PALADIN

Templar's Veredict

Paladin

➡ Perform a melee attack.
Your attack gains:

⚡: +2♥
or
⚡: recover 2♥

(You can choose only one)

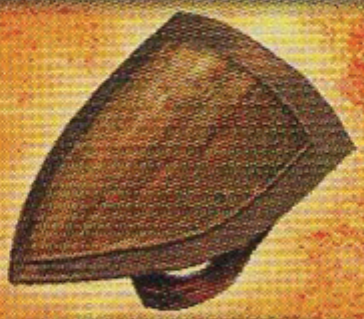
1

PALADIN

Iron Longsword

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

Avenger'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.