






<p><b>Assistance</b> <i>Combat Feat</i></p> <p>Play at any time.</p> <p>Give any number of feat cards from your hand to another hero (even if he can't normally draw that type of feat).</p> 	<p><b>Block</b> <i>Combat Feat</i></p> <p>Play when you suffer wounds from an attack.</p> <p>Roll 5 black dice and cancel one received wound for each die that does <b>not</b> roll a surge.</p> 	<p><b>Bludgeon</b> <i>Combat Feat</i></p> <p>Play after making an attack roll.</p> <p>That attack gains <b>Daze 3</b>.</p> 	<p><b>Dervish</b> <i>Combat Feat</i></p> <p>Play at the start of the overlord's turn.</p> <p>You gain <b>Disruption</b> until the end of the turn.</p> 	<p><b>Dying Breath</b> <i>Combat Feat</i></p> <p>Play when you die. You may not play this feat if killed by something that ignores <b>Undying</b>.</p> <p>You die at the end of your turn instead.</p> 
<p><b>fend</b> <i>Combat Feat</i></p> <p>Play before any player makes an attack roll.</p> <p>You gain +4 armor against that attack.</p> 	<p><b>Follow Through</b> <i>Combat Feat</i></p> <p>Play after making an attack roll.</p> <p>That attack gains +2 damage.</p> 	<p><b>formation</b> <i>Combat Feat</i></p> <p>Play before the overlord makes an attack roll.</p> <p>Swap positions with another hero.</p> 	<p><b>Hurry</b> <i>Combat Feat</i></p> <p>Play on your turn, when you declare your action.</p> <p>You may make one extra <b>Melee</b> attack during your turn.</p> 	<p><b>Iron Grip</b> <i>Combat Feat</i></p> <p>Play at the start of the overlord's turn.</p> <p>You gain <b>Grapple</b> until the end of the turn.</p> 








<p><b>Jagged Edge</b> <i>Combat Feat</i></p> <p>Play after making an attack roll.</p> <p>That attack gains <b>Bleed 2</b>.</p> 	<p><b>Killing Blow</b> <i>Combat Feat</i></p> <p>Play before making an attack roll.</p> <p>Instead of rolling, choose the side you want for each attack die. They cannot be rerolled.</p> 	<p><b>Lunge</b> <i>Combat Feat</i></p> <p>Play as you declare a <b>Melee</b> attack.</p> <p>That attack gains <b>Reach</b>.</p> 	<p><b>Once More</b> <i>Combat Feat</i></p> <p>Play when you die. You may not play this feat if killed by something that ignores <b>Undying</b>.</p> <p>You retain 1 wound instead of dying.</p> 	<p><b>Power Blow</b> <i>Combat Feat</i></p> <p>Play before making an attack roll.</p> <p>That attack gains <b>Bash</b>.</p> 
<p><b>Riposte</b> <i>Combat Feat</i></p> <p>Play after any figure makes a <b>Melee</b> attack targeting your space.</p> <p>Make a <b>Melee</b> attack that affects only that figure (even if out of range).</p> 	<p><b>Rising Slash</b> <i>Combat Feat</i></p> <p>Play after making an attack roll.</p> <p>That attack gains <b>Knockback 5</b>.</p> 	<p><b>Shake It Off</b> <i>Combat Feat</i></p> <p>Play at any time.</p> <p>Choose one type of effect token, other than Curse. Remove all tokens of that type from yourself.</p> 	<p><b>Spring</b> <i>Combat Feat</i></p> <p>Play on your turn, when you declare your action.</p> <p>You gain <b>Leap</b> until the end of the turn.</p> 	<p><b>Sweeping Blow</b> <i>Combat Feat</i></p> <p>Play as you declare a <b>Melee</b> attack.</p> <p>That attack gains <b>Sweep</b>.</p> 





<p><b>Unstoppable force</b> <i>Combat Feat</i></p> <p>Play at any time.</p> <p>You gain <b>Unstoppable</b> until the start of your next turn.</p> 	<p><b>Unwavering Guard</b> <i>Combat Feat</i></p> <p>Play during your turn.</p> <p>Place a <b>Guard</b> order.</p> 	<p><b>Valor</b> <i>Combat Feat</i></p> <p>Play before making an attack roll.</p> <p>That attack ignores <b>Fear</b>, <b>Deflection</b>, and <b>Stealth</b>.</p> 	<p><b>Wall of Steel</b> <i>Combat Feat</i></p> <p>Play after any player makes an attack roll.</p> <p>That attack has no effect on you. Gain a Stun token (even if immune to <b>Stun</b>).</p> 	<p><b>Wallop</b> <i>Combat Feat</i></p> <p>Play before making an attack roll.</p> <p>That attack gains <b>Stun 1</b>.</p> 
---	--	---	---	---

<p><b>All—Seeing Eye</b> <i>Subterfuge Feat</i></p> <p>Play during your turn.</p> <p>Place a <b>Dodge</b> order.</p> 	<p><b>Black Market</b> <i>Subterfuge Feat</i></p> <p>Play during your turn.</p> <p>You may perform a Shop movement action. This does not cost movement points, and you do not need to be in town.</p> 	<p><b>Channel Force</b> <i>Subterfuge Feat</i></p> <p>Play after taking damage from an attack.</p> <p>That attack gains <b>Knockback 3</b> (only against you), but you choose where you move.</p> 	<p><b>Chink in the Armor</b> <i>Subterfuge Feat</i></p> <p>Play before making an attack roll.</p> <p>That attack gains <b>Pierce 4</b>.</p> 	<p><b>fate's Arrow</b> <i>Subterfuge Feat</i></p> <p>Play after making an attack roll.</p> <p>Treat one X you rolled as if it were a blank.</p> 
--	---	---	---	---



<p><b>feint</b> <i>Subterfuge Feat</i></p> <p>Play after making an attack roll.</p> <p>Change that attack's target to any target you could legally have declared before rolling.</p> 	<p><b>footwork</b> <i>Subterfuge Feat</i></p> <p>Play at any time.</p> <p>Move to any adjacent space where you can legally end a movement, regardless of all other effects.</p> 	<p><b>fortune's favor</b> <i>Subterfuge Feat</i></p> <p>Play after any player makes a die roll.</p> <p>Choose one rolled die. That die must be rerolled, even if it has already been rerolled.</p> 	<p><b>hustle</b> <i>Subterfuge Feat</i></p> <p>Play on your turn, when you declare your action.</p> <p>You gain additional movement points equal to your Speed.</p> 	<p><b>liquidate</b> <i>Subterfuge Feat</i></p> <p>Play at any time.</p> <p>Discard one item in your possession. Gain as many coins as that item would cost to purchase.</p> 
<p><b>Moment of Clarity</b> <i>Subterfuge Feat</i></p> <p>Play during your turn.</p> <p>Place an <b>Aim</b> order.</p> 	<p><b>Night's Curtain</b> <i>Subterfuge Feat</i></p> <p>Play at the start of the overlord's turn.</p> <p>You gain <b>Shadowcloak</b> until the end of the turn.</p> 	<p><b>Old Tricks</b> <i>Subterfuge Feat</i></p> <p>Play at any time.</p> <p>Search any or all feat discard piles, choose one feat card, and add it to your hand.</p> 	<p><b>Once Again</b> <i>Subterfuge Feat</i></p> <p>Play at any time.</p> <p>Refresh one of your exhausted cards.</p> 	<p><b>Peaceful Repose</b> <i>Subterfuge Feat</i></p> <p>Play during your turn.</p> <p>Place a <b>Rest</b> order.</p> 







<p><b>Problem Solver</b> <i>Subterfuge Feat</i></p> <p>Play at any time.</p> <p>Choose one skill card currently in play. Gain a copy of that skill until the end of the round.</p> 	<p><b>Sand Pouch</b> <i>Subterfuge Feat</i></p> <p>Play before any figure in your line-of-sight makes an attack roll.</p> <p>Place two Daze tokens on that figure (unless immune to <b>Daze</b>).</p> 	<p><b>Second Wind</b> <i>Subterfuge Feat</i></p> <p>Play at any time.</p> <p>Restore your fatigue to maximum.</p> 	<p><b>Sense Danger</b> <i>Subterfuge Feat</i></p> <p>Play after the overlord plays a card.</p> <p>Place a <b>Guard</b> order.</p> 	<p><b>Shooting for Distance</b> <i>Subterfuge Feat</i></p> <p>Play before making an attack roll.</p> <p>That attack gains +8 range.</p> 
<p><b>Sleight of Hand</b> <i>Subterfuge Feat</i></p> <p>Play at any time.</p> <p>You may change your equipped items.</p> 	<p><b>Take Cover</b> <i>Subterfuge Feat</i></p> <p>Play at the start of the overlord's turn.</p> <p>You gain <b>Stealth</b> until the end of the turn.</p> 	<p><b>Through and Through</b> <i>Subterfuge Feat</i></p> <p>Play as you declare an attack.</p> <p>That attack gains <b>Penetrate 1</b>.</p> 	<p><b>Tight Purse</b> <i>Subterfuge Feat</i></p> <p>Play when you die.</p> <p>You do not lose any coins for dying.</p> 	<p><b>Up the Walls</b> <i>Subterfuge Feat</i></p> <p>Play on your turn, when you declare your action.</p> <p>You gain <b>Fly</b> until the end of the turn.</p> 



<p><b>Betraying Blade</b> <i>Wizardry Feat</i></p> <p>Play during your turn.</p> <p>Choose one unnamed monster in your line-of-sight. That monster immediately attacks its own space.</p> <p><b>*</b> <b>**</b></p>	<p><b>Cheat Death</b> <i>Wizardry Feat</i></p> <p>Play after any player makes an attack roll.</p> <p>That attack has no effect on you. Gain a Curse token (even if immune to <b>Black Curse</b>).</p> <p><b>*</b> <b>**</b></p>	<p><b>Cold Snap</b> <i>Wizardry Feat</i></p> <p>Play after making an attack roll.</p> <p>That attack gains <b>Freeze 1</b>.</p> <p><b>*</b> <b>**</b></p>	<p><b>Demesne</b> <i>Wizardry Feat</i></p> <p>Play at the start of the overlord's turn.</p> <p>Until the end of the turn, enemies attacking within 3 spaces of you suffer -1 damage and -1 range.</p> <p><b>*</b> <b>**</b></p>	<p><b>Displacement</b> <i>Wizardry Feat</i></p> <p>Play as you declare an attack.</p> <p>Choose an empty space within 3 squares. That attack traces line-of-sight and range from that space.</p> <p><b>*</b> <b>**</b></p>
<p><b>Entangling Strike</b> <i>Wizardry Feat</i></p> <p>Play before making an attack roll.</p> <p>That attack gains <b>Web 1</b>.</p> <p><b>*</b> <b>**</b></p>	<p><b>Explosion</b> <i>Wizardry Feat</i></p> <p>Play before making an attack roll.</p> <p>That attack gains <b>Blast 1</b>.</p> <p><b>*</b> <b>**</b></p>	<p><b>flair</b> <i>Wizardry Feat</i></p> <p>Play after making an attack roll.</p> <p>That attack gains 2 free surges.</p> <p><b>*</b> <b>**</b></p>	<p><b>flaming fury</b> <i>Wizardry Feat</i></p> <p>Play after making an attack roll.</p> <p>That attack gains <b>Burn 3</b>.</p> <p><b>*</b> <b>**</b></p>	<p><b>Kinetic Throw</b> <i>Wizardry Feat</i></p> <p>Play during your turn.</p> <p>Move one figure in your line-of-sight as if you had damaged it with a <b>Knockback 4</b> attack.</p> <p><b>*</b> <b>**</b></p>





<p><b>Magi Madness</b> <i>Wizardry Feat</i></p> <p>Play after making an attack roll.</p> <p>That attack gains <b>Sorcery 2</b>.</p> <p></p>	<p><b>Premonition</b> <i>Wizardry Feat</i></p> <p>Play at any time.</p> <p>Look at the top card of any deck, then place it on either the top or bottom of that deck.</p> <p></p>	<p><b>Recall</b> <i>Wizardry Feat</i></p> <p>Play on your turn, when you declare your action.</p> <p>Place yourself in town.</p> <p></p>	<p><b>Reprieve</b> <i>Wizardry Feat</i></p> <p>Play as the overlord plays a card.</p> <p>The overlord may not play that card during the current turn, but keeps the card and any threat used.</p> <p></p>	<p><b>Shared Spirit</b> <i>Wizardry Feat</i></p> <p>Play on your turn, when you declare your action.</p> <p>Swap positions with another hero. Swap positions again with the same hero after your turn.</p> <p></p>
<p><b>Sparks of Pain</b> <i>Wizardry Feat</i></p> <p>Play at the start of the overlord's turn.</p> <p>You gain <b>Aura 4</b> until the end of the turn.</p> <p></p>	<p><b>Spirit Blow</b> <i>Wizardry Feat</i></p> <p>Play as you declare an attack.</p> <p>Choose a hero. That attack traces line-of-sight and range from the chosen hero's space.</p> <p></p>	<p><b>Stray Spark</b> <i>Wizardry Feat</i></p> <p>Play after making an attack roll.</p> <p>That attack gains <b>Scatter 2</b>.</p> <p></p>	<p><b>Summon</b> <i>Wizardry Feat</i></p> <p>Play at the start of another hero's turn.</p> <p>Move that hero to a space adjacent to you where it is legal for a hero to end movement.</p> <p></p>	<p><b>Terrorize</b> <i>Wizardry Feat</i></p> <p>Play at the start of the overlord's turn.</p> <p>You gain <b>Fear 1</b> until the end of the turn.</p> <p></p>





## Thunderous Strike

*Wizardry Feat*

Play before making an attack roll.

That attack gains **Arcing 3**.



## Veil

*Wizardry Feat*

Play at the start of any hero's turn.

The overlord may not play cards until the overlord's turn.



## Visions

*Wizardry Feat*

Play at any time.

The overlord must reveal all the cards in his hand. The cards remain visible until played or discarded.



## We Are Not Afraid

*Wizardry Feat*

Play at any time.

The overlord loses 4 threat.



## Wind Wall

*Wizardry Feat*

Play at the start of the overlord's turn.

You gain **Deflection 2** until the end of the turn.



