

# Purifying Aura



On the next five melee attacks targeting you, gain Retaliate 2.



2

2

2

## STRENGTHEN

Affect all adjacent allies



Affect all allies within Range 2 instead



# Sunkeeper



# Cautious Advance



Shield 1

Self



2

2

23

Move 3



176

# Sunkeeper



# Brilliant Prayer



One adjacent ally may  
Recover one lost card.



2

2



Heal 5

Range 3



# Sunkeeper



# Empowering Command



One adjacent ally may Recover up to two discarded cards.



: Up to three discarded cards instead, .

2

2

32

One adjacent ally may perform

Attack 4



# Sunkeeper



# Protective Blessing



**BLESS** and **STRENGTHEN**   
Affect one ally within Range

2

2

6

Negate all sources of damage to  
you and all adjacent allies this round.



# Sunkeeper



# Dazzling Charge

1

Heal  3

Range  3



 2

 2

57

Move  5

STUN 

Target one adjacent enemy



1



180

# Sunkeeper



# Tactical Order



One ally within Range 3 may perform  
**Move 4** •

2

2

29

**Move 4** •

# Sunkeeper



# Holy Strike



Attack  2

STUN 

 2 2 85

Attack  5

Range  3



182

# Sunkeeper



# Hammer Blow



Attack 4 •



: +1 Attack , Advantage,



2

2

55

Move 4 •



183

# Sunkeeper



# Defensive Stance



Attack 4 •



: +1 Attack , Advantage,



2

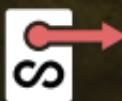
2

65

Shield 1 •

Self

On all your Move actions,  
deduct -1 Move .



# Sunkeeper



# Lay on Hands



Heal all damage on one adjacent ally.

Suffer 3 damage.



★ 2

▼ 2

90

Loot 1



185

# Sunkeeper



# Daybreak



Attack ⚔ 3 •

MUDDLE ?



: +1 Attack ⚔, ☀, ⚡

⚔ 2

⚡ 2

85

Move ⚪ 2 •

BLESS ?

Affect one adjacent ally



186

# Sunkeeper



# Beacon of Light



Heal ⚡ 1

Affect self and all allies within Range ⚡ 4

⚡ 2

⚡ 2

36

At the end of your next five turns when

is not Strong, generate



# Sunkeeper



# Glorious Bolt



Heal 5 • •

Range 3



: Target 2,



2

2

39

Attack 2 •

Range 3

MUDDLE



188

# Sunkeeper



# Practical Plans



Attack ⚡ 5

⚡ 2

⚡ 2

56

Move ⚡ 5



189

# Sunkeeper



# Unwavering Mandate



One adjacent ally may immediately perform an extra turn by playing two cards from their hand.

2

★ 2

▼ 2

72



Heal ♦ 3

Range ✕ 2



: Target ◎ 2, ♦



190

# Sunkeeper



# Burning Flash



Attack  4

Target all adjacent enemies

Gain  for each enemy targeted.



 2

 2

 5]

Heal  3

Range  3



: +1 Heal 



191

# Sunkeeper



# Mobilizing Axiom



Attack 4 •



2

2

23

All allies within Range 5 may perform  
**Move** 4



192

# Sunkeeper



# Righteous Strength



BLESS

Affect all adjacent allies



2

2

18

Move 3

Shield 1

Self



193

# Sunkeeper



# Engulfing Radiance

4

Heal  3 •

Affect self and all allies



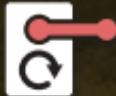
2

2

20



All attacks targeting you or any ally within Range 4 this round gain Disadvantage.



# Sunkeeper



# Path of Glory



Attack 5 • •



: +1 Attack , Advantage,

2

2

48

Move 5 •

BLESS

Affect all allies moved through



195



# Sunkeeper



# Scales of Justice



Retaliate 2

Self

On all your attacks,  
deduct -1 Attack .



2

2

68

Move 2



+2 Move ,

STUN

Target one adjacent enemy



# Sunkeeper



# Supportive Chant



All allies add +1 Attack  to all their Attack actions this round.



 2

 2



All allies add +2 Move  to all their Move actions this round.



# Sunkeeper



# Illuminate the Target



Attack 5

**STRENGTHEN**

Affect all adjacent allies



2

2



One adjacent ally may perform

Attack 6



# Sunkeeper



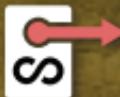
# Weapon of Purity

7

During any of your Attack actions,



to add +2 Attack \*, gain Advantage and .



2

2

73



Move 3

Attack 3



199

# Sunkeeper



# Bright Regis



Shield 2

Self

Retaliate 1

Self



2

2

14

One adjacent ally may  
Recover one lost card.



: Up to two lost cards instead, .

2



200



# Sunkeeper



# Cleansing Force



Attack 6 • •

STUN

WOUND

2



2

2

25

Move 4 •



201

# Sunkeeper



# Inspiring Sanctity



One adjacent ally may perform  
**Attack ⚔ 8**



: Kill the normal or elite target  
of the attack instead,

 2 2

All allies within Range ⚔ 3 may perform  
**Attack ⚔ 4**

Gain



202



# Sunkeeper



# Angelic Ascension



On your next four attack actions, add +3 Attack , WOUND , and gain Advantage.



2

2

87

Move 6

Jump



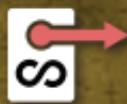
# Sunkeeper



# Divine Intervention



You may negate all damage any ally suffers by suffering the same amount of damage reduced by 1.



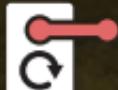
★ 2

▼ 2



Shield  1

Affect self and all allies



# Sunkeeper

