

### ELGA THE PILGRIM



4

10

4

2

4

3

2

#### HERO ABILITY

Each time you perform an attack that is not a miss, you or a hero adjacent to you may recover 1 ♥.

#### HEROIC FEAT

Use when a hero within 1 space of you would suffer ♥ equal to his Health from an attack, before being knocked out. That hero suffers no ♥ from the attack.

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### RUNEMAKER TARA



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#### HERO ABILITY

When you perform an attack, before rolling dice, you may spend X ♥ to gain Sorcery X for the attack (you may convert up to X range to ♥, or up to X ♥ to range, after rolling dice).

#### HEROIC FEAT

↷: Perform an attack with a *Rune* weapon. After that attack, if it does not miss, trace a path of 4 spaces in any direction starting with the target space. All figures on this path suffer 1 ♥ and are Blinded.



### ELGA THE PILGRIM



2

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#### HERO ABILITY

Each time you perform an attack that is not a miss, you or a hero adjacent to you may recover 1 ♥.

*Those who look beyond consider different paths.*

### RUNEMAKER TARA



2

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4

2

#### HERO ABILITY

When you perform an attack, before rolling dice, you may spend X ♣ to gain Sorcery X for the attack (you may convert up to X range to ♥, or up to X ♥ to range, after rolling dice).

*When you speak with living lightning you must use your loudest voice.*

