






<p>Assistance <i>Combat Feat</i></p> <p>Play at any time.</p> <p>Give any number of feat cards from your hand to another hero (even if he can't normally draw that type of feat).</p> 	<p>Block <i>Combat Feat</i></p> <p>Play when you suffer wounds from an attack.</p> <p>Roll 5 black dice and cancel one received wound for each die that does not roll a surge.</p> 	<p>Bludgeon <i>Combat Feat</i></p> <p>Play after making an attack roll.</p> <p>That attack gains Daze 3.</p> 	<p>Dervish <i>Combat Feat</i></p> <p>Play at the start of the overlord's turn.</p> <p>You gain Disruption until the end of the turn.</p> 	<p>Dying Breath <i>Combat Feat</i></p> <p>Play when you die. You may not play this feat if killed by something that ignores Undying.</p> <p>You die at the end of your turn instead.</p> 
<p>fend <i>Combat Feat</i></p> <p>Play before any player makes an attack roll.</p> <p>You gain +4 armor against that attack.</p> 	<p>Follow Through <i>Combat Feat</i></p> <p>Play after making an attack roll.</p> <p>That attack gains +2 damage.</p> 	<p>Formation <i>Combat Feat</i></p> <p>Play before the overlord makes an attack roll.</p> <p>Swap positions with another hero.</p> 	<p>Hurry <i>Combat Feat</i></p> <p>Play on your turn, when you declare your action.</p> <p>You may make one extra Melee attack during your turn.</p> 	<p>Iron Grip <i>Combat Feat</i></p> <p>Play at the start of the overlord's turn.</p> <p>You gain Grapple until the end of the turn.</p> 



<p>Jagged Edge <i>Combat Feat</i></p> <p>Play after making an attack roll.</p> <p>That attack gains Bleed 2.</p> 	<p>Killing Blow <i>Combat Feat</i></p> <p>Play before making an attack roll.</p> <p>Instead of rolling, choose the side you want for each attack die. They cannot be rerolled.</p> 	<p>Lunge <i>Combat Feat</i></p> <p>Play as you declare a Melee attack.</p> <p>That attack gains Reach.</p> 	<p>Once More <i>Combat Feat</i></p> <p>Play when you die. You may not play this feat if killed by something that ignores Undying.</p> <p>You retain 1 wound instead of dying.</p> 	<p>Power Blow <i>Combat Feat</i></p> <p>Play before making an attack roll.</p> <p>That attack gains Bash.</p> 
<p>Riposte <i>Combat Feat</i></p> <p>Play after any figure makes a Melee attack targeting your space.</p> <p>Make a Melee attack that affects only that figure (even if out of range).</p> 	<p>Rising Slash <i>Combat Feat</i></p> <p>Play after making an attack roll.</p> <p>That attack gains Knockback 5.</p> 	<p>Shake It Off <i>Combat Feat</i></p> <p>Play at any time.</p> <p>Choose one type of effect token, other than Curse. Remove all tokens of that type from yourself.</p> 	<p>Spring <i>Combat Feat</i></p> <p>Play on your turn, when you declare your action.</p> <p>You gain Leap until the end of the turn.</p> 	<p>Sweeping Blow <i>Combat Feat</i></p> <p>Play as you declare a Melee attack.</p> <p>That attack gains Sweep.</p> 



<p>Unstoppable force <i>Combat Feat</i></p> <p>Play at any time.</p> <p>You gain Unstoppable until the start of your next turn.</p> 	<p>Unwavering Guard <i>Combat Feat</i></p> <p>Play during your turn.</p> <p>Place a Guard order.</p> 	<p>Valor <i>Combat Feat</i></p> <p>Play before making an attack roll.</p> <p>That attack ignores Fear, Deflection, and Stealth.</p> 	<p>Wall of Steel <i>Combat Feat</i></p> <p>Play after any player makes an attack roll.</p> <p>That attack has no effect on you. Gain a Stun token (even if immune to Stun).</p> 	<p>Wallop <i>Combat Feat</i></p> <p>Play before making an attack roll.</p> <p>That attack gains Stun 1.</p> 
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<p>All—Seeing Eye <i>Subterfuge Feat</i></p> <p>Play during your turn.</p> <p>Place a Dodge order.</p> 	<p>Black Market <i>Subterfuge Feat</i></p> <p>Play during your turn.</p> <p>You may perform a Shop movement action. This does not cost movement points, and you do not need to be in town.</p> 	<p>Channel force <i>Subterfuge Feat</i></p> <p>Play after taking damage from an attack.</p> <p>That attack gains Knockback 3 (only against you), but you choose where you move.</p> 	<p>Chink in the Armor <i>Subterfuge Feat</i></p> <p>Play before making an attack roll.</p> <p>That attack gains Pierce 4.</p> 	<p>fate's Arrow <i>Subterfuge Feat</i></p> <p>Play after making an attack roll.</p> <p>Treat one X you rolled as if it were a blank.</p> 
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Feint

Subterfuge Feat

Play after making an attack roll.

Change that attack's target to any target you could legally have declared before rolling.



Footwork

Subterfuge Feat

Play at any time.

Move to any adjacent space where you can legally end a movement, regardless of all other effects.



Fortune's Favor

Subterfuge Feat

Play after any player makes a die roll.

Choose one rolled die. That die must be rerolled, even if it has already been rerolled.



Hustle

Subterfuge Feat

Play on your turn, when you declare your action.

You gain additional movement points equal to your Speed.



Liquidate

Subterfuge Feat

Play at any time.

Discard one item in your possession. Gain as many coins as that item would cost to purchase.



Moment of Clarity

Subterfuge Feat

Play during your turn.

Place an **Aim** order.



Night's Curtain

Subterfuge Feat

Play at the start of the overlord's turn.

You gain **Shadowcloak** until the end of the turn.



Old Tricks

Subterfuge Feat

Play at any time.

Search any or all feat discard piles, choose one feat card, and add it to your hand.



Once Again

Subterfuge Feat

Play at any time.

Refresh one of your exhausted cards.



Peaceful Repose




Subterfuge Feat

Play during your turn.

Place a **Rest** order.

















<p>Problem Solver <i>Subterfuge Feat</i></p> <p>Play at any time.</p> <p>Choose one skill card currently in play. Gain a copy of that skill until the end of the round.</p> 	<p>Sand Pouch <i>Subterfuge Feat</i></p> <p>Play before any figure in your line-of-sight makes an attack roll.</p> <p>Place two Daze tokens on that figure (unless immune to Daze).</p> 	<p>Second Wind <i>Subterfuge Feat</i></p> <p>Play at any time.</p> <p>Restore your fatigue to maximum.</p> 	<p>Sense Danger <i>Subterfuge Feat</i></p> <p>Play after the overlord plays a card.</p> <p>Place a Guard order.</p> 	<p>Shooting for Distance <i>Subterfuge Feat</i></p> <p>Play before making an attack roll.</p> <p>That attack gains +8 range.</p> 
<p>Sleight of Hand <i>Subterfuge Feat</i></p> <p>Play at any time.</p> <p>You may change your equipped items.</p> 	<p>Take Cover <i>Subterfuge Feat</i></p> <p>Play at the start of the overlord's turn.</p> <p>You gain Stealth until the end of the turn.</p> 	<p>Through and Through <i>Subterfuge Feat</i></p> <p>Play as you declare an attack.</p> <p>That attack gains Penetrate 1.</p> 	<p>Tight Purse <i>Subterfuge Feat</i></p> <p>Play when you die.</p> <p>You do not lose any coins for dying.</p> 	<p>Up the Walls <i>Subterfuge Feat</i></p> <p>Play on your turn, when you declare your action.</p> <p>You gain Fly until the end of the turn.</p> 

<p>Betraying Blade <i>Wizardry Feat</i></p> <p>Play during your turn.</p> <p>Choose one unnamed monster in your line-of-sight. That monster immediately attacks its own space.</p> <p></p>	<p>Cheat Death <i>Wizardry Feat</i></p> <p>Play after any player makes an attack roll.</p> <p>That attack has no effect on you. Gain a Curse token (even if immune to Black Curse).</p> <p></p>	<p>Cold Snap <i>Wizardry Feat</i></p> <p>Play after making an attack roll.</p> <p>That attack gains Freeze 1.</p> <p></p>	<p>Demesne <i>Wizardry Feat</i></p> <p>Play at the start of the overlord's turn.</p> <p>Until the end of the turn, enemies attacking within 3 spaces of you suffer -1 damage and -1 range.</p> <p></p>	<p>Displacement <i>Wizardry Feat</i></p> <p>Play as you declare an attack.</p> <p>Choose an empty space within 3 squares. That attack traces line-of-sight and range from that space.</p> <p></p>
<p>Entangling Strike <i>Wizardry Feat</i></p> <p>Play before making an attack roll.</p> <p>That attack gains Web 1.</p> <p></p>	<p>Explosion <i>Wizardry Feat</i></p> <p>Play before making an attack roll.</p> <p>That attack gains Blast 1.</p> <p></p>	<p>flair <i>Wizardry Feat</i></p> <p>Play after making an attack roll.</p> <p>That attack gains 2 free surges.</p> <p></p>	<p>flaming fury <i>Wizardry Feat</i></p> <p>Play after making an attack roll.</p> <p>That attack gains Burn 3.</p> <p></p>	<p>Kinetic Throw <i>Wizardry Feat</i></p> <p>Play during your turn.</p> <p>Move one figure in your line-of-sight as if you had damaged it with a Knockback 4 attack.</p> <p></p>



<p>Magi Madness <i>Wizardry Feat</i></p> <p>Play after making an attack roll.</p> <p>That attack gains Sorcery 2.</p> <p></p>	<p>Premonition <i>Wizardry Feat</i></p> <p>Play at any time.</p> <p>Look at the top card of any deck, then place it on either the top or bottom of that deck.</p> <p></p>	<p>Recall <i>Wizardry Feat</i></p> <p>Play on your turn, when you declare your action.</p> <p>Place yourself in town.</p> <p></p>	<p>Reprieve <i>Wizardry Feat</i></p> <p>Play as the overlord plays a card.</p> <p>The overlord may not play that card during the current turn, but keeps the card and any threat used.</p> <p></p>	<p>Shared Spirit <i>Wizardry Feat</i></p> <p>Play on your turn, when you declare your action.</p> <p>Swap positions with another hero. Swap positions again with the same hero after your turn.</p> <p></p>
<p>Sparks of Pain <i>Wizardry Feat</i></p> <p>Play at the start of the overlord's turn.</p> <p>You gain Aura 4 until the end of the turn.</p> <p></p>	<p>Spirit Blow <i>Wizardry Feat</i></p> <p>Play as you declare an attack.</p> <p>Choose a hero. That attack traces line-of-sight and range from the chosen hero's space.</p> <p></p>	<p>Stray Spark <i>Wizardry Feat</i></p> <p>Play after making an attack roll.</p> <p>That attack gains Scatter 2.</p> <p></p>	<p>Summon <i>Wizardry Feat</i></p> <p>Play at the start of another hero's turn.</p> <p>Move that hero to a space adjacent to you where it is legal for a hero to end movement.</p> <p></p>	<p>Terrorize <i>Wizardry Feat</i></p> <p>Play at the start of the overlord's turn.</p> <p>You gain Fear 1 until the end of the turn.</p> <p></p>

<p>Thunderous Strike</p> <p><i>Wizardry Feat</i></p> <p>Play before making an attack roll.</p> <p>That attack gains Arcing 3.</p> <p></p>	<p>Veil</p> <p><i>Wizardry Feat</i></p> <p>Play at the start of any hero's turn.</p> <p>The overlord may not play cards until the overlord's turn.</p> <p></p>	<p>Visions</p> <p><i>Wizardry Feat</i></p> <p>Play at any time.</p> <p>The overlord must reveal all the cards in his hand. The cards remain visible until played or discarded.</p> <p></p>	<p>We Are Not Afraid</p> <p><i>Wizardry Feat</i></p> <p>Play at any time.</p> <p>The overlord loses 4 threat.</p> <p></p>	<p>Wind Wall</p> <p><i>Wizardry Feat</i></p> <p>Play at the start of the overlord's turn.</p> <p>You gain Deflection 2 until the end of the turn.</p> <p></p>
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