

TRIALS OF THE ELDAR

The Fight Begins: Paladin Class Kit

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2 **Compelled Duel**



Slow Action - Affliction (Curse)

When the afflicted hero chooses targets for an action or triggered ability, they must choose the hero who cursed them, if able.

When the afflicted hero is dealt damage by a hero other than the one who cursed them, destroy Compelled Duel.

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2 **Compelled Duel**



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1 **Empathic Brand**



Slow Action - Affliction (Curse)

Whenever any amount of damage that would be dealt to another hero is prevented, the afflicted hero loses 1 HP and 1 ☹.

At start of round, you may pay 1 HP and exhaust the afflicted hero: Destroy Empathic Brand at end of round.

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1 **Empathic Brand**



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1 **Force of Will**



Slow Action - Command

Draw a card for each **Bloodied** ally. Until end of round, whenever any hero uses an action, each ally recovers 1 HP. (A hero is bloodied if they are missing at least half of their starting HP.)

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1 **Force of Will**



Slow Action - Command

Draw a card for each **Bloodied** ally. Until end of round, whenever any hero uses an action, each ally recovers 1 HP. (A hero is bloodied if they are missing at least half of their starting HP.)

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Helm of the Skyguard

Equipment - Apparel

At end of round, you may pay 1 ☹: Each ally that was dealt damage by an enemy this round recovers 1 HP.

Slow Action **Ignite Fervor**
1 ☹: Each player draws a card. Heroes can't target their allies this round.

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Helm of the Skyguard

Equipment - Apparel

At end of round, you may pay 1 ☹: Each ally that was dealt damage by an enemy this round recovers 1 HP.

Slow Action **Ignite Fervor**
1 ☹: Each player draws a card. Heroes can't target their allies this round.

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2 Hold the Line



Fast Action – Support

Allies are **Resilient**. (If an ally would take damage, they take 1 less.)

Whenever an ally is dealt damage by an enemy, if they already lost HP this round, destroy Hold the Line.

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Fast Action – Support

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Whenever an ally is dealt damage by an enemy, if they already lost HP this round, destroy Hold the Line.

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2 Intercept



Fast Action – Command

A refreshed hero may exhaust rather than pay this command's focus cost.

Choose an enemy action or triggered ability that targets exactly one other ally. This hero becomes the target of that action or ability.

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2 Intercept



Fast Action – Command

A refreshed hero may exhaust rather than pay this command's focus cost.

Choose an enemy action or triggered ability that targets exactly one other ally. This hero becomes the target of that action or ability.

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0 Involuntary Repose



Slow Action – Command

Target hero loses all , then they recover HP equal to twice the amount of  lost.

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0 Involuntary Repose



Slow Action – Command

Target hero loses all , then they recover HP equal to twice the amount of  lost.

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Ironshell Plate

Equipment – Armor

Fast Action **Shed Weakness**
1 , Pay X HP: Destroy an affliction attached to the equipped hero with focus cost X.

Slow Action **Gather Strength**
: Draw a card. The equipped hero is **Resilient** until end of round. (If they would take damage, they take 1 less.)

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Ironshell Plate

Equipment – Armor

Fast Action **Shed Weakness**
1 , Pay X HP: Destroy an affliction attached to the equipped hero with focus cost X.

Slow Action **Gather Strength**
: Draw a card. The equipped hero is **Resilient** until end of round. (If they would take damage, they take 1 less.)

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Radiant Greathammer

Equipment – Weapon

Slow Action Banishing Smite

2, : Deal + damage to target enemy. Then, you may put a card from your hand on the bottom of your deck. If you do, banish a permanent attached to that enemy.

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Radiant Greathammer

Equipment – Weapon

Slow Action Banishing Smite

2, : Deal + damage to target enemy. Then, you may put a card from your hand on the bottom of your deck. If you do, banish a permanent attached to that enemy.

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2 Searing Pulse

Slow Action – Command

Deal +3 damage to target enemy and choose one:

- Banish a support attached to them.
- Exhaust them.

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2 Searing Pulse

Slow Action – Command

Deal +3 damage to target enemy and choose one:

- Banish a support attached to them.
- Exhaust them.

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Shield of Primordials

Equipment – Armor

Shield of Primordials enters with oath counters on it.

Fast Action Primordial Protection

1, Remove an oath counter from Shield of Primordials: Banish target card from any graveyard. Prevent all damage that would be dealt to the equipped hero this round by cards of the same type as the banished card.

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X Shockwave

Slow Action – Command

Deal X damage to each hero. Then, for each hero dealt damage this way, exhaust that hero if they have less than the amount of damage dealt to them by this command.

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X Shockwave

Slow Action – Command

Deal X damage to each hero. Then, for each hero dealt damage this way, exhaust that hero if they have less than the amount of damage dealt to them by this command.

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Soulrender

Equipment - Weapon

At end of round, if there are more than 1 pact counters on Soulrender, the equipped hero loses HP equal to three times the difference.

Slow Action

Rend Soul

1 , Put a pact counter on Soulrender: Deal +1 damage to target enemy. They lose 1 .

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Soulrender

Equipment - Weapon

At end of round, if there are more than 1 pact counters on Soulrender, the equipped hero loses HP equal to three times the difference.

Slow Action

Rend Soul

1 , Put a pact counter on Soulrender: Deal +1 damage to target enemy. They lose 1 .

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2 Spirit Guardian



Slow Action - Support

When Spirit Guardian enters play, refresh each ally that lost HP this round.

Whenever an enemy deals damage to an ally, you may pay 1 : Deal 2 damage to that enemy and exhaust them.

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2 Spirit Guardian



Slow Action - Support

When Spirit Guardian enters play, refresh each ally that lost HP this round.

Whenever an enemy deals damage to an ally, you may pay 1 : Deal 2 damage to that enemy and exhaust them.

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1 Sundering Blow



Slow Action - Command

Deal 1 damage to target enemy and destroy an equipment attached to them.

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1 Sundering Blow



Slow Action - Command

Deal 1 damage to target enemy and destroy an equipment attached to them.

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Winged Scarab Shield

Equipment - Armor

The equipped hero is **Resilient**. (If they would take damage, they take 1 less.)

Fast Action

Vaulting Defense

1 : Choose target enemy action or triggered ability. All damage that would be dealt to another ally by that action or ability is dealt to the equipped hero instead.

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Winged Scarab Shield

Equipment - Armor

The equipped hero is **Resilient**. (If they would take damage, they take 1 less.)

Fast Action

Vaulting Defense

1 : Choose target enemy action or triggered ability. All damage that would be dealt to another ally by that action or ability is dealt to the equipped hero instead.

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