

Fire Orbs

Attack 3
Range 3
Target 3
Gain 1 for each enemy targeted.

69

Move 3

061

Impaling Eruption

Attack 3
Range 4
Additionally, target all enemies on the path to the primary target
Gain 1 for each enemy targeted.

70

Move 4

062

Reviving Ether

Recover all your lost cards.

80

Move 4
Jump

063

Freezing Nova

Attack 2
Target all adjacent enemies
IMMOBILIZE
+1 Attack

21

Heal 4
Range 4

064

Mana Bolt

Attack 2
Range 3
+1 Attack, 1

07

Heal 3
Range 1

065

Frost Armor

Attack 2
Range 3
+1 Attack, 1

20

On the next two sources of damage on you, suffer no damage instead.

066

Flame Strike

Attack 3
Range 2
WOUND

36

Attack 2
Range 2

067

Ride the Wind

Loot 1

83

Move 8
Jump

068

Crackling Air

On your next four attacks, add +1 Attack instead
+2 Attack instead

25

Move 3
Retaliate 2 Self

069

Hardened Spikes

Retaliate 2
Affect self and all adjacent allies
+1 Retaliate

26

Move 3
Shield 2 Self

070

Aid from the Ether

Heal 3
Range 3

91

Summon Mystic Ally

2	2
3	2

071

Flashing Burst

Attack 3
Range 3

26

Move 4

072

Icy Blast

Attack 2
Range 3
MUDDLE

66

Heal 6
Range 2

073

Cold Fire

Attack 1
Range 3
+2 Attack
STUN

67

Loot 2

074

Elemental Aid

Heal 3
Range 2
+2 Heal, 1

84

Shield 2
Affect any one ally
Affect all allies instead

075

Spirit of Doom

CURSE
Range 4
Kill a normal target of the ability instead, 1

81

Heal X
Affect any one ally where X is half of that ally's maximum hit point value (rounded down).
X is that ally's maximum hit point value instead

076

Forked Beam

Attack 2
Range 3
Target 2

20

Move 4

077

Chromatic Explosion

Attack 3
Range 3

71

Move 2

078

Engulfed in Flames

Attack 4
Range 3

44

On the next five melee attacks targeting you, gain Retaliate 3.

079

Living Torch

Attack 4
Range 3
IMMOBILIZE
All enemies adjacent to the target suffer 2 damage, 1

96

Summon Burning Avatar

2	3
2	3

On death: Attack 3
Target all adjacent enemies

080

Frozen Night

Attack 4
Gain 1 for each enemy targeted.

46

Move 3
+2 Move
INVISIBLE Self

081

Twin Restoration

Recover up to two of your lost cards.

75

Heal 3
Range 3
Target 2

082

Stone Fists

Attack 6
PUSH
IMMOBILIZE
Target 2, 1

62

Move 3
Shield 1
+1 Move, +1 Shield, 1

083

Zephyr Wings

Loot 2
Loot 3 instead, 1

85

Move 8
Jump
+3 Move, 1

084

Cold Front

Attack 5
Range 2

61

On the next three sources of damage from attacks targeting you, suffer no damage instead and gain Retaliate 3, Range 3.

085

Black Hole

Attack 4
Range 3
Gain 1 for each enemy targeted.
Kill all normal enemies in the targeted area.

41

Choose a hex within Range 4.
PULL 2
Target all enemies within Range 4 of the chosen hex and pull them toward it

086

Inferno

Attack 3
Target all enemies in the same room as you
+1 Attack, 1

19

Retaliate 2
Range 3
Affect self and all allies

087