



Runic Enchantments

Aid



- » **AID:** . During this action, you may reroll 1 friendly die once for every gear card the target hero has equipped, ignoring previous results.
- » You or the target hero may discard 2 and 1 gear card to draw 1 gear card.
- » The target hero may ready 1 action.
A Runesmith blends magic and metal together by use of mighty runes of power.

Runesmith - Basic



Clan of Morgrim

Explore



- » **EXPLORE:** .
- » Draw and resolve 1 dungeon card. If that card does not have a treasure icon, collect 1 .

There is no room for mistakes. Even the smallest fault or doubt will render years of work on a rune wasted. Thus, Runesmiths are perfectionists in the extreme.

Runesmith - Basic



Aura of Power

Attack



- » You may engage up to 2 enemies.
- » **ATTACK:** .
- » Choose another hero. You and that hero each collect 1 and place it on your attack actions. This may exceed your limit by +1. This does not count for the other hero.
- » Ready all of your actions.
This power can penetrate any armour.

Runesmith - Advanced



Runelord

Aid



- » **AID:** . During this action, you may reroll 1 friendly or enemy die once for every gear card the target hero has equipped, ignoring previous results.
- » You or the target hero may discard 2 and 1 gear card to draw 1 gear card.
- » The target hero may ready 1 action.
Centuries upon centuries of practice...

Runesmith - Advanced



Disenchanting Gear

Explore



- » **EXPLORE:** .
- » Draw and resolve 1 dungeon card. If that card does not have a treasure icon, collect 1 . If that card has a treasure icon and a gear card is discarded during this action, you may choose 1 hero. That hero becomes empowered.

Runesmiths treat magic like any other Dwarf craft.

Runesmith - Advanced



Rune of Negation

Rest



- » You may exhaust 1 non-nemesis enemy engaged with you or engage 1 enemy.
- » **REST:** . During this action, if you roll 2 or more of any combination of and/or , apply +2 and -1 .

With the right amount of power wielded against it, the rune will activate and deflect the power. In ancient times, it is told that there were runes that could protect against even dragonfire.

Runesmith - Basic



Rune of Dismay

Rest



- » You may exhaust 1 non-nemesis enemy engaged with you or engage 1 enemy.
- » **REST:** . During this action, if you roll 2 or more of any combination of and/or , apply +2 and -1 .
- » Choose 1 enemy. That enemy retreats.
"Flee ye wretched scum! Hear ye fears increased by a thousand fold!"

Runesmith - Advanced



Fury of Grugni

Attack



- » You may engage 1 enemy
- » **ATTACK:** .
- » Choose another hero. You and that hero each collect 1 and place it on your attack actions.
- » Ready all of your actions.
When a Runesmith feels the rage of battle, his weapons, and those of friendly forces around him, glow and radiate heat.

Runesmith - Basic







Accessory - Ale



After your aid action, you and the target hero may each recover 1 and the target hero may also ready 1 action. Limit once per round.

Working Pint

Runesmith

Weapon - Melee



After a non-nemesis enemy engaged with you suffers , you may exhaust that enemy.

Warhammer of Isa

Runesmith

Accessory - Equipment



During your rest action, if you roll 2 or more of any combination of # and/or , place 1 on this card.
Limit of 4.
Before or after a hero's activation, you may discard 1 on this card to choose 1 enemy. That enemy suffers 1 .

Anvil of Doom

Runesmith

