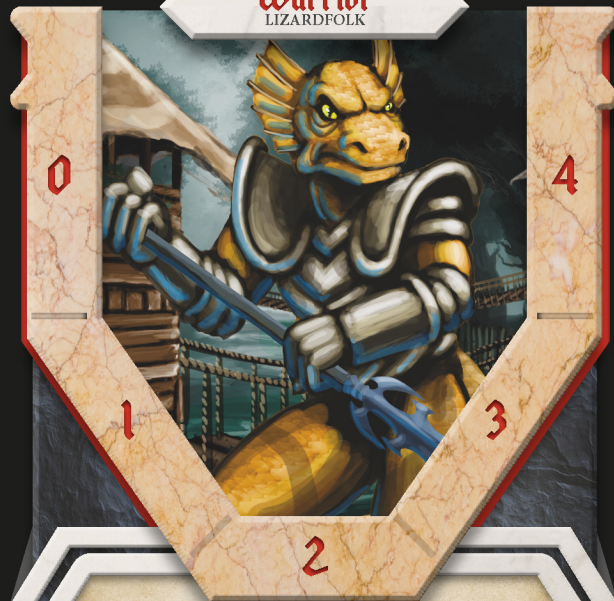


Warrior

LIZARDFOLK



ACTION

SPRINT - When using the Move Action the Warrior can travel up to 2 Regions.

Cleric

DWARF



ACTION

HEAL - Once per Turn, you may restore 1 Health Point to yourself, or another Hero within 1 Region of you.

Sorcerer

ELF



ACTION

LIGHTNING - For 2 Action Points, you may reduce the Threat Level of the Region you are in by 3.

Barbarian

ORC



PASSIVE

BERSERK - You may sacrifice an additional Health Point on your Turn to gain an additional Action Point.

Ranger

DARK ELF



PASSIVE

FARSHOT - You may Succor and Fight for the clockwise adjacent Region.

Paladin

HUMAN



PASSIVE

RETRIBUTE - When you Defend, you may choose to sacrifice an additional Health Point to either restore a Health Point to any other Hero OR reduce the Threat Level of the Region you are in by one.

Oracle

MERFOLK



PASSIVE

SCRY - If you did not start your Turn in the Capital City, you may reduce your Health by 1 to look at the top 2 cards in the Turn Deck.

Druid

CENTAUR



PASSIVE

MARTYR - When a Hero within 1 Region of you Defends, you may take the Damage for a Hero instead.

ACTION

NATURE'S CALL - Move to the Forest.

Commander

ELF



PASSIVE

DEPLOY - Once per Turn, gain an additional Action Point if another Hero is in the Capital City.

ACTION

COMMAND - For 2 Action Points, you may move any Hero 1 Region.

Bard

HALFLING



ACTION

BEFRIEND - If an adjacent Outer Region has an Action, you may use it. Pay only the Action Point cost of that Region's ability.

Neeromancer

HUMAN



ACTION

RAISE - You may restore a Destroyed Outer Region to 1 Threat Level, remove its Destruction Card. However, the Threat Levels of all other Regions are increased by 1.

Assassin

GOBLIN



PASSIVE

ASSASSINATE - Once per Round and only when you Defend, you may instead ignore the Enemy/Dire Enemy Card you Defended as if it were never played.

Place this card under your Hero Card until the Round is over, then add it back to the Turn Deck.

Guardian

ORDER OF GAMELYN

0

4

1

3

2

PASSIVE

PROTECT - You may Defend while in the Capital City. This costs 2 Health Points instead of 1.

ACTION

RETREAT - Move to the Capital City.

Avenger

VALKYRIE

0

4

1

3

2

PASSIVE

FLY - When a Dire Enemy is drawn, you may move to and Defend that Region for 3 Health.

Revenant

UNDEAD

0

3

1

2

1

PASSIVE

RECOMPOSE - Whenever a Region gets destroyed, restore to full Health.

ACTION

RECALL - Move to the Ruins.