's movement is reduced by 1#. This effect is active during the turn in which the last counter has been removed during Upkeep, too.

Glyph



Arcane Spell
Enchantment
Target Self

- : Stores 1 use of a spell within a glyph.
Put 1 stack of Glyph counters on your Hero Card.
- : Each stack consists of 1 Glyph counter.

Refer to the rulebook for a complete skill description!

Icy Prison



Snow Spell
Hex
Target Opponent

- : Target is attacked with 1 MAV. Target receives 1 Icy Prison counter.
- : Target's movement is reduced by 1#. This effect is active during the turn in which the last counter has been removed during Upkeep, too!

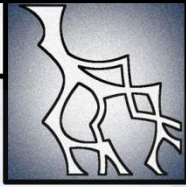
Incendiary Missile



Flame Spell
Ranged Attack
Target Opponent

- : Target receives 1 Burning counter.
- : Maximum range for this spell is 1#.

Lightning Bolt



Storm Spell

Target Opponent

Attacks all opponents on a straight line between you and your target.

- : Each affected opponent receives 1 Dazed counter.
- : Attack with 1MAV. Maximum range for this spell is 1#.

Riding The Wind



Storm Spell

Target Ally

- : Target immediately performs 1 movement action, moving at your discretion.
- : Move your target an additional 1#.

Cloud Form



Storm Spell

Enchantment

Target Self

- : Immediately perform 1 movement action, ignore all kinds of obstacles in your way. Receive 1 Cloud Form counter.
 - : Additionally move up to 1#, still ignoring all kinds of obstacles in your way.
- While under the effect of Cloudform, you may only perform movement actions. You may ignore obstacles and you can not be target of attacks or skills.

Earthquake



Rock Spell

Target Opponent

- : Target Opponent receives 2 damage, no defence permitted, and 1 Knockdown counter.
- : Opponents within a reach of 0.5# of the original target receive a Knockdown counter, too.

Lava Pit



Flame Spell

Target Opponent

- : Opponent receives 1 burning counter.
- : Opponents within a reach of 0.5# of the original target receive a burning counter, too.

Master Of Elements



Arcane Spell

Enchantment

Target Self

- : Gain +1● on each elemental spell you are casting.
- : Receive 1 Master Of Elements counter.

Winter's Armour



Snow Spell

Enchantment

Target Self

- : Gain +2DV, and immunity versus burning.
- : Receive 1 Winter's Armour counter.

Angelripper



Melee Attack

● : Opponent loses his newest 1 enchantment.

Conviction



Darkness Spell

Force Enchantment

Target Self

Initial Effect: ● : Each opponent within a reach of 1# is attacked with 1AV.

Removal Effect: ● : Restore 1 Life.

Devastating Force



Darkness Spell

Force Enchantment

Target Self

Initial Effect: ● : Each opponent within a reach of 1# is attacked with 1AV.

Removal Effect: ● : Each opponent within a reach of 1# receives 1 Knockdown counter.

Disengaging Assault



Melee Attack

● : Remove your newest 1 Enchantment.

Mystic Sweep



Melee Attack

● : Attack with +1AV for each Enchantment on you.

Rendering Aura



Darkness Spell

Force Enchantment

Target Self

Initial Effect: ● : Each opponent within a reach of 1# receives 1 Bleeding counter.

Removal Effect: ● : Each opponent within a reach of 1# receives 1 Slowed counter.

Seal Of Falling Tears



Skill

Remove your newest enchantment.

● : 1 opponent within a reach of 1# receives 1 Poison counter.

Seal Of The Moon

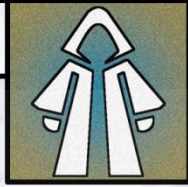


Skill

Remove your newest enchantment.

● : Restore 1 Life.

Sinner's Armour



Darkness Spell

Force Enchantment

Target Self

Initial Effect: ● : Reduce damage caused by opponents with at least one condition by 1.

Removal Effect: ● : Each opponent within a reach of 1# receives 1 Dazed counter.

Unholy Rage



Darkness Spell

Force Enchantment

Target Self

Initial Effect: ● : Get +1AV on your attacks for each enchantment on you.

Removal Effect: ● : Each opponent within a reach of 1# is attacked with 1 AV.

Fanatism



Darkness Spell

Force Enchantment

Target Self

Initial Effect: ● : Receive 1 die to your Dicepool.

Removal Effect: ● : Restore 1 Life.

Onslaught



Skill


● : Perform 2 attack actions.

Soul Reaper



Melee Attack

● : If you deal damage with your attack, you receive 1 Soul Reaper counter.

 : Hero receives 1 die to his Dicepool.

Vow Of Strength



Darkness Spell

Force Enchantment

Target Self

Initial Effect: ● : Whenever you attack in melee, each opponent within a reach of 1# loses 1 Life.

Removal Effect: ● : Each opponent within a reach of 1# loses 1 Life.

Wounding Strike



Melee Attack

Requires a slashing or a piercing weapon to be equipped

● : Target receives at least 1 damage, no matter his DV. Target receives 1 Deep Wound counter.

Blood Ritual



Death Spell

Target Ally

May not target self

Lose one Life additionally to all other forms of Life loss that might occur.

- : Ally gets +1● on his next use of a skill.
- : Ally receives 1 Blood Ritual counter. Blood Ritual either expires regularly during Upkeep or as soon as ally uses a skill.

Dark Bond



Death Spell

Enchantment

Target Self

- : Each time you are attacked, you may transfer 1 damage you would receive to one of your allies within your reach.
- : Receive 1 Dark Bond counter. You may affect allies within a reach of 1# centered on you.

Flesh Of Your Master



Death Spell

Target Self

● : All your Undead followers within reach restore 1 Life. Lose one Life per affected follower.

- : Reach is 1# centered on you.

Glyph Of Submission



Death Spell

Hex

Target Opponent

- : Target's next 1 skill check targeted at an opponent fails automatically. As soon as it does, you restore 1 Life.
- : Opponent receives 1 Glyph Of Submission counter. Glyph of Submission either expires regularly during Upkeep or as soon as Opponent uses a skill.

Insect Swarm



Death Spell

Target Opponent

● : Summon an Insect Swarm at target's location dealing 1 damage, no defence permitted, to opponents as well as allies being in contact to the swarm. Place 1 Insect Swarm counter at target's position. A stack of Insect Swarm counters decreases regularly during your Upkeep. As soon as a Hero is within Insect Swarm's reach at any one point of time during his turn, he is dealt 1 damage, no defence permitted.

- : Insect Swarm's reach is 0.5# centered on the original position of the target.

Kiss Of Death



Death Spell

Target Opponent

- : Target 1 opponent in base to base contact to your Hero.
- : Opponent is attacked with 1MAV. For each point of damage not defended, you immediately restore 1 Life up to your maximum.

Mobile Bomb



Death Spell

Target Undead follower

● : 1 Undead follower explodes. The remains crumble to dust, leaving no dead body on the field. The explosion attacks each Hero within reach with 1RAV.

- : Reach is 0.5# centered on target Undead.

Order Of Steel



Death Spell

Target Self

- : Lose 2 Life. Each Ally gets an enchantment granting him +1AV/+1RAV/+1DV.
- : Each Ally receives 1 Order Of Steel counter representing the enchantment.

Raise Zombie

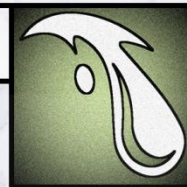


Death Spell

Target Dead Body

- : Raise 1 Zombie at the position of your target.
- : If you control more than 1 Zombie(s), the weakest ones immediately perish until you control no more than 1 Zombie(s). Each Zombie is considered Undead.

Spill Blood



Death Spell

Target Opponent

- : Affect 1 opponent.
- : Affected opponent is attacked with MAV.

Awake Golem

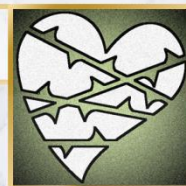


Death Spell

Target Dead Body

- : Raise 1 Golem at the position of your target.
 - : The Golem starts with 1 die in his Hand, configured the same way as a Zombie's die.
- If the effect caused by ● would cause you to raise more than one Golem, treat any ● after the first as follows:
- : Your Golem gains 1 additional die to its Dicepool.
- Upon perishing, a Golem leaves a Dead Body behind that may be used as target for all kinds of spells requiring a Dead Body as target. A Golem is considered Undead.

Corrupt Soul



Death Spell

Hex

Target Opponent

- : The next time, target becomes the target of a Light Spell, the caster of the Light Spell loses 1 Life.
- : Opponent receives 1 Corrupt Soul counter. Corrupt Soul either expires regularly during Upkeep or as soon as opponent becomes the target of a Light Spell.

Death Pact



Death Spell

Target Self

- : While Death Pact lasts, for each Death Spell cast you receive 1 additional ●. Lose 1 Life immediately.
- : Receive 1 Death Pact counter.
- : During Upkeep receive a Deep Wound counter.

Last Spark Of Life



Death Spell

Target Undead follower

- : Target Undead follower restores 1 Life. Perform actions with target Undead follower, until the follower crumbles to dust. After performing an action, the follower loses one Life.
- : Though the follower's Hand decreases after each action, treat each action as if the follower's Hand still contains 1 die. (I.e.: Move the follower with a speed of 1# per ● determined, attack with 1 die per ● determined, and so on...)

Suffer



Death Spell

Enchantment

Target Self

- : Receive 1 Bleeding counter. Your next 1 Death Spell also transfers your newest 1 condition counter to your target.
- : Enchantment lasts for 1 turn or until effect triggers.

Distract



Psi Spell

Target Opponent

You may play Distract as a delayed action immediately, when another player has announced a reaction from his Hero to another Hero's action and you still have got a delayed action left. That reacting Hero becomes your target. Play right before the opposing Hero reacts.

● : Target Hero receives 1 Dazed counter.

● : Opposing Heroes within a reach of 0.5# around target Hero may not react to actions of the currently acting Hero this turn.

Frustration



Psi Spell

Hex

Target Opponent

The next spell the target is going to cast fails.

● : Opponent receives 1 Frustration counter. The effect is active during the turn in which the last counter has been removed during Upkeep, too!

● : If the target casts a spell while under the effect of Frustration, it is attacked immediately with a MAV of 1 and Frustration expires immediately.

Interrupt



Psi Spell

Target Opponent

May only be played as a delayed action Play after a player has announced an action but before he plays this action.

You must roll at least 1 ● if you want to interrupt a first action and at least 2 ● if you want to interrupt a second action.

To interrupt an action using up two actions, only 1 ● is required. Target Hero loses the according action.

● : Target Hero receives 1 Interrupt Counter.

● : Hero may not use up to 1 randomly selected skill. Refer to the rulebook for a complete skill description!

Leak



Psi Spell

Hex

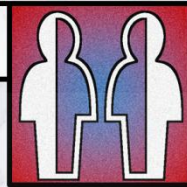
Target Opponent

● : Target receives 1 Leak counter.

The effect is active during the turn in which the last counter has been removed during Upkeep, too!

● : If target uses a skill that is not a spell while under the effect of Leak, that skill automatically fails and becomes unavailable until the end of the next 1 turn. Remove all Leak counters the affected Hero has and replace them with a stack of 1 Leak counters. These replacing counters have no effect other than counting the duration of the determined skill not being available.

Mimicry



Psi Spell

Target ally

This spell becomes a common spell of your choice from target ally. Target ally may continue using this spell as usual, but now the Psion knows the spell, too. The spell Mimicry has been replaced with now counts as if it was a spell from the Psion's spell list in all circumstances.

● : You may use the gained spell 1 time.

● : Receive 1 Mimicry counter. Mimicry either expires regularly during Upkeep or as soon as you used up your uses of the gained spell. Mimicry may only be used once per battle. No further uses are permitted.

Mind Blast



Psi Spell

Target Opponent

Opponent does not necessarily have to be within line of sight.

● : Target receives 1 Dazed counter.

● : Maximum range for this spell is 1#.

Oscitancy



Psi Spell

Pick up the initiative deck.

Predict the position of any number of Heroes that have not yet been revealed in the deck. If you predicted the positions correctly, this skill allows you to do the following:

● : Oscitancy affects the Hero Card of 1 Hero whose position has been predicted correctly.

● : Move the position of the Hero Card up or down (your choice) by 1. Remove the Hero Card from the deck, shuffle the deck, then put the Hero Card back into the position you removed it from previously. Refer to the rulebook for a complete skill description!

Preognition



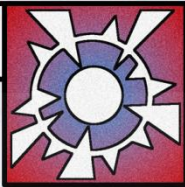
Psi Spell

Pick up the initiative deck.

● : Look at the top 1 card that has not been revealed yet from the initiative deck. Put the card back in its place afterwards.

● : Look at the next 1 card that has not been revealed yet from the initiative deck. Put the card back in its place afterwards.

Shatter Enchantments

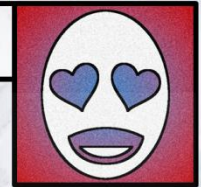


Psi Spell

Target Opponent

- : Target is attacked with 1MAV for each stack of enchantment counters currently active on him.
- : Remove the newest 1 stack of enchantment counters from target.

Sympathy



Psi Spell

Hex

Target Opponent

- : Target receives 1 Sympathy counter. The effect is active during the turn in which the last counter has been removed during Upkeep, too! When the Hero performs a melee attack action, a ranged attack action or a skill action allowing to perform a melee attack or a ranged attack, all while under the effect of Sympathy, he loses 1 Life!
- : The target opponent gets -1 AV or -1 RAV for the next attack action or skill action including an attack.

Echo



Psi Spell

Target ally

This spell becomes any one spell of your choice from target ally. Target ally may continue using this spell as usual, but now the Psion knows the spell, too. The spell Echo has been replaced with now counts as if it was a spell from the Psion's spell list in all circumstances.

- : You may use the gained spell 1 time. If used the given number of times, the gained spell becomes inaccessible until the end of Echo's duration.
- : Receive 1 Echo counter. Echo expires during Upkeep only. (As opposed to Mimicry, you may use Echo multiple times a battle.)

Guilt War



Psi Spell

Hex

Target Opponent

- : If target casts a spell while under the effect of Guilt war, target loses 1 Life and the spell automatically fails.
- : If target casts a spell while under the effect of Guilt War, each opponent within a reach of 0.5# around the target loses the same amount of Life.

Illusionary Blade



Psi Spell

Summons an Illusionary Blade to attack any one opponent within this spell's reach. Line of sight is not necessary!

- : Opponent may be within a reach of 1# around the Psion.
- : Illusionary Blade attacks opponent with 1AV. Even though the opponent is attacked, neither do the blade nor the Psion hit or miss and thus skills triggering on hits or misses do not activate.

Refer to the rulebook for a complete skill description!

Power Drain



Psi Spell

Target Opponent

Target Hero immediately must roll his hand for skill pips. For each skill pip rolled by the opponent, you gain +1● for your next skill roll. The opposing Hero gets -1● on his next skill roll during the next turn.

Note: This effect may not be diminished by an opposing roll for Magic pips!

- : Target up to 1 more Hero...
- : ... within a reach of 0.5# around the original target. Heroes targeted additionally follow the same process as described above.

Terror



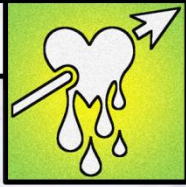
Psi Spell

Hex

Target Opponent

- : Target receives 1 Terror counter. The effect is active during the turn in which the last counter has been removed during Upkeep, too!
- : Target Hero gets -1AV, -1RAV, -1MAV, as well as -1D and -1MDV.

Aimed Shot

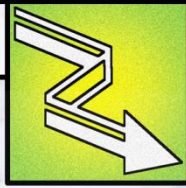


Ranged Attack

Uses up two actions

● : Get +2 on your RAV.


Dodge



Skill

Perform a movement action

● : Receive 1 Dodge counter.

 : Hero gets +1DV and +1MDV.

Concussion Shot

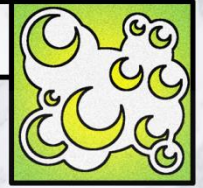


Ranged Attack

● : Instead of regular damage, target receives 1 Dazed counter.

May be shot into the dead zone as well.

Dust Trap



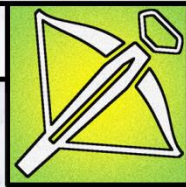
Skill

Trap

● : During the next 1 phase, sight through, within and out of Dust Trap's reach is impossible.

Targets starting a phase within Dust Trap's reach lose their sight until the end of the phase they are no longer within Dust Trap's reach. Heroes and Followers having lost their sight may not perform any actions requiring a target other than themselves. Receive a Dust Trap counter as a reminder for your Hero having lost sight.

Fast Reload



Ranged Attack

● : Remove 1 Reload counter.

Affects the Reload counters you receive for this attack.

Pin Down



Ranged Attack

● : Target receives 1 Slowed counter.


Rush



Skill

Perform a movement action

● : Move 2#. Receive a Rush counter.


 : Hero's AV is reduced to 0. This effect expires during Hero's next Upkeep.

Scavenger's Shot



Ranged Attack

● : Target Receives 1 Scavenger's Shot counter.

 : If target is within 1# of at least one of your allies, target's DV is reduced by 1. Scavenger's Shot counters are removed during your Upkeep.

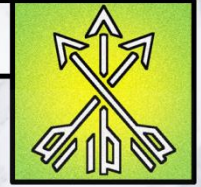
Spike Trap



Skill
Trap

- : Each affected target loses 1 Life, and receives 1 Slowed counter.

Volley



Ranged Attack

Requires either a bow or a throwing weapon equipped

All your attacks this turn get -1RAV

- : Opposing Heroes within a reach of 1# centered on your target are attacked with the same RAV as your original target.

Barrage



Ranged Attack

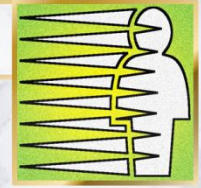
All your attacks this turn get -1RAV

Requires either a bow or a throwing weapon equipped

- : Perform +1 attack action. This effect stacks as long as you keep on rolling sufficient skill pips or until you run out of targets.


After the final shot has been taken with Barrage, you receive a Reload counter.

Escape



Skill

Perform 1 movement action.

- : Move 2#. Receive 1 Escape counter.
-  : Increase your movement by 2# and get +1 DV.

Flame Trap



Skill
Trap

- : Each affected target receives 1 burning counter.

Punisher's Shot



Ranged Attack

- : Additionally to regular damage, target loses 1 Life and receives 1 Dazed counter.


Troll Blood



Skill

Perform any action other than a skill action

- : Immediately restore 1 Life. Receive 1 Troll Blood counter.

-  : Upon removal of a counter during Upkeep, restore 1 Life.

Dodge

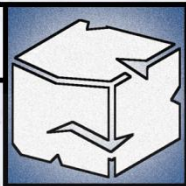


Skill

Perform 1 movement action

● : Ignore the effect of the next 1 snowball thrown at you.

Hidden Stone



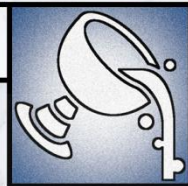
Skill

Snowball

Target Opponent

● : Deal 1 damage to target Opponent. Opponent receives 1 Dazed counter.

Hot Chocolate



Skill

Target Ally

Must be in base to base contact to target ally

● : Ally receives 2 Hot Chocolate counters.

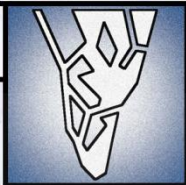


: During Upkeep the Hero restores 1 Life.

The effect ends as soon as the affected Hero uses a Snowball skill.

Hot Chocolate does not affect snowmen!

Icicle



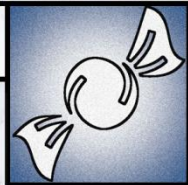
Skill

Snowball

Target Opponent

● : Deal 1 damage to target opponent. Opponent receives 1 Slowed counter.

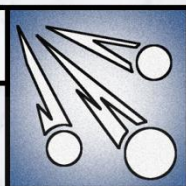
Popsicle



Skill

● : You restore 1 Life.

Regular Snowball



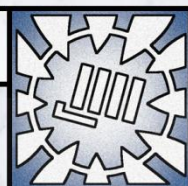
Skill

Snowball

Target Opponent

● : Deal 2 damage to target opponent.

Shove



Skill

Target Opponent

Must be in base to base contact to target opponent

● : Target Opponent receives 1 Knockdown counter.

Soothe



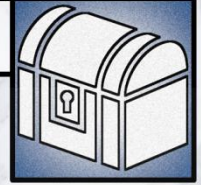
Skill

Target Ally

Must be in base to base contact to target ally

● : Ally loses all counters from his newest 1 condition.

Unicorn Parcel



Skill

Target Opponent

Must be in base to base contact to target opponent

● : Target opponent receives 1 Unicorn Parcel counter.



: During Upkeep, upon removal of a counter the Hero loses an action, being too distracted with unpacking his present.

"It's so fluffy, I'm gonna DIE!!!"

Avalanche



Skill

Snowball

Target Opponent

● : Target receives 1 Knockdown counter.

Each Hero within a reach of 1# to the original target receives 1 Knockdown counter, too.

Freeze Soul



Skill

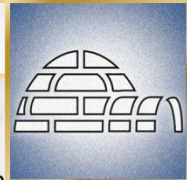
Target Opponent

Must be in base to base contact to target opponent

● : The next time target opponent would restore Life, he restores 1 less Life.

Fewer!

Igloo



Skill

Uses up 2 actions

● : You as well as all Heroes within a reach of 1# of you receive 1 Igloo counter.

● : Hero may ignore all effects from all snowballs.

An Igloo counter only is removed as soon as the Hero moves or uses a skill and does not get removed during Upkeep!

Raise Snowman



Skill

● : Build 1 snowman.

The snowman may act on the turn it has been built.

Winter Spirit



Skill

Uses up 2 actions

● : Receive 1 Winter Spirit counter that does NOT get removed during Upkeep.

● : The Hero transmuted into the embodiment of the Winter Spirit. Gain +1● on any one face on your dice not already having a●. After successfully using this skill, it now becomes "Hibernate".

Hibernate



Skill

Target Opponent

● : Affect up to 1 opponent.

Affected Opponent receives 1 Hibernate counter.

You receive 1 Hibernate counter.

Both counters do NOT get removed during upkeep!



(Opponent): The Hero's Snowball skills are deactivated until the end of the match.



(You): The Hero's Dicepool is increased by 1 die.

This skill is not restricted by range, but by line of sight only.

Refer to the rulebook for a complete skill description!

Banish



Summoning Spell

Target Opposing Daemon

- : Opposing Daemon loses 1 Life.
- : Before losing Life, the Daemon is attacked with 1MAV.

Bite



Daemon Skill

May only be selected if the miniature representing the Daemon actually possesses a mouth.

Target Opponent

Perform 1 attack action

- : In addition to damage, opponent receives 1 bleeding counter.

Daemonic Rage



Daemon Skill

Target Opponent

Perform 1 attack action

- : Perform 1 more skill action using Daemonic Rage. Receive 1 Daemonic Rage counter.

● : The Daemon gains +1AV and -1DV.

Drain Force



Summoning Spell

Target Your Daemon

- : Your Daemon loses 1 Life and you gain 1 Life.
- : Receive 1 Drain Force counter. The effect triggers during Upkeep upon removal of a counter.

Fiery Breath



Daemon Skill

Target Opponent

- : The Daemon's target receives 1 Burning counter. Target may be up to 1# away from the Daemon.

Horns



Daemon Skill

Target Opponent

Uses up two actions

May only be selected if the miniature representing the Daemon actually possesses horns.

Perform two movement actions and one attack action.

- : Additionally to damage, target opponent receives 1 Knockdown counter.

Shadow Form



Summoning Spell

Target Your Daemon

The Daemon's DV and MDV are set to 0.

- : The Daemon receives 1 Shadow Form counter.
- : The Daemon gets +1MDV.

A Daemon cannot have more than 1 Shadow Form counter.

Spikes



Daemon Skill

- : The Daemon receives 1 Spikes counter.

● : Each opponent attacking the Daemon in melee combat is attacked with 1AV at first.

Summon Daemon



Summoning Spell

Summons your Daemon into base to base contact to you. You will receive a number of Summon Daemon counters.

The Daemon will appear upon removal of the last Summon Daemon counter.

- : The Daemon gets 1 ● on any one face on each of his dice.
- : Receive 1 Summon Daemon counter.
The Daemon gets 1 Life (and thus 1 die into his Dicepool) and 4 points to buy pips for traits with.

Refer to the rulebook for a complete skill description!

Wings



Daemon Skill

May only be selected if the miniature representing the Daemon actually possesses Wings.

- : The Daemon receives 1 Wings counter.
- : As long as there is at least one Wings counter left, the Daemon has got a Flying counter attached to him. As soon as the last Wings counter is removed, the Daemon must spend one Action to land. During the turn he landed he cannot become the target of Wings.

Dark Portal



Summoning Spell

Target Self

Must be used before using Summon Daemon

If your Daemon already is summoned, it vanishes from where it stands (read: the miniature gets removed).

- : For each ● determined using the Summon Daemon spell, the Daemon receives +1 point to buy pips for traits with and on each of his dice +1 ● on any one face that does not already have a Skill pip.
- : Reduce the number of Summon Daemon counters generated by your next Summon Daemon spell by 1.

Refer to the rulebook for a complete skill description!

Poison Nails



Summoning Spell

Target Your Daemon

- : The Daemon's attacks add 1 Poison counter to the damage.
- : The Daemon receives 1 Poison Nails counter.

Shape Shift



Summoning Spell

Target Your Daemon

- : The Daemon loses 1 Life.
- : "Cash in" up to 1 pip on any one face on the Daemon's dice for the according number of points. Use those points to buy and distribute pips for traits anew.

Torment



Summoning Spell

Target Your Daemon

- : All opponents within reach must use at least 1 action on their next turn to either attack the Daemon or get into a position from where they can attack the Daemon.
- : Spell's reach is 1# centered on the Daemon.

Veil



Summoning Spell

Target Your Daemon

Enchantment

- : Daemon receives 1 Veil counter.
- : Heroes within reach may not react to the Daemon's actions. Reach is 1#.

Counterstrike



Skill

Lasts until the beginning of your next turn.

● : Receive 1 Counterstrike counter.

☞ : Each time before a Hero attacks you in melee combat, your Hero attacks the other Hero with 1 AV first.

Endure Pain

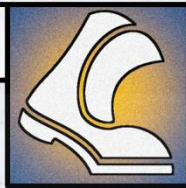


Skill

● : Receive 1 Endure Pain counter.

☞ : Each time the Hero is dealt damage, that damage is reduced by 1.

Evade



Skill

Perform a movement action

● : Receive 1 Evade Counter.

☞ : Hero gets +1DV as well as +1MDV.

Headbutt



Melee Attack

● : Both you and your opponent receive 1 Dazed counter.

Intentness



Skill

Perform a movement action

● : Receive 1 Intentness counter.

☞ : Hero gets +2DV as well as +1MDV and cannot be knocked down. Movement (even for this action) is reduced to 1# (yet still capped by the Hand size).

Jog



Skill

Perform a movement action

● : Move 1 additional #.

Jump



Skill

Perform a movement action

● : During the movement action you may jump over any kind of obstacle that is no more than 1# wide and 1# high. If this would let you end up inside the obstacle, this movement action ends right in front of the obstacle instead.

Regenerate



Skill

Perform any action other than a Skill action

● : Restore 1 Life.

Rigger



Skill

- : Perform 1 movement action. Part or all of this movement action may contain climbing terrain of any steepness, as long as you end your turn in a valid place (i.e. on a solid levelled surface). When climbing, treat the surface climbed like a flat surface: For each # climbed, reduce your movement for the current action by one.

Shortening Reaction




Skill

- Play as a reaction only
- Perform a movement or an attack action. When performing an attack action, the power of Shortening Reaction's effect gets determined along with the power of your attack.
- : Perform 1 movement action towards your home base.

Defy Pain




Skill

- Perform an action
- : Receive 1 Defy Pain counter.
-  : Each time the Hero would be dealt damage, that damage is reduced by 1. Also the side effect of critical hits does not trigger on the Hero.

Guardian Force



Skill

- : Receive 1 Guardian Force counter.
-  : All damage dealt to the Hero as well as to allies in base to base contact to the Hero is reduced by 1.

Shove




Melee Attack

- : Opponent receives 1 knockdown counter.

Stamina




Skill

- Perform any action other than a Skill action.
- : Receive 1 Stamina counter.
-  : Hero gets 1 die to his Dicepool. If during Upkeep the Dicepool counts more than five dice, reduce the Dicepool down to five dice.

Valiant Charge



Skill

- Uses up two actions
- Perform 2 Movement actions.
- : If you end your movement in base to base contact to an opposing Hero, you may perform a melee attack action. Allies within a reach of 1# per die on your Hand to your starting point receive 1 Valiant Charge counter.
-  : Hero may move 1 additional # per movement action The effect is active during the turn in which the last counter has been removed during Upkeep, too.

Agassou



Voodoo

Loa, Sleeper

- : Target receives 1 Agassou counter.
- : Each other Hero within a reach of 0.5# receives 1 Agassou counter, too.
- : On his next movement action the Hero may move an additional 1# per die on his Hand.

Bacalou



Voodoo

Loa, Guest

- : If possible, Heroes in base to base contact to Vessel immediately move 1# away from Vessel.
- : Each other Hero within a reach of 0.5# moves 1# away from the Vessel, too.

Erzulie



Voodoo

Loa, Intruder

- : Target receives 1 Erzulie counter. Erzulie's reach is base to base contact.
- : Erzulie's reach increases to 0.5# centered on the Vessel.
- : Allied Heroes within Erzulie's reach gain +1AV as well as +1RAV. Opposing Heroes in base to base contact to the Vessel gain +1AV as well as +1RAV as long as they are attacking the Vessel.

Grand Bois



Voodoo

Loa, Intruder

- : Target receives 1 Grand Bois counter.
- : Increase target's movement by 0.5# per movement action.
- : Target's movement is reduced to 0. All damage target receives is reduced by 1.

Kalfu



Voodoo

Loa, Guest

- : Target immediately removes all counters of any 1 condition.
- : Kalfu becomes a sleeper: Target receives 1 Kalfu counter. Kalfu's counters are removed regularly during Upkeep! Kalfu leaves, when his last counter has been removed.
- : Upon removal of a Kalfu counter remove all counters of the newest 1 condition.

L'ingleson



Voodoo

Loa, Sleeper

- : Target receives 1 L'ingleson Counter.
- : The Vessel gets +1DV.
- : The next 1 melee or ranged attack directed at the Vessel attacks the attacker with the same AV (or RAV), too.

Loco



Voodoo

Loa, Guest

- : Target immediately restores 1 Life.
- : Loco becomes a sleeper: Target receives 1 Loco counter. Loco's counters are removed regularly during Upkeep. Loco leaves, when his last counter has been removed.
- : Upon removal of a Loco counter, the Vessel restores the determined amount of Life.

Maman Brigitte

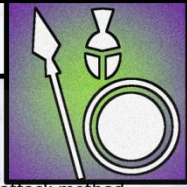


Voodoo

Loa, Guest

- : 1 Target receives 1 burning counter. You must affect as many targets as possible within reach.
- : Maximum reach of this skill is 0.5# centered on the original target.

Ogoun



Voodoo

Loa, Sleeper

- : Vessels' next attack action gets +1AV or +1RAV, depending on the attack method.
- : Vessel receives 1 Ogoun counter. Ogoun's counters are removed regularly during Upkeep! Ogoun leaves, when his last counter has been removed. As long as Ogoun is active, the effect applies to each attack action.

Papa Legba



Voodoo

Loa, Guest

- : Remove a sleeper or an intruder from its Vessel. Deny the Hero having summoned the Loa the performing of the according skill for the next 1 turn.
- : All Heroes within a reach of 0.5# around the target get a Loa removed, too, if possible.

Cpt. Débas



Voodoo

Loa, Guest

- : Target immediately loses 1 Life, you immediately restore 1 Life.
- : Instead of yourself, you may have any target within a reach of 1# centered on yourself restore the determined amount of Life.

Damballa



Voodoo

Loa, Guest

Target dead Hero only!

- : Pretend as if target is at full health and perform 1 action with target.
- : If target is dead for no longer than 1 turn, Damballa becomes a sleeper. The Vessel receives 1 Damballa counter. : Per counter, the Hero having summoned Damballa may at any time during his turn perform one action with the Vessel. Each action removes 1 Damballa counter.

Refer to the rulebook for a complete skill description!

Dinclinin



Voodoo

Loa, Guest

- : Perform 1 action with target. You may not perform an action using up more than 1 actions.
- : For the duration of Dinclinin's visit, target's Hand gets replaced by a Hand of 1 die.

Marinette



Voodoo

Loa, Guest

- : Either remove 1 crippled counter or remove 1 Hex impairing your movement.
- : Target receives a Marinette counter. Marinette becomes a sleeper. : Each opponent within 1# trying to affect the Vessel with an action requiring him to roll his Hand reduces his Hand by one die for that action.

Marinette leaves during the Vessel's next Upkeep.

Ti Malice

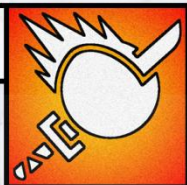


Voodoo

Loa, Guest

- : Target receives 1 Dazed counter.
- : Ti Malice becomes a sleeper. Ti Malice's counters are removed regularly during Upkeep! Ti Malice leaves, when his last counter has been removed. : Upon removal of a counter during Upkeep, the Vessel receives 1 Dazed counter.

Berserk



Melee Attack

● : Attack with +1AV and receive 1 Berserk counter.

☞ : Hero gets -1DV.

Cat's Charge



Skill

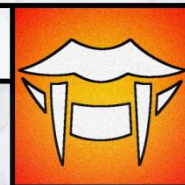
Receive 1 Cat's Charge counter.

This skill may not be used on an opponent already in base to base contact to you.

● : Perform a movement action. If you finish your movement in base to base contact with an opponent, attack him with +1AV for each full # you did not move using Cat's Charge.

☞ : Reduce Hero's DV to 0.

Bloodlust

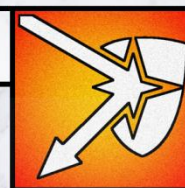


Melee Attack

If you killed your opponent with this attack, this skill reads:

● : Immediately perform 1 movement action towards the nearest opponent.

Deflect Missiles



Skill

Requires a shield to be equipped

● : Receive 1 Deflect Missiles counter.

☞ : Hero gets +1 DV versus all kinds of ranged attacks. Each opponent in base to base contact with the Hero is attacked with 1AV, whenever the Hero is attacked with a ranged attack.

Fierce Blow



Melee Attack

Requires a blunt weapon to be equipped

● : If this attack hits, opponent receives 1 Knockdown counter.

Flurry



Melee Attack

● : You get +1 skill action this turn you may use for the skill Flurry.

After the attack is resolved, receive 1 Flurry counter.

☞ : Hero attacks with -1AV. Flurry expires completely during your next Upkeep.

Hamstring

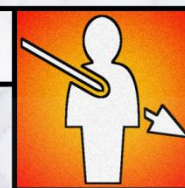


Melee Attack

Requires a slashing weapon to be equipped

● : If this attack hits, opponent receives 1 Slowed counter.

Impale



Melee Attack

Requires a piercing weapon to be equipped

● : If this attack hits, opponent receives 1 Bleeding counter.

Shield Up



Skill

Requires a shield to be equipped
You may neither attack nor have
attacked this turn.

● : Receive 1 Shield Up counter.



: Your movement is reduced by 1#. Get +2 DV.

This effect is active during the turn in which
the last counter has been removed during
Upkeep, too!

Swift Blow



Melee Attack

● : Instead of getting damage,
opponent receives 1 Dazed counter.

Analyze



Skill

● : Receive 1 Analyze counter.



: Hero gets +1 die to the
Dicepool and whenever he would take damage,
that damage is reduced by 1.

Big Bada Boom



Melee Attack

Your Hero jumps into the air and
lands on the ground, shaking it,
breaking it, making it bounce...

● : All opposing Heroes within 1# receive
1 Knockdown counter and 1 damage,
no defence permitted.

Cleave



Melee Attack

● : If this attack hits, instead of
regular damage it deals 1
damage that may not be defended and the
opponent receives 1 Deep Wound counter.

Disenthral



Melee Attack

● : If this attack hits, target
receives 1 Deep Wound
counter.

If target is enchanted, target loses all counters of
the newest 1 enchantment and receives 1 more
Deep Wound counter.

Expert's Defence



Skill

You may neither attack nor have attacked
this turn.

● : Receive 1 Expert's Defence counter.



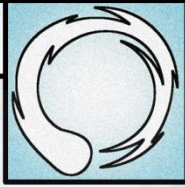
: Negate all damage of the next 1 attack action targeted at the
Hero.

(Other effects, such as conditions, still apply, though.)

On your next turn, for each attack Expert's Defence negated,
the Hero gets +1● on his next skill use.

Refer to the rulebook for a complete skill description!

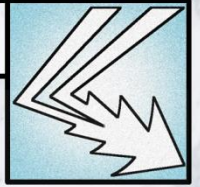
Circle Of Life



Light Spell
Target Ally

- : Each ally within reach restores 1 Life.
- : Reach is 1# centered on target.

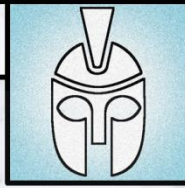
Damage Reversal



Light Spell
Enchantment
Target Ally

- : The next time target would receive damage, target restores 2 Life instead.
- : Target receives 1 Damage Reversal Counter. Damage Reversal expires either regularly during upkeep or as soon as target receives damage, whatever comes sooner.

Guardian



Light Spell
Enchantment
Target Ally

- : Whenever target receives damage from any one source, that damage is reduced by 1.
- : Target receives 1 Guardian counter.

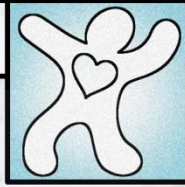
Life Boon



Light Spell
Target Ally

- : Target 1 ally. With each additional skill pip rolled, you may target allies within reach.
- : Each target restores 1 Life. Reach is 0.5# centered around original target.

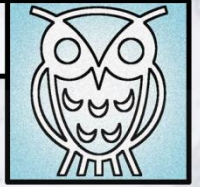
Mend Condition




Light Spell
Target Ally

- : Remove all counters of 1 condition from target ally.
- : Ally restores 0.5 Life (round down).

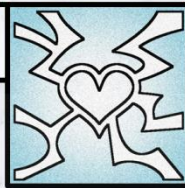
Overwatch



Light Spell
Enchantment
Target Ally

- : Ally restores 1 Life.
- : Ally receives 1 Overwatch counter.
-  : Upon removal of an Overwatch counter during Upkeep, the Hero restores 1 Life. Ally immediately restores 2 Life, if Overwatch ends prematurely (by force).

Purge



Light Spell
Target Self

- : Restore 1 Life.
- : Remove all counters of up to the newest 1 condition.

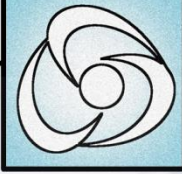
Resurrection



Light Spell
Target Dead Ally

- If Resurrection is cast successfully, target ally's Dicepool is reduced by 1 permanently.
- : If target ally is dead for more than 1 turn, Resurrection fails.
 - : Target ally restores 1 Life and is teleported in base to base contact with the caster.

Strip Hex



Light Spell

Target Ally

- : Remove all counters of the newest 1 hex from target ally.
- : Ally restores 0.5 Life (round down).

Words of Solace



Light Spell

Target Self

- : Each ally within reach restores 2 Life.
- : Reach is 0.5# centered around caster.

Amity



Light Spell

Enchantment

Target Self

- : Receive 1 Amity counter.
- : Reach is 1# centered on caster.
- : Opponents within reach can neither attack you nor target you with skills.

Note: You can still be affected by skills NOT targeted directly at you, as long as you are within that skill's reach!

Cleanse



Light Spell

Target Ally

- : Remove all counters of 1 condition as well as all counters of 1 hex from target. Target restores 1 Life. Allies within reach remove all counters of 1 hex and all counters of 1 condition as well as they restore 1 Life, too.
- : Reach is 1# centered on target.

Essence Bond



Light Spell

Enchantment

Target Ally

- : Target receives 1 Essence Bond counter.
- : Receive 1 Essence Bond counter.

● (Zealot): Hero gets -1● for all further Spells cast.

● (Target): Hero receives +1 die for his Dicepool. All damage received is reduced by 1. This Damage reduction takes place after damage is halved (and rounded, if necessary).

Greater Protection



Light Spell

Enchantment

Target Ally

- : Whenever target receives damage from any one source, that damage is reduced by 1. During Upkeep, target restores 1 Life.
- : Target Ally receives 1 Greater Protection counter.

Martyr



Light Spell

- : Transfer from each ally within reach all counters of the newest 1 condition to yourself.
- : Restore 1 Life. Reach is 1# centered on the caster.

Whack
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Slaughter

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Credits:

Cover Art:

To be honest, I do not know who drew the original “cardshark”
An attempt to perform a google image search directed me to receipts for schnitzel and bratwurst
(wtf?)

So, if you recognize this artwork, please do drop me a note, so I can contact the original author!

The marble background is stock art.

The icons are derivatives from lorc’s creations at game-icons.net

Credits go out as well to all those gals and guys creating games for the love of it and releasing them for free. You folks are an incredible source of inspiration!

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