



WARLOCK

# STAFF OF LIFE



*Magic, Staff*

⚡: +1 ♥ and  
Recover 1 ♥





WARLOCK

# MANIPULATE LIFE

WARLOCK

➔ Exhaust this card to perform an attack. That attack gains:

⚡ :+X ♥

Where you will also suffer X as damage, fatigue or a combination of both.

Even if this card is exhausted you can overspend fatigue receiving damage instead.



WARLOCK

# SUMMON IMP

WARLOCK

1

➔ Summon your Imp Familiar.  
You can activate it this turn.

You can only have one  
familiar active at a time.

If you use this card while  
having a summoned familiar,  
heal it and activate it again.

1



WARLOCK



# IMP



⚡: Burn

⚡: Blast





WARLOCK

# FEAR

WARLOCK

1

➔ Choose an enemy figure in your line of sight and roll 1 blue and 1 yellow dice to check for range (ignoring X). If you meet the range, move that figure 3 spaces away in the direction of your choice.

The target is stunned.

1



WARLOCK

# DRAIN LIFE

WARLOCK

1

➔ Exhaust this card to roll 1 red power die and deal that damage to an enemy in your line of sight. Heal that damage to you. Chosee the healing between ♥ and ♣ freely.

Target does not roll defense.

1



WARLOCK

# STEAL LIFE

WARLOCK

2

➔ Perform an attack. If you deal at least 1 ♥ roll 2 red power dice. Heat as many ♥ as ♥ rolled and as many ♣ as ♣ rolled.

3



WARLOCK

# HELLFIRE

WARLOCK

2

➔ Perform an attack. Each figure adjacent to the target (including allies) are affected by the attack. Each figure rolls defense separately.

2



WARLOCK

# SOULBURN

WARLOCK

2

➔ Perform an attack. Add an additional power die to the attack. Suffer 1 more fatigue to add a second die.

3



WARLOCK

# METAMORPHOSIS

WARLOCK

3

➔ Transform into a powerful demon. Put the Demon Form card on your hero sheet.

When you get knocked out you need to use your actions to stand up instead of being revived and also remove the Demon Form card from your hero sheet as you go back to your original form.

3



WARLOCK

# IMMOLATE

WARLOCK

3

➔ Deal as many ♥ as your remaining ♥ to all adjacent figures (including allies). Each figure rolls defense separately. To perform this attack you use all your remaining ♠ and ♥ -1. Recover 1 ♠ and 1 ♥ for each enemy you defeat with this attack.



WARLOCK

# DEMON FORM

## WARLOCK

Your base size is now 2x2.  
After transforming, move all  
the figures needed to make  
room for your new size.

Your  increases by 4. You  
can't use stamina while in this  
form (use  instead). Your  
attacks gain:

 : +2 

 : Burn

 : Blast