

Beric Dondarrion



	1	2	3	4	5
6	7	8	9	10	11
12	13				

Thoros of Myr



	1	2	3	4	5
6	7	8	9	10	



**Tribute**  
5

**5**

**FIELD**

**The Brotherhood**  
**TRIAL BY COMBAT**

Discard field tribute to enact.  
Once per turn if you block an attack with a defense value higher than your opponents attack, the attacking character receives damage equal to the difference.

**Tribute**  
3

**3**

**FIELD**

**The Brotherhood**  
**THE BROTHERHOOD WILL HUNT YOU DOWN**

Discard field tribute to enact.  
Move Beric and Thoros up to 5 spaces each, then draw a card.

**Field:** You may roll and use your movement phase at any point in your turn. Add +1 to all dice rolls.

**Tribute**  
3

**3**

**FIELD**

**The Brotherhood**  
**THE BROTHERHOOD WILL HUNT YOU DOWN**

Discard field tribute to enact.  
Move Beric and Thoros up to 5 spaces each, then draw a card.

**Field:** You may roll and use your movement phase at any point in your turn. Add +1 to all dice rolls.

**ENIGMATIC**

**The Brotherhood**  
**LADY STONEHEART**

Play anytime on your turn.  
Select a card from any players discard pile. You may now use that card as if it belonged to Beric or Thoros.

**Attack**  
6

**The Brotherhood**  
**FLAMING SWORD**

Play when attacking.  
The defending character receives a minimum 3 damage from this attack.

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6

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**FLAMING SWORD**

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The defending character receives a minimum 3 damage from this attack.

**4**  
**Defend**

**The Brotherhood**  
**THE NIGHT IS DARK AND FULL OF TERRORS**

Play when defending.  
If all damage from this attack is blocked the opponent must discard a card at random.

**4**  
**Defend**

**The Brotherhood**  
**THE NIGHT IS DARK AND FULL OF TERRORS**

Play when defending.  
If all damage from this attack is blocked the opponent must discard a card at random.

**ENIGMATIC**

**Thoros of Myr**  
**RESURRECTION**

Play anytime on your turn.  
If Beric has died you may discard 3 cards from your hand to revive him back to half health.







