

Heretic

VILLAIN

THE FALLEN

ART MODIFIED FROM ADAM REBOTTARO'S ORIGINAL BY MATTHEW MALECKI

Heretic

VILLAIN

HEART OF LIGHT

ADDELPHOPHAGE

Heretic

THE FALLEN

SETUP

HERETIC'S HP IS 50/70/90.

REVEAL CARDS FROM THE VILLAIN DECK UNTIL YOU REVEAL 1 PRIDE CARD AND 1 WRATH CARD. PLAY BOTH AND THEN SHUFFLE THE OTHER CARDS BACK INTO THE VILLAIN DECK.

GAMEPLAY

START OF THE VILLAIN TURN: IF THERE IS MORE THAN 1 WRATH IN PLAY, DESTROY THE OLDEST. IF THERE IS MORE THAN 1 PRIDE IN PLAY, DESTROY THE OLDEST.

WHEN A WRATH/PRIDE CARD LEAVES PLAY: IF THERE ARE NO WRATH/PRIDE CARDS IN PLAY, REVEAL CARDS FROM THE VILLAIN DECK UNTIL A WRATH/PRIDE CARD IS REVEALED. PLAY IT, AND SHUFFLE THE REST BACK IN.

ADVANCED

WHENEVER A WRATH CARD IS PLAYED (INCLUDING DURING SETUP), SEARCH THE VILLAIN DECK FOR A DARK GIFT AND PLAY IT, THEN SHUFFLE THE VILLAIN DECK.

Heretic

HEART OF LIGHT

WHEN FLIPPED

SEARCH THE VILLAIN DECK AND TRASH FOR ALL REFLECTIONS AND PUT THEM INTO PLAY. SHUFFLE THE VILLAIN TRASH INTO THE VILLAIN DECK.

GAMEPLAY

PREVENT ALL DAMAGE DEALT BY AND TO HERETIC.

WRATH AND PRIDE CARDS ARE INDESTRUCTIBLE.

START OF THE VILLAIN TURN: DESTROY ALL REFLECTIONS. HERETIC GAINS 5 HP FOR EACH REFLECTION DESTROYED THIS WAY.

IF THERE ARE EVER NO REFLECTIONS IN PLAY: FLIP HERETIC.

ADVANCED

WHEN A REFLECTION IS DEALT DAMAGE, ALL OTHER REFLECTIONS BECOME IMMUNE TO DAMAGE UNTIL THE END OF THAT TURN.

ADDELPHOPHAGE

Heretic

ADDELPHOPHAGE

BURNING LIGHT

ONGOING, WRATH

AT THE END OF THE VILLAIN TURN, HERETIC DEALS EACH TARGET 2 RADIANT DAMAGE.

"MY LORD, THE PAIN... I KNOW I DESERVE IT..."

-HERETIC, PRIME WARDENS #12

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ADDELPHOPHAGE

CASTIGATE

ONGOING, WRATH

AT THE END OF THE VILLAIN TURN, HERETIC DEALS THE HIGHEST HP HERO TARGET (H) + 1 MELEE DAMAGE.

THEN, IF THEY HAVE 15 OR MORE HP, SHE DEALS THEM (H) - 1 RADIANT DAMAGE.

"VENGEANCE IS YOURS. YOU SHALL REPAY. SO SAID MY LORD."

-HERETIC, PRIME WARDENS #12

ART MODIFIED FROM ADAM REBOTTARO'S ORIGINAL BY MATTHEW MALECKI

Heretic – custom Villain – by Adelphophage



DIVINE JUDGMENT



ONGOING, WRATH

PLAY THIS NEXT TO THE HERO TARGET WITH THE LEAST HERO CARDS IN PLAY.

AT THE END OF THE VILLAIN TURN, **HERETIC** DEALS THE TARGET NEXT TO THIS **Ⓜ** + 1 RADIANT DAMAGE.

"THE LORD CHOSE YOU TO DIE. IT IS NOT MY PLACE TO QUESTION."

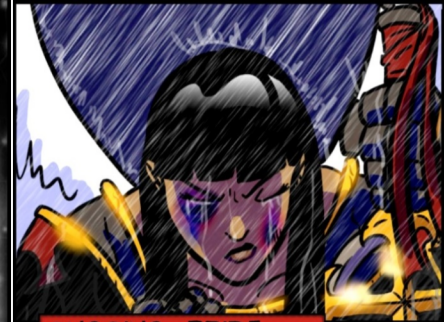
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≡ADEP/PC/PAGE≡



HUMBLE



ONGOING, PRIDE

EACH HERO TREATS ALL OF THEIR ONGOING AND/OR EQUIPMENT CARDS AS HAVING NO GAME TEXT, EXCEPT THE CARD THAT HERO MOST RECENTLY PLAYED.

"KNEEL BEFORE ME, AS YOU WOULD KNEEL BEFORE HIM."

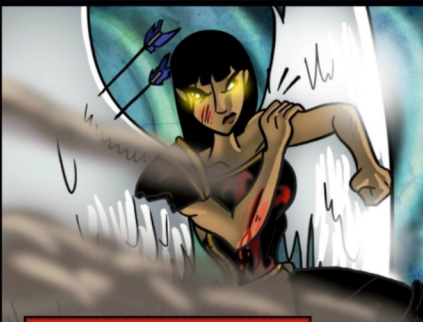
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UNBOWED



ONGOING, PRIDE

AT THE END OF THE VILLAIN TURN, **HERETIC** REGAINS **Ⓜ** + 1 HP.

THEN, IF **HERETIC** HAS LESS THAN HALF HER MAX HP, SHE REGAINS AN ADDITIONAL **Ⓜ** - 1 HP.

"NO REST. NO MERCY. NO MATTER WHAT."

-HERETIC, PRIME WARDENS #11

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WRATHSTORM



ONGOING

TREAT ALL PRIDE CARDS AS HAVING NO GAME TEXT.

WHEN THIS CARD IS DESTROYED, **HERETIC** DEALS EACH OTHER TARGET 5 RADIANT DAMAGE.

AT THE START OF THE VILLAIN TURN, DESTROY THIS CARD.

"HEAVEN AND EARTH WILL PASS AWAY, BUT HIS WORDS WILL NOT..."

-HERETIC, PRIME WARDENS #13

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ZEALOUS DEFENSE



ONGOING, PRIDE

WHENEVER *HERETIC* WOULD BE DEALT 4 OR MORE DAMAGE BY A HERO TARGET, THE LOWEST HP VILLAIN TARGET DEALS EACH HERO TARGET 3 MELEE DAMAGE.

"YOU SHALL **NOT** BAR MY PATH!"
-HERETIC, PRIME WARDENS #11

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ABSOLVE



ONGOING, WRATH

AT THE END OF THE VILLAIN TURN, *HERETIC* DEALS THE (H) - 2 HIGHEST HP HERO TARGETS 2 IRREDUCIBLE MELEE DAMAGE AND 1 IRREDUCIBLE RADIANT DAMAGE EACH.

"WRATH WOULD BE A SIN. THIS IS JUSTICE."
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DARK GIFT



RELIC

WHENEVER A VILLAIN TARGET WOULD DEAL RADIANT DAMAGE, INCREASE IT BY 1 AND CHANGE ITS TYPE TO INFERNAL.

"WITH THIS GIFT, I MARK YOU MY MOST FAITHFUL SERVANT..."
-APOSTATE, PRIME WARDENS #11

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INQUISITION



ONE-SHOT

THE HERO WITH THE MOST CARDS IN HAND MAY DISCARD ANY NUMBER OF CARDS.

THEN HERETIC DEALS THEM X PSYCHIC DAMAGE. X IS Ⓢ PLUS THE NUMBER OF CARDS IN THEIR HAND.

"YOUR MIND IS HEAVY WITH SIN. LET ME PURIFY IT."

-HERETIC, PRIME WARDENS #12

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Heretic

AD&P/OP/MAGE

SOULCAGE

6



LIGHTFORM

WHEN THIS CARD IS PLAYED, PUT IT NEXT TO THE SECOND HIGHEST HP HERO. REDIRECT ALL DAMAGE THAT HERO WOULD DEAL TO THIS CARD.

AT THE END OF THE VILLAIN TURN, THIS CARD DEALS THE HERO NEXT TO IT Ⓢ RADIANT DAMAGE.

"I SHALL GRANT YOU A TIME TO THINK ON YOUR SINS."

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Heretic

AD&P/OPMAGE

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AD&P/OPMAGE

SOULFIRE



ONE-SHOT

THE HERO WITH THE MOST CARDS IN PLAY MAY DESTROY ANY NUMBER OF THEIR ONGOING OR EQUIPMENT CARDS. THEN HERETIC DEALS THEM X RADIANT DAMAGE, WHERE X IS TWICE THE NUMBER OF ONGOING/EQUIPMENT CARDS THEY HAVE.

"ASHES TO ASHES. DUST TO DUST."
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AD&P/OPMAGE

TAINED ARMOUR



ONGOING, PRIDE

REDUCE DAMAGE DEALT TO HERETIC BY 1.

"THE STEEL MATTERS NOT. I AM ARMURED IN MY FAITH."
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DARK WHISPERS



ONE-SHOT

SHUFFLE THE VILLAIN TRASH INTO THE VILLAIN DECK.

HERETIC REGAINS Ⓢ + 1 HP.
DESTROY ALL PRIDE AND WRATH CARDS.

"WHAT HIGHER AUTHORITY IS THERE THAN I, YOUR LORD? CAN DOING MY WORK BE A SIN?"
-APOSTATE, PRIME WARDENS #11

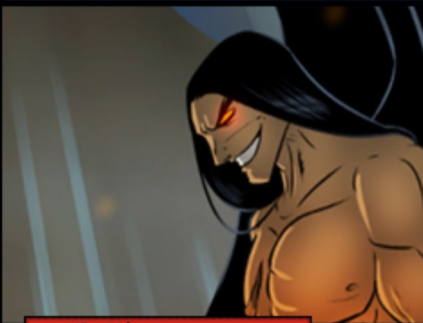
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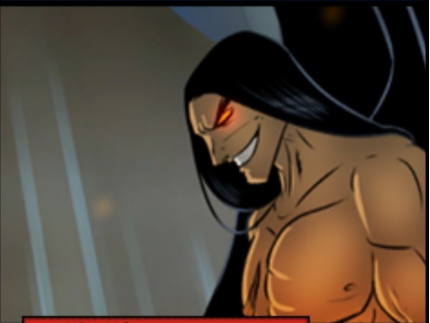
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REFLECTION

4

LIGHTFORM

WHEN THIS CARD ENTERS PLAY, IF HERETIC IS ON THE FALLEN SIDE, FLIP HER.

AT THE END OF THE VILLAIN TURN, THIS CARD DEALS THE HIGHEST HP HERO TARGET (H) - 2 RADIANT DAMAGE.

ALL PRIDE CARDS TREAT THIS AS BEING HERETIC.

"YOUR SOUL IS TOO GREAT TO BE CONTAINED WITHIN THIS VESSEL."

-APOSTATE, PRIME WARDENS #13

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ADEPHOPHAGE



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