

ADONIS

Main Role:

Strategic Explorer

Key Points:

His extremely high mobility (64 points) makes him the ideal character for reaching distant objectives or exploring new locations.

Spells like **Teleportation Portal** and **Invisibility** complement this ability. **Invisibility**, in particular, allows him to avoid combat when unnecessary, while **Clone** creates an extra support in critical situations.

Highlighted Spells:

Clone: Allows Adonis to act as another hero, doubling his versatility in any situation. **Control:** With this spell, he can neutralize dangerous enemies in his location, making him a good ally for combat-oriented characters.

Strategy:

Use him to quickly collect objectives, unlock critical areas, or transport other heroes through the **Teleportation Portal**. He can stay out of danger thanks to **Invisibility** and, if necessary, divert enemies' attention with **Control** or **Apathy**.

ZIA

Main Role:

Offensive Tactics and Strategic Support

Key Points:

With 61 combat points, Zia can effectively face enemies. Her combination of spells like **Weakness** and **Foresight** makes her an essential resource for planning movements and reducing threats.

She has a good balance between offense and utility, with access to spells like **Conjured Arrow** (direct damage) and **Teleportation Portal**.

Highlighted Spells:

Foresight: Useful for revealing locations and planning the group's advance. Ideal when the team needs to evaluate risks before acting.

Weakness: Reduces the combat power of enemies, making difficult encounters easier.

Strategy:

Zia can be the tactical leader of the team, revealing locations with **Foresight** and weakening enemies before the team engages in combat. Her support capabilities combined with offensive spells make her ideal for maintaining the balance between exploration and combat.

ENEKO

Main Role:

Offensive Specialist

Key Points:

Like Zia, he has 61 combat points, but his style focuses more on direct damage. **Fury** is his most characteristic spell, as it turns his mobility into a lethal offensive resource.

Although his mobility is limited (39 points), he has access to spells like **Teleport**, mitigating this **weakness**.

Highlighted Spells:

Fury: Increases his damage potential, turning Eneko into a devastating character against high-level enemies.

Weakness: Complements his offensive abilities by reducing the combat power of enemies.

Strategy:

Eneko is responsible for quickly eliminating significant threats. His ability to deal damage is enhanced when supported by characters with support spells like **Weakness** (from Zia or Brunhilde). He can be more effective in central locations, where his mobility is not a drawback.

MAIDER

Main Role:

Support with Offensive and Healing Capabilities

Key Points:

Her spell **Arcane Healing** makes her a crucial element of the team, capable of restoring vitality and keeping the group in combat.

She has good mobility (56 points) and a balanced set of offensive and support spells.

Highlighted Spells:

Arcane Healing: Unique among heroes, this spell allows healing up to 10 health points, as well as removing Fracture chips.

Velocity: Transforms her combat points into movement, giving her flexibility in situations where quick movement is needed.

Strategy:

Maider should be near allies who frequently take damage, such as Eneko or Unai, to maximize the use of **Arcane Healing**. Her good balance between movement and combat allows her to adapt to various situations, acting as a versatile support character.

UNAI

Main Role:

Strategic Combatant

Key Points:

With 61 combat points and access to spells like **Fury** and **Conjured Arrow**, Unai is designed to deal constant damage.

Although his mobility is lower (44 points), **Foresight** allows him to plan his actions and compensate for his lack of speed.

Highlighted Spells:

Conjured Arrow: Provides direct damage without depending on his position, ideal for eliminating enemies in nearby locations.

Fury: Maximizes his offensive capability, allowing him to defeat enemies quickly.

Strategy:

Unai should be in strategic locations, supporting other combatants with his attack power. His combat skills make him ideal for prolonged engagements, where he can make the most of **Fury**.

BRUNHILDE

Main Role:

Balanced and Tactical Combatant

Key Points:

Brunhilde combines offensive abilities with support spells like **Weakness** and **Foresight**, making her a versatile combatant.

Her balance between combat (60 points) and movement (41 points) positions her as a reliable character in complex situations.

Highlighted Spells:

Weakness: Facilitates the team's work by reducing the threat of enemies.

Clone: Increases her ability to adapt to various situations, acting as a second hero when needed.

Strategy:

Brunhilde is ideal for teams needing additional tactical support. Her ability to weaken enemies and generate **clones** makes her a flexible ally in any situation.

CHARACTERSPELLS

Spell	Adonis	Zia	Eneko	Maidier	Unai	Brunhilde
Lightning	✓	✓	✓	✓	✓	✓
Portal	✓	✓	✓	✓	✓	✓
Fireball	✗	✓	✓	✓	✓	✗
Teleport	✓	✓	✗	✗	✓	✗
Fury	✗	✗	✓	✗	✓	✓
Enthrall	✓	✗	✗	✓	✗	✓
ForceField	✗	✗	✗	✓	✓	✗
ArcaneHealing	✗	✗	✗	✓	✗	✗
Weakness	✗	✓	✗	✓	✗	✗
Foresight	✗	✓	✗	✗	✗	✗
Velocity	✗	✗	✗	✓	✗	✗
Transfer	✓	✗	✗	✗	✗	✗
Apathy	✓	✗	✓	✗	✗	✗
Control	✓	✗	✓	✗	✗	✗
ConjuredArrow	✗	✗	✓	✗	✗	✓
Clone	✓	✗	✗	✗	✗	✗
Invisibility	✓	✓	✗	✗	✓	✗

Action points per character (Heroic cards included)

Character	Total	Combat	Movement	Spells
Adonis	136	54	64	29
Zia	129	61	50	28
Eneko	125	61	39	25
Maidier	128	52	56	29
Unai	130	61	44	25
Brunhilde	126	60	41	25