

Tremulant Cyclone

Attack ⚔ 1
Range ⚡ 3

+1 Attack ⚔, PUSH ⚡ 1, ⚡

26

Move 🐾 2

481

Stoking Hail

Attack ⚔ 2
Range ⚡ 3

: STUN ⚡, ⚡

28

Move 🐾 2

480

Shaping the Ether

Attack ⚔ 1
Range ⚡ 3

+2 Attack ⚔, PUSH ⚡ 3
: STUN ⚡, : Target Ⓢ 2

54

At the end of each of your turns, you may generate ⚡

Deduct -1 Attack ⚔ from all your Attack actions.

479

Formless Power

Attack ⚔ 2
Range ⚡ 2

+1 Attack ⚔, +1 Range ⚡, ⚡
+1 Attack ⚔, +1 Range ⚡

45

During an attack action, you may ⚡ once to add +1 Attack ⚔ to the entire Attack action.

478

Pure Augmentation

Attack ⚔ 1
Range ⚡ 3

+2 Attack ⚔, ⚡
+2 Attack ⚔

48

Move 🐾 3

+2 Move 🐾, ⚡
+2 Move 🐾

477

Raw Enhancement

Attack ⚔ 1
Range ⚡ 3

+2 Attack ⚔, ⚡
+2 Attack ⚔

48

Move 🐾 3

+2 Move 🐾, ⚡
+2 Move 🐾

476

Infernal Vortex

Attack ⚔ 4
Target all enemies at exactly Range ⚡ 2

17

Move 🐾 2

482

Lava Eruption

Attack ⚔ 1
Target all enemies within Range ⚡ 4

19

Move 🐾 2

483

Ice Spikes

Attack ⚔ 1
Range ⚡ 3

+1 Attack ⚔, WOUND ⚡, ⚡

40

Attack ⚔ 5
Range ⚡ 3
IMMOBILIZE ⚡

484

Frigid Torrent

Attack ⚔ 3
Target Ⓢ 2, PIERCE ⚡ 2, ⚡

35

Attack ⚔ 3
Range ⚡ 3
PULL ⚡ 2

485

Malleable Evocation

Attack ⚔ 0
Range ⚡ 2

+1 Attack ⚔, WOUND ⚡, +1 Attack ⚔, Target Ⓢ 2
+1 Attack ⚔, IMMOBILIZE ⚡, +1 Attack ⚔, POISON ⚡

50

Move 🐾 2

+3 Move 🐾, : Jump ⚡
Heal ⚡ 2 Self, : Shield ⚡ 1 Self

486

Brilliant Flash

Heal ⚡ 3
Range ⚡ 3

67

Loot ⚡ 1

487

Encompassing Shadow

INVISIBLE ⚡
Affect one ally within Range ⚡ 3

23

Move 🐾 2

All attacks targeting you gain Disadvantage this round.

488

Boiling Arc

Attack ⚔ 2

47

Move 🐾 4

Retaliate ⚡ 2 Range ⚡ 2

489

Crystallizing Blast

Attack ⚔ 1
Range ⚡ 3

67

Move 🐾 4

Shield ⚡ 2 Self

490

Burial

Attack ⚔ 4
Range ⚡ 4

+1 Attack ⚔, IMMOBILIZE ⚡, ⚡
+1 Attack ⚔, CURSE ⚡, ⚡

65

Attack ⚔ 3
Range ⚡ 4

491

Chain Lightning

Attack ⚔ X = 4
Range ⚡ 3

Attack ⚔ X-1 on a new enemy within Range ⚡ 2 of the first target, then Attack ⚔ X-2 on a third enemy within Range ⚡ 2 of the second target
+1 Attack ⚔, PIERCE ⚡ 2, ⚡
Attack ⚔ X-3 on a fourth enemy within Range ⚡ 2 of the third target

41

Heal ⚡ 3
Range ⚡ 4

492

Primal Duality

Attack ⚔ 5
Range ⚡ 4
Target Ⓢ 2

15

Move 🐾 2

493

Gravel Vortex

Attack ⚔ 2
Target all adjacent enemies

62

Loot ⚡ 1

: Loot ⚡ 2

494

Obsidian Shards

Attack ⚔ 2
Range ⚡ 3
Target Ⓢ 2

+3 Attack ⚔, ⚡

36

Shield ⚡ 1 Self

495

Winter's Edge

Attack ⚔ 5
Range ⚡ 2

+2 Range ⚡, PIERCE ⚡ 4, ⚡

43

Heal ⚡ 2
Range ⚡ 2

496

Eye of the Hurricane

Heal ⚡ 3
Range ⚡ 4

Attack ⚔ 2
Target all enemies within Range ⚡ 2 of the healed figure

29

Move 🐾 3

+3 Move 🐾
: Jump ⚡, ⚡

497

Simulacrum

Attack ⚔ 2
Range ⚡ 3

+3 Attack ⚔, ⚡
: Target Ⓢ 2, ⚡
IMMOBILIZE ⚡, MUDDLE ⚡, ⚡

94

Summon Doppelganger

10, 2, : 2
: 2, : 2
You may perform attack actions as if you occupy the summon's hex.

498

Vengeance

Attack ⚔ 2
Range ⚡ 3

Kill all normal targets instead, ⚡

33

Move 🐾 3

Retaliate ⚡ 1
Affect one adjacent ally
: Retaliate ⚡ 3 instead, ⚡

499

Pragmatic Reinforcement

Heal ⚡ 3
Range ⚡ 3

Shield ⚡ 1, : +2 Heal ⚡
The healed figure may Recover ⚡ one discarded card.

56

Attack ⚔ 3
Range ⚡ 3

POISON ⚡, WOUND ⚡, +3 Range ⚡
+2 Attack ⚔

500

Volatile Consumption

When you consume an element during an action, you may cause an enemy within Range ⚡ 2 to suffer 1 damage or you may perform a "Heal ⚡ 1, Range ⚡ 2" action.

64

Move 🐾 3
Jump ⚡

+2 Move 🐾, WOUND ⚡, all enemies moved through, ⚡
+2 Move 🐾, IMMOBILIZE ⚡, all enemies moved through, ⚡

501

Elemental Aegis

Shield ⚡ 2
Self

+1 Shield ⚡, ⚡, +1 Shield ⚡, ⚡
+1 Shield ⚡, ⚡, +1 Shield ⚡, ⚡

14

Heal ⚡ 5
Self

502

Ethereal Manifestation

Summon Mana Sphere

3, 3, 2, : 2, : 2

98

Perform any of the following abilities:

Attack ⚔ 3 Range ⚡ 3, : Move 🐾 3
Loot ⚡ 1, : Heal ⚡ 3 Range ⚡ 3

503

Eternal Equilibrium

Attack ⚔ 2
Target all enemies within Range ⚡ 3

+1 Attack ⚔, CURSE ⚡, ⚡
+1 Attack ⚔, MUDDLE ⚡, ⚡

27

Heal ⚡ 4
Range ⚡ 4

Retaliate ⚡ 2, ⚡
Shield ⚡ 2, ⚡

504