



Archery

⟳ During this Combat round, your Ranged units gain +1 ✕ if the target is a non-adjacent unit.



⟳ Until the end of the next Combat round, all of your Ranged units gain +1 ✕ and +1 ✖ if the target is a non-adjacent unit.

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Armorer

⚡ +1 🛡
Then draw 1 card.



⚡ +2 🛡
Then draw 1 card.

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Artillery

⚡ Deal 1 ✖ to an enemy unit.



⚡ When using the Ballista card, resolve its effect against the same target 3 times.

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Diplomacy

⌚ For every Dwelling you have, draw 1 corresponding Neutral Unit card. You can Recruit one of these units if you ⚡ its Recruitment cost.



⚡ Skip Combat with Neutral Units on a field whose Field Difficulty is equal to your Hero's level. Visit the field. This Hero gains no Experience.

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Eagle Eye

⚡ Draw cards from the Spell deck until you find a Basic Spell card. Take it into your hand or discard it. Reshuffle the rest of the cards back to the Spell deck.



⚡ Draw cards from the Spell deck until you find an Expert Spell card. Take it into your hand or discard it. Reshuffle the rest of the cards back to the Spell deck.

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