



Blade Tornado



Inflict  to all models in all adjacent rooms. Use a Hashomer Action.


Summon Devastating Attack, then you may  1.



Blade Tornado

Death Knell



You may  2 Hashomer. Use a Hashomer Action.




Summon Death Knell, then you may  1.



Death Knell

Horrible Bleed



Inflict  to the target,
then  to a different target  from
the first one.



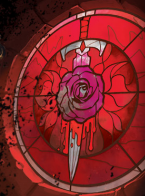
Summon Slaughter, then you may
 1.



Horrible Bleed



Easy Target



Transfer up to 3 of your damage
onto the target.

Shift Hashomer into the target's room.

Summon Charge, then you may 1.




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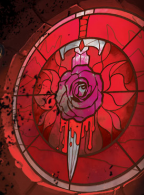


Easy Target

Flaming Blades



Select two different rooms, inflict 
to all the models in target rooms.
Use a **Hashomer Action**.



Summon **Fire Dash**, then you may
 1.



Flaming Blades



Drain Blood



Defeat the target mage if it has at least . Resolve the defeat normally. If Hashomer is in a room , you gain an additional .



on the target. Then heal on yourself.

If Hashomer is in a room , you inflict to the target.



Drain Blood

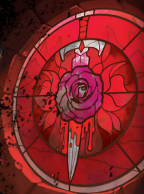


Boiling Poison



You may 1 and .

If Hashomer is in an adjacent room
choose: Inflict 2 more
or use a Combo Hashomer.

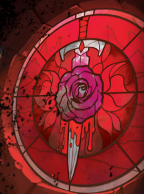



Inflict 3 and assign 1 Poison to
the target.





Boiling Poison

Blood Corruption



Inflict  and assign 3 **Poison** to the target.



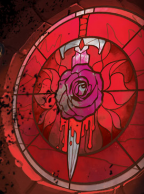
Inflict  and  for each **Poison** the target has.



Blood Corruption



Assassin Omen



Shift into a room with a mage that has at least 1 **Poison**, you may then ☼.



Until the end of the turn, every time you ☼ a mage with at least 1 **Poison** you earn ①.



Assassin Omen

Bury



Until your next **Spell** or **Physical Action** you cannot suffer any ♥.

Earn 1.

Target Mage loses a **Physical Action**.

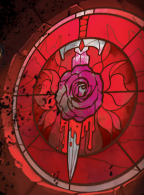
If he/she doesn't have **Physical Action** left to take, he/she loses 2.



Sadistic Lamentation



Ignore the next ♥, ☯ and assign
1 **Poison** onto the target that
attempted to inflict you the ♥

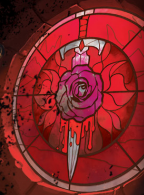


Next ♥ you suffer, whoever
attacked you suffers ☯ for each
Poison he/she has (assign 2 **Poisons**
if the target has none).




Sadistic Lamentation


Scarlet Flower



Next defeated mage:

Inflict  and assign 1 **Poison** to all models in adjacent rooms.

Next defeated mage:

each **Poison** he/she has also counts as  from you when calculating the biggest contributor to the defeat



Scarlet Flower