

TRIALS OF THE ELDAR

The Fight Begins: Mage Class Kit

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3 Astral Ward



Fast Action – Support (Boon)

The supported hero can't be the target of enemy command cards or equipment abilities.

At end of round, you may put a card from your hand on the bottom of your deck. If you don't, sacrifice Astral Ward and draw a card.

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Bramble Staff

Equipment – Relic

Fast Action **Enervating Spores**
1: Deal 1 damage to target enemy. They are **Weakened** until end of round.

Slow Action **Enlightening Spores**
1: Put a card from your hand on the bottom of your deck: Target ally is **Alert** until end of round.

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4 Burst of Radiance



Fast Action – Command

Foresee 2, then draw 2 cards. Each ally recovers 1 HP. (To foresee 2, look at the top 2 cards of your deck. You may put a card from among them on top of your deck, then put the rest on the bottom in a random order.)

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4 Burst of Radiance



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4 Chain Lightning



Slow Action – Command

Deal three times 1 damage to target enemy. If a hero is defeated this way, another enemy of your choice loses HP equal to the amount of excess damage dealt by this command.

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1

Delve the Past

Slow Action – Support

Whenever one or more cards are placed on the bottom of your deck, put a lore counter on Delve the Past.

At end of round, you may remove 2 lore counters from Delve the Past: Gain 1 and draw a card.

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Mage

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1

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Mage

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3

Ethereal Guide

Slow Action – Support (Boon)

At start of round, put a guidance counter on Ethereal Guide. Then, the supported hero gains equal to the number of guidance counters on Ethereal Guide.

Slow Action Guiding Light

3, Sacrifice Ethereal Guide: Target ally recovers HP.

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Mage

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3

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Slow Action Guiding Light

3, Sacrifice Ethereal Guide: Target ally recovers HP.

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1

Fixate

Slow Action – Command

Draw 3 cards, then put a card from your hand on the bottom of your deck.

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Mage

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1

Fixate

Slow Action – Command

Draw 3 cards, then put a card from your hand on the bottom of your deck.

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Mage

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2

Healing Wind

Slow Action – Command

Choose any number of target heroes. They recover a total of +2 HP, divided among them as you choose. Each hero who gains at least 1 HP this way gains 1.

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Mage

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2

Healing Wind

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Mage

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3 Step Through Time



Slow Action – Command

Put all of the cards in your hand on the bottom of your deck in a random order, then draw that many cards plus one.

Allies are **Alert** until end of round. (Their actions cost 1 less to use.)

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3 Step Through Time



Slow Action – Command

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Allies are **Alert** until end of round. (Their actions cost 1 less to use.)

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1 Sudden Clarity



Slow Action – Command

Draw a card. Each hero with at least 1 is **Alert** until end of round. (Their actions cost 1 less to use.)

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1 Sudden Clarity



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Tablet of the Star-Scribe

Equipment – Relic

At start of round, you may pay 3: Draw a card. The equipped hero is **Alert** until end of round. (Their actions cost 1 less to use.)

Slow Action Meditative State
1: Gain 3. The equipped hero can't use actions or pay this round.



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Slow Action Meditative State
1: Gain 3. The equipped hero can't use actions or pay this round.



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Traveler's Lantern

Equipment – Tool

Slow Action Beseech the Flame
: Foresee, then reveal the top card of your deck. The equipped hero gains and recovers HP equal to the focus cost of the revealed card.



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