

4



Guard,



2 SELFLESS 2

4



Guard,

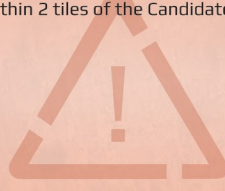
**Bodyguard** : When the Selfless uses , if another allied character within 3 tiles of the Selfless is conjointly activated, you get .

2 SELFLESS 2

4



**Pathetic** : When the Candidate dies, you may remove a Stress token from the morale pool of an allied character within 2 tiles of the Candidate.



1 CANDIDATE 2

4



**Martyr** : When the Candidate dies, you may add an additional Sacred token to one of your Vocation cards.

1 CANDIDATE 2

4

3

**Holy Pyre** : Pay , add a Sacred token to the Conjurer's Health Point Pool. Any other character within 2 tiles of the Conjurer suffers one automatic range damage. Characters with at least one Sacred token are immune to this last effect.

**Thurible** : The Conjurer and any Character within 2 tiles of him suffer a -1 penalty to their hit rolls. Characters with at least one Sacred token are immune to this effect.

1 CONJURER 4

4

1

**Prophecy** : During the Effect Phase, if the Conjurer is in play, you may move one Sacred token from one of your Vocation card to another.

**Holy Pyre** : Pay , add a Sacred token to the Conjurer's Health Point Pool. Any other character within 2 tiles of the Conjurer suffers one automatic range damage. Characters with at least one Sacred token are immune to this last effect.

**Thurible** : The Conjurer and any Character within 2 tiles of him suffer a -1 penalty to their hit rolls. Characters with at least one Sacred token are immune to this effect.

1 CONJURER 4



4 +2 9+ 7+ 10+ 2



**Survival** : If the Enslaved Cultist has at least one token in his Health Point Pool, he gets a +1 bonus to all his dice rolls.

1 9+ ENSLAVED CULTIST 2

4 +2 8+ 7+ 9+ 1



**Survival** : If the Enslaved Cultist has at least one token in his Health Point Pool, he gets a +1 bonus to all his dice rolls.

1 9+ ENSLAVED 2 CULTIST 2


4 +3 5+ 2




**Evade** : Enemies cannot use the *Opportunist* skill against the Executioner.

3 9+ EXECUTIONER 4

4 +3 5+ 2



**Evade** : Enemies cannot use the *Opportunist* skill against the Executioner.

**Lightning strike** : At the beginning of his activation, if this is the first activation of the turn, the Executioner may perform .

**Swiftiness** : During his activation, the Executioner gains a +1 bonus to his **Speed** for each Vocation card in your deck.

3 9+ EXECUTIONER 4 4

4 +2 7+ 7+ 2



**Purification** : At the end of the Flamine's activation, you may add one *Sacred* token to the Health Point Pool of another adjacent allied Character.

**Rebirth** : Anytime an adjacent allied Character obtain at least one *Sacred* token, you may move this Character up to 3 tiles.

FLAMINE 3

4 +2 7+ 6+ 1



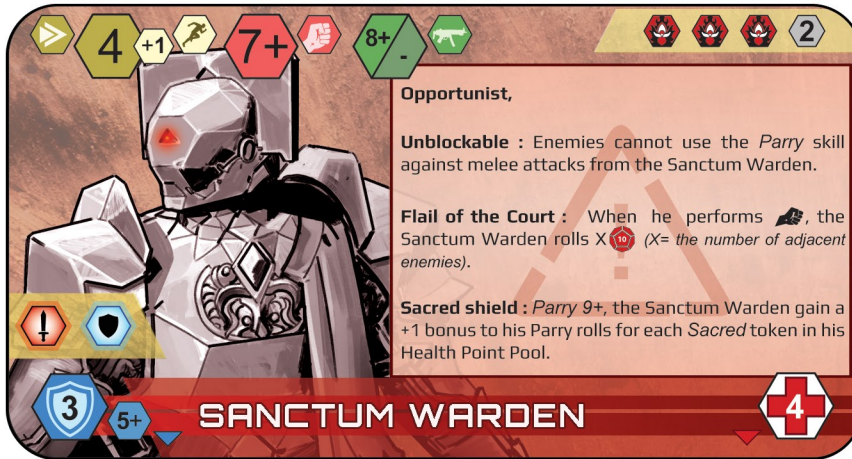
**Purification** : Pay , add one *Sacred* token to the Health Point Pool of another adjacent allied Character.









**Rebirth** : Anytime an adjacent allied Character obtain at least one *Sacred* token, choose 1 :





- Remove one token of any other type any of this Character's pools.
- Move this Character up to 3 tiles.

FLAMINE 4 3









   




**Opportunist,**

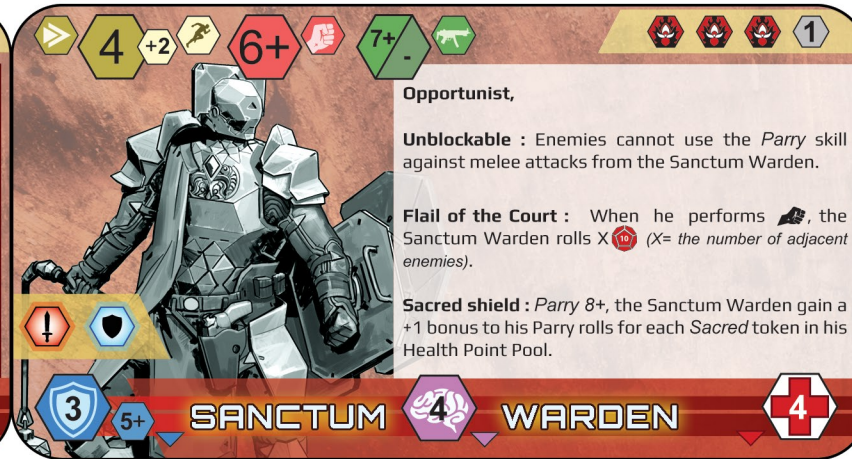
**Unblockable :** Enemies cannot use the *Parry* skill against melee attacks from the Sanctum Warden.









**Flail of the Court :** When he performs , the Sanctum Warden rolls X  (X= the number of adjacent enemies).





**Sacred shield :** *Parry* 9+, the Sanctum Warden gain a +1 bonus to his *Parry* rolls for each *Sacred* token in his Health Point Pool.

  **SANCTUM WARDEN** 






   





**Opportunist,**

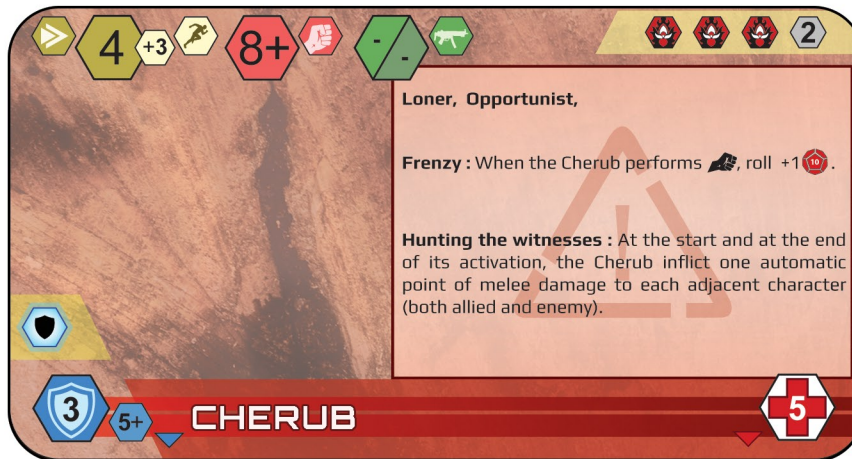
**Unblockable :** Enemies cannot use the *Parry* skill against melee attacks from the Sanctum Warden.








**Flail of the Court :** When he performs , the Sanctum Warden rolls X  (X= the number of adjacent enemies).




**Sacred shield :** *Parry* 8+, the Sanctum Warden gain a +1 bonus to his *Parry* rolls for each *Sacred* token in his Health Point Pool.



  **SANCTUM WARDEN**  **WARDEN** 




       



   

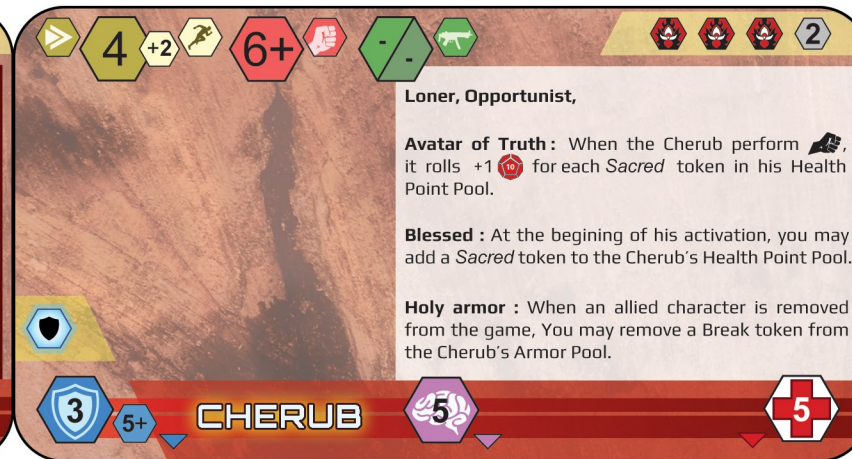
**Loner, Opportunist,**









**Frenzy :** When the Cherub performs , roll +1 .





**Hunting the witnesses :** At the start and at the end of its activation, the Cherub inflict one automatic point of melee damage to each adjacent character (both allied and enemy).





  **CHERUB** 




   





**Loner, Opportunist,**

**Avatar of Truth :** When the Cherub perform , it rolls +1  for each *Sacred* token in his Health Point Pool.

**Blessed :** At the beginning of his activation, you may add a *Sacred* token to the Cherub's Health Point Pool.

**Holy armor :** When an allied character is removed from the game, You may remove a *Break* token from the Cherub's Armor Pool.



  **CHERUB**  **WARDEN** 



3 +2 8+ -

2

**Firebomb** : When the Incendiary performs , place an *Explosion* marker at 1D10-2 tiles from the Incendiary. Any Character (both allied and enemy) within 1 tile of the marker suffers one automatic range hit. Then remove the *Explosion* marker. Characters suffers a -1 penalty to armor rolls against Firebomb damage.

**Conflagration** : When you use the *Firebomb* skill, if a Formation card is attached to the Incendiary card, place a second *Explosion* marker adjacent to the first one.

1 6+ **INCENDIARY** 3

3 +2 7+ -

2

**Firebomb** : When the Incendiary performs , place an *Explosion* marker at 1D10-1 tiles from the Incendiary. Any Character (both allied and enemy) within 1 tile of the marker suffers one automatic range hit. Then remove the *Explosion* marker. Characters suffers a -1 penalty to armor rolls against Firebomb damage.

**Conflagration** : When you use the *Firebomb* skill, if a Formation card is attached to the Incendiary card, place a second *Explosion* marker adjacent to the first one.

1 6+ **INCENDIARY** 3

3 +2 9+ 5+ 5+

1

**Regenerate 9+, Slow,**

**Immolator** : When the Cleansed performs , roll +1 . You get a -1 penalty to hit for each tile between the Cleansed and his target. The Cleansed's ranged attacks impose a -2 penalty to armor rolls. The Cleansed can only shoot if the targeted enemy is within 6 tiles of him.

1 6+ **CLEANSED** 4

**Common Skills**

**Regenerate X+** : When you activate the Character, roll one die. On a X+ result, remove one *Wound* token from his Health Point Pool.

**Slow** : When the Character uses a Composite Action, pay 1 or perform only one of the two possible actions.

**Opportunist** : When an enemy Character leaves at least one adjacent tile, you may roll 1 . (Do not roll multiple opportunity attacks if the enemy moves across multiple adjacent tiles.)

**Loner** : You cannot attach an Upgrade card (usually Formation cards) to the right of this Character card.

**Guard** : When an adjacent allied character suffers at least one hit, the Character can take them in his place. If he does, he must suffer all the hits.

**Sacred Token** : Each *Sacred* Token grants a +1 bonus to the Character's hit rolls. *Sacred* tokens are placed in the Health Point Pool and are taken into account when determining if the Character is removed from the game.

**THE PIT**



## PURIFIER



During the Leader Phase, you may add a *Sacred* token to the Health Point Pool of an allied Character.

During the Cleanup Phase you may remove up to one *Sacred* token from the Health Point Pool of an allied Character.



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During the Leader Phase, you may add a *Sacred* token to the Health Point Pool of an allied Character.

During the Cleanup Phase you may remove up to one *Sacred* token from the Health Point Pool of an allied Character.



## CUSTODIAN



If a Vocation card is attached to the Custodian, it does not count towards the maximum number of cards in your deck.



## CUSTODIAN

You can attach up to 2 Vocation cards to the Custodian.



## TEMPLAR



During the Leaders Phase, you may move an unengaged allied Character up to 2 tiles.



## TEMPLAR

During the Leaders Phase, you may move up to 2 unengaged allied Characters up to 2 tiles each.

The activation cost of these Characters must share at least one faction color with the Templar.





## Immortal Torch



- The Character gain the *Guard* skill.
- The Character cannot gain any *Cover* token.
- When the Character is removed from the game, you may pay  $X$  . If you do, attach the Immortal Torch to an adjacent allied Character that does not already have an Equipment card.

( $X$  = the total number of Characters, including the one just removed, that have owned the Immortal Torch so far)

## Litany of the Pures

When an allied Character is removed from the game, gain .

If another allied Character has already been removed from the game, gain instead.

## Harness of the Worthy

- The Character gain +1 .
- During the Effect Phase of Turn 1, add a *Sacred* token to the Health Point Pool of the Character.



## Prayer of the Righteous

When an allied Character is removed from the game, add a *Sacred* token to the Prayer of the Righteous card.

If Prayer of the Righteous has at least 1 *Sacred* token, Your Characters gain +1 to their **speed** value.

If Prayer of the Righteous has at least 1 *Sacred* token, Your Characters gain +1 to their **attack** and **accuracy** values.

If Prayer of the Righteous has at least 7 *Sacred* tokens at the end of the game, gain 1 **Victory Point**.

## Paragon

*Sacred* tokens also grant a +1 bonus to the armor rolls of your Characters.



## Holy Purge

When an allied Character is removed from the game, add a *Sacred* token to the Holy Purge card.

When one of your Characters performs or , you may remove  $X$  *Sacred* tokens from Holy Purge. If you do, roll + $X$  .