



PALADIN

TEMPLAR'S VEREDICT

PALADIN

➔ Perform a melee attack.
Your attack gains:

⚡ : +2 ♥

or

⚡ : recover 2 ♥

(You can choose only one)

1



PALADIN

IRON LONGSWORD



Blade





PALADIN

WOODEN SHIELD



Shield

Exhaust this card after rolling defense dice to add 1  to the results.





PALADIN

DIVINE SHIELD

PALADIN

1

Give one of your hero tokens to a hero of your choice.

Any hero can discard one of your tokens to ignore an attack before rolling defense dice.

Whenever one of your tokens is discarded you recover 1 ♣.

2



PALADIN

A VENGER'S SHIELD

PALADIN

1

➔ If you have a shield equipped, exhaust this card to perform an attack. This attack affects also an adjacent figure. Each figure rolls defense separately. Your attack gains:

⚡: +1♥

1



PALADIN

HOLY LIGHT

PALADIN

1

Exhaust this card to roll a red power die. You or a hero in your line of sight may recover as many damage as ♥ and as many fatigue as ⚡ rolled.

1



PALADIN

AURA OF PROTECTION

PALADIN

2

Exhaust this card. While this card is exhausted, each hero adjacent to you (including yourself) adds a brown die to its defense pool. If you roll 1 or more blanks, add 1  to the results or reroll 1 die.

2



PALADIN

AURA OF LIGHT

PALADIN

2

➔ Exhaust this card to roll a red and a yellow dice. You and a hero adjacent to you will recover as many damage as ♥ and as many fatigue as ⚡.

2



PALADIN

CONSECRATION

PALADIN

2

➔ Perform an attack with your melee weapon. This attack affects all enemies adjacent to the target. Each figure rolls defense separately.

2



PALADIN

ARMOR ESPECIALIZATION

PALADIN

3

Add a black die to your defense pool. Exhaust this card to reroll a defense die.



PALADIN

HEALING ESPECIALIZATION

PALADIN

3

Reviving a hero doesn't cost an action. Exhaust this card to add a yellow and a green dice when reviving a hero.