



Astral Cape

Arcane - Cloak



2



Target enemy discards 1



: per ACT, you gain the same amount of until Time Phase



: Exhaust

1



ACT I

Shield Slayer



Brave

Your attacks against
Red or **Purple** enemies
inflict **Critical**



Savage Warrior

You cannot equip **Medium**
or **Heavy Armor**

1



Save




3



Shield Berserker



Rage

If you are wounded for at least half of your HP: your attacks inflict +1 



Savage Warrior

You cannot equip **Medium** or **Heavy Armor**

1



Save



3





Sea Fin

Slash - Sword



1

3

{1}

If used at {0}: +2 , +1



: Ignore , Slow



: Remove a **Fire** token from an area or a hero within 1 area

ACT II