

AIR BLADES



CO

(requires a sword in the main and left hand.)

Increase your damage score by 2 for each modifier ability you have played in this combat round. Increase your speed by 1 in the next combat round.

AIR STRIKE



CO

Instead of rolling for a damage score, you can spend 1 magic point to shape the wind into rippling bolts of magic. Roll 4 damage dice and assign each result to one or more opponents, ignoring armour. Each opponent struck by this ability lowers their armour by 2 for the remainder of the combat.

ANGER STRIKE



MO

Add 2 to each die you have rolled for your damage score.

APEX PREDATOR



PA

Each time the WOLF defeats an opponent (by reducing them to zero health), the WOLF's brawn is raised by 2.

ATROPHY



MO

(requires a dagger in the main hand.)

If you have caused health damage to an opponent in this round, you can choose to spend 1 brawn to deal an extra 4 damage to that opponent, ignoring armour.

AWAKEN



PA

If you have the DIVINER career, then you may cast SCALDING GEYSER and HEALING SPRING in the same combat round. If both are cast, you can also restore a modifier ability.

BACK FOOT



MO

When your opponent's damage score causes health damage, you can immediately retaliate by inflicting 2 damage dice back to them, ignoring armour. Increase your speed by 1 in the next combat round.

BACK TO DUST



PA

Destroy one of your bone dice to regain 2 spent magic points or heal 4 health.

BLAZE FLUID



PA

Once per combat round, you can spend 1 use of a backpack potion/gourd to power up the DEVASTATOR's armaments. This will deal 3 damage to all opponents, ignoring armour. The DEVASTATOR loses 5 health.

BLAZE



SP

You may roll an extra die for your attack speed, then deal 2 damage dice to one opponent, ignoring armour.

BLAZING BARRELS



CO

(requires a flintlock in the left hand.)

After rolling and applying your damage score, you may apply a further 6 damage to an opponent of your choosing, ignoring armour. Regain a modifier ability.

BLIND HUNGER



PA

If a combat lasts longer than 8 rounds, at the start of the ninth round of combat your speed is raised by 1 for the duration of the combat, but you can no longer play any special abilities.

BLINDING RAYS



CO

Instead of rolling for a damage score, you can cast BLINDING RAYS. This deals 4 damage to any three opponents, ignoring armour, and reduces their speed by 1 for the next combat round.

BLOOD CLOT



CO

Instead of rolling for a damage score, choose an opponent inflicted with the BLEED effect. They take 10 damage, ignoring armour, and their speed is reduced by 2 in the next combat round.

BLOOD DRAIN



CO

Instead of rolling for a damage score, deal 10 damage to one opponent, ignoring armour. If that opponent is inflicted with the BLEED effect, then heal 4 health.

BLOOD RITES



CO

Sacrifice 6 health to roll an extra die for your damage score and regain a speed ability.

BLUSTER



ME

Gain a **CHARM** ability for each die you rolled for your damage score this round.

BRAIN BOIL



CO

Instead of rolling for a damage score, deal 10 damage to one opponent. You may also regain 2 spent magic points.

BRAINSTORM



I

Before combat begins, you may choose any two spells to take into the combat from the following list: **CHARM**, **CORONA**, **OVERLOAD**, **QUICKSILVER**, **REGROWTH**, **RESOLVE**, **RUST**, **WRATH**.

BULWARK



ME

Deal damage to an opponent of your choosing equal to your current armour (up to a total of 12 damage), ignoring your opponent's armour.

CHASTEN



CO

You can use this ability to roll an extra die when determining your damage score and reduce your opponent's armour by 1 for the remainder of the combat.

COLD SNAP



ME

Reroll any die for damage, adding 2 to the result.

CRIMSON HAZE



ME

For each opponent you defeated in this round of combat (i.e. reduced to zero health) you can restore 2 health.

CRITICAL EYE



PA

You can use the **HEADSHOT** ability twice per combat (if available).

DANCING TIDES



PA

(requires a sword in the main hand.)

If you have used a speed, combat and modifier ability in one round of combat, then you may automatically deal 2 damage dice to an opponent of your choosing, ignoring armour.

DARK ILLUMINATION



PA

Your warp abilities cost 2 less health to cast.

DARK JUSTICE



WA

Deal 3 damage to all opponents, ignoring armour. Any opponents defeated will heal you for 2 health. This ability costs 4 health to use.

DARK SHIELD



ME

Raise your armour by 3 and restore a warp ability that you have already used.

DARKBALL



CO

Instead of rolling for a damage score you can blast an opponent with a **DARKBALL**. This inflicts 3 damage dice to an opponent of your choosing, ignoring armour. If you have a **GLOOM SHADE** or **DAMNATION** minion currently in play, then you may also regain 2 spent magic points.

DEATH MARK



PA

Choose an opponent before the combat begins. When that opponent is defeated, you can restore your **DEEP WOUND** ability (if available).

DEVOUR ESSENCE PA

When a minion dies, your hero immediately restores 4 health and 1 spent magic point.

DISSONANCE CΘ

Instead of rolling for a damage score you can cast **DISSONANCE**. This inflicts 10 damage to your opponent, ignoring their armour. At the end of the next combat round, they take a further 10 damage, ignoring armour.

DIVERSION CΘ

If your pet would be reduced to zero health as the result of an opponent's attack, then you can use **DIVERSION** to enable them to ignore all damage. You can also inflict 1 damage die to the attacking opponent, ignoring armour.

DUCK AND DIVE CΘ

Reduce your opponent's damage score by 5 and restore a speed ability you have already used.

ECLIPSE WA

Use any time in combat to reduce the speed of your opponents by 1 for one combat round and restore one modifier ability. This ability costs 4 health to cast.

EMPATHY PA

You can cast **EMPATHY** on one opponent at the start of combat. Each time your minion dies in combat, your chosen opponent takes 4 damage, ignoring armour.

ENDLESS FURY PA

Whenever you play the **DEEP WOUND** ability, you can increase your damage score by 3.

EXTINGUISH MΘ

Lower your opponent's damage score by 5. Their speed is lowered by 1 in the next combat round.

FATAL SPIN CΘ

Instead of rolling for a damage score you can use **FATAL SPIN**. This deals 4 damage to all opponents, ignoring armour. If any opponent is defeated, you can restore one speed ability.

FIELDWORK MECHANICS PA

If the devastator is in passive mode, it may restore 5 health.

FIRE GUARD MΘ

Use any time in combat to raise your armour by 3 and inflict 2 damage to all opponents, ignoring armour.

FLAME WAVE CΘ

Spend 1 magic point to roll an extra die for your damage score and inflict 2 damage to all opponents, ignoring armour.

FLASH BLADES PA

(requires a sword in the main hand and left hand).

Whenever you play the **DEEP WOUND** ability, you can deal 2 damage to all opponents, ignoring armour.

FLASH DANCE SP

You may roll an extra die to determine your attack speed for one round of combat.

FLOURISH PA

Each time you play a charm ability, you may restore 1 health.

FRAZZLED



CO

Instead of rolling for a damage score, if your magic attribute is 15 or lower, then you may deal 4 damage to all opponents, ignoring armour, and restore a modifier ability.

GNAW



PA

At the end of the combat round, lower an opponent's armour by 1. The RAT SWARM lose 5 health.

GRAVE BOUND



PA

If the DAMNATION is reduced to zero health, your hero may either heal 4 health or restore 2 spent magic points.

GREEN ARROW



MO

Spend 1 magic to add 3 to your damage score. Then deal 2 damage to all opponents, ignoring armour.

HAMMER BLAST



CO

Instead of rolling for a damage score you can deal 4 damage dice to your opponent, ignoring armour, and 4 damage to all other opponents, ignoring armour. (This ability can only be used when triggered by RELENTLESS BLOWS - and can be triggered multiple times in the same combat.)

HUNGRY SPIRITS



CO

You can use this ability to roll an extra die when determining your damage score. Once damage has been applied, you may restore 2 spent magic points.

HUNTSMAN



CO

Instead of rolling for a damage score, you can blow your hunting horn. This raises the brawn of your MASTIFF or GILASUR pet by 3 for the remainder of the combat.

HYSTERIA



PA

If your health is 10 or less, you can increase your damage score result by 4.

ICE SLICK



MO

If you roll a [6] for attack speed, you may roll an extra die.

IMPERVIOUS



PA

Restore 4 health each time you roll two or more dice for your damage score.

IMPROVED FIRE BOOST



PA

While the PYROCLAST is in play your fire abilities (if available) are made more powerful. You may add 2 to each die rolled for BACK DRAFT, COMBUSTION, IMMOLATION, METEOR and FIREBALL.

INFECTION



CO

Instead of rolling for a damage score you can spend 2 magic to cast INFECTION. This inflicts 5 damage to an opponent of your choosing, ignoring armour. They continue to take a further 1 damage at the end of each combat round.

INSTABILITY



CO

Spend 1 magic point and lose 2 health to roll an extra die for your damage score.

INTERVENTION



CO

Instead of rolling for a damage score you can use INTERVENTION to restore 8 health and regain a used speed ability.

INTUITION



SP

Increase your speed by 2 and brawn by 3 until the end of the combat round.

KEEN FOCUS



PA

The **WINGED TORMENTOR** ability can be switched at any time to target a different opponent.

LACERATE



CO

Instead of rolling for a damage score you can use **LACERATE**. This inflicts 2 damage dice to your opponent, ignoring armour. At the end of the next combat round they suffer another damage die, ignoring armour.

LARCENY



ME

Spend a combat ability to restore a speed ability you have already used.

MAGISTER SAPIENTIA



CO

Instead of rolling for a damage score, you can cast **MAGISTER SAPIENTIA**. This will restore 3 spent magic points and the **ACUITY** ability (if available). Your next combat ability that deals damage dice will deal 1 extra damage die to an opponent of your choosing.

MAJOR ILLUSION



PA

CO

Instead of rolling for a damage score, you can spend 3 magic points to cast **MAJOR ILLUSION** on yourself. If your hero would take damage from an opponent's damage score (as the result of losing a combat round), roll a die. On a result of [5] or [6] the attack is ignored.

MALAISE



PA

You can now inflict the **DEATH MARK** ability on two opponents before the combat begins.

MAULING STRIKE



ME

If your **WOLF** is in aggressive stance, then at the start of a combat round, you can command your **SPIRIT WOLF** to attack. This deals damage equal to your pet's brawn to any opponent, ignoring armour.

METEOR



CO

Instead of rolling for a damage score you can spend 2 magic points to blast an opponent with a **METEOR**. This inflicts 3 damage dice to an opponent of your choosing and 5 damage to any opponents next to them on the combat list, ignoring armour.

MIND SHIELD



CO

Use this ability to ignore your opponent's damage score. Regain 2 spent magic points.

MISFORTUNE



CO

Instead of rolling for a damage score, you can spend 1 magic point to cast **MISFORTUNE** on your opponent. This deals 3 damage dice, ignoring armour. When that opponent is defeated, they deal 4 damage to any opponents next to them on the combat list, ignoring armour.

MOLTEN SPLASH



PA

If your minion is in passive stance then you can deal 1 damage to an opponent of your choosing, ignoring armour.

MOON BITE



CO

Instead of rolling for a damage score you can spend 1 magic point to cast **MOON BITE**. Roll 5 dice. For each [1] or [2] result, you may heal 2 health. For each result of [3] or more, deal 3 damage to any opponent of your choosing, ignoring armour.

MOTION DETECTOR



PA

The drone warns you of approaching danger, giving you the upper hand in battle. For the first two rounds of combat, you may reroll any of your dice for attack speed.

NIGHTMARE BURN



PA

CO

Instead of rolling for a damage score, you can spend 1 magic point to cast **NIGHTMARE BURN** on an opponent. For the next two combat rounds, after rolling for attack speed, your opponent immediately takes damage equal to the result of their attack speed roll, ignoring armour.

NULL BOMB



ME

Instantly sacrifice your minion (reducing them to zero health) and deal damage to all opponents equal to the current magic score of your minion, ignoring armour.

ORPHAN'S COMFORT



III

If your health is 10 or less, you may use **ORPHAN'S COMFORT** to restore a used speed ability and gain a charm ability.

OVERKILL



CO

Instead of rolling for a damage score you can spend 3 magic points to cast **OVERKILL**. This deals 8 damage to all opponents, ignoring armour, and lowers their speed by 1 for the next combat round.

PACK SPIRIT



III

Spend a speed or combat ability to boost the brawn of your **MASTIFF** by 3 for one combat round.

PARKOUR PRO



III

Increase your attack speed result by 3. If you win the combat round, then you may raise your brawn by 4 until the end of the round. You may also strike any one opponent, inflicting 2 damage, ignoring armour, before starting the combat step.

PENANCE



III

You may spend 4 health to add 1 extra die when rolling for your damage score. You may choose to use this ability before or after rolling your dice.

PHANTASM



CO

Instead of rolling for a damage score you can cast **PHANTASM** on one opponent. That opponent takes 2 damage at the end of each combat round. When they are defeated, you can heal yourself and your minion for 4 health.

PILE IN



PA

At the end of the combat round, deal 2 damage to an opponent, ignoring armour.

PILFER



PA

Each time an opponent is defeated by one of your passive abilities (e.g. **BLEED** or **TOXIC BLADES**), you may heal 4 health.

POISON BOOST



PA

POISON CLOUD can be played before combat (or a combat encounter) begins and can target four adjacent opponents (instead of two).

POWER DRAIN



CO

Instead of rolling for a damage score you can cast **POWER DRAIN** on one opponent. This inflicts 3 damage dice to one opponent, ignoring armour. You can then regain 2 spent magic points.

PREDATORY AMBUSH



PA

If the **GILSAUR** is in passive stance, then choose one opponent who is at 3 or less health at the start of a combat round. They are reduced to zero health.

PRESERVATION



III

Use any time in combat to ignore the passive damage you would ordinarily suffer at the end of a combat round and heal 4 health.

PRIMAL ENERGY



PA

If your **SPIRIT WOLF** is defeated (by being reduced to zero health), you may restore one speed ability and heal 4 health.

PRONGED ASSAULT



CO

(requires a dagger in the main hand and left hand)

Instead of rolling for a damage score you can use **PRONGED ASSAULT**. This inflicts 5 damage to two opponents next to each other on the combat list, ignoring armour.

QUICKENING



CO

Instead of rolling for a damage score you can use **QUICKENING**. This deals 5 damage to two opponents, ignoring armour, plus the brawn value of the **FLINTLOCK** you have equipped.

RAMPAGE



CO

You can use this ability to roll an extra die when determining your damage score. Your speed is increased by 1 for the next combat round.

RECYCLING



CO

Increase your damage score by 2 for each modifier ability you have played in this combat round.

RELENTLESS BLOWS



CO

(requires a hammer in the main hand)

If you win four combat rounds in a row, then you can immediately perform a **HAMMER BLAST** in the combat phase. **RELENTLESS BLOWS** is automatically reset to zero.

RESPIRATOR IMPLANT



MI

You may reroll all of your hero's speed dice, adding 1 to each die result, and restore 2 health.

RESURRECTION



MI

When your minion loses its last point of health, you can spend 3 magic to bring it back to life with its base magic, armour and health scores. Once used, this ability cannot be restored through the use of other abilities – nor is it available again during linked encounters.

REWIND



MI

Use this ability to reroll your attack speed dice and add 2 to the total result. You may also regain a speed ability that you have already used.

RIPPLING SANDS



CO

(requires a shield in the left hand.)

Instead of rolling for a damage score, you can deal damage to all opponents equal to the armour value of your shield. You may also restore a speed ability.

ROLL THE BONES



-

Roll five dice before combat begins. These are your bone dice. You can use these bone dice at any time during combat to replace a die that you have already rolled for attack speed or damage. Once a bone dice has been used, it is lost.

ROTATION



PA

If you spend three or more modifier abilities in one combat round, then you may regain one of those modifier abilities.

SAP OF THE WILD



MI

Use any time in combat to heal 3 health and increase your speed by 1 for the next combat round.

SCOURGE



CO

Instead of rolling for a damage score you can use **SCOURGE**. This deals 3 damage to all opponents, ignoring armour. Restore 1 health for each opponent that is defeated.

SERAPH'S PROTECTION



WA

Raise your armour by 3 and restore a charm ability (if available) that you have already used. This ability costs 4 health to use.

SEVEN VEILS



MI

If you used a speed ability this round, then you may roll seven dice. For each [1], [2] or [3] result, deal that damage to any opponent of your choosing, ignoring armour. Damage can be allocated to different opponents.

SHADOW FRENZY



WA

Add 1 to each die you have rolled for damage, and restore a speed ability. This ability costs 4 health to use.

SHARPENED STEEL



PA

(Requires a sword in the main hand and/or left hand)

Each time you use a modifier ability, increase your brawn by 1 until the end of the combat round.

SHOCK SHIELD



ME

If the **DEVASTATOR** is in aggressive mode and is the target of an attack, it can raise its armour to 18. If the opponent fails to cause health damage to the **DEVASTATOR**, they take a shock blast – and must suffer 8 damage, ignoring armour. This replaces the **DEVASTATOR**'s brawn damage.

SNARE



ME

Reduce all your opponent's die results for attack speed by 1. Your opponent takes 3 damage, ignoring armour.

SOUL BLEED



WA

Use this ability to deal 2 damage to all opponents, ignoring armour. If any opponent is reduced to zero health, then you may restore this ability. This ability costs 4 health to use.

SOUL ECHO



ME

Spend 2 magic points to resurrect your minion with 4 health.

SOUL ESSENCE



PA

Each time an opponent dies (is reduced to zero health), your minion heals 3 health.

SPARK BOLT



PA

The **SUPPORT DRONE** automatically gives you (and itself) the **LIGHTNING** ability, dealing 2 damage to your opponent each time you (or the drone) take health damage from their damage score or damage dice.

SPECTRAL HOoves



SP

You may roll an extra die to determine your attack speed for one round of combat.

SPIRIT FADE



PA

If your **WOLF** is in passive stance, then it may heal 4 health at the end of each combat round. This ability cannot take the **SPIRIT WOLF** above its starting health.

SPIE GUARD



ME

Use any time in combat to raise your armour score by 4 for one combat round and deal 1 damage to all opponents, ignoring armour.

SPORE EXPLOSION



PA

While in aggressive stance, when your **SPORELING** takes health damage from an opponent's attack, it also deals its magic damage to the opponents next to the attacking enemy on the combat list, ignoring armour.

SPRING STRIKE



ME

For each damaged opponent, you can add 1 to your attack speed result.

STASIS



CO

When an opponent wins a combat round, use **STASIS** to instantly halt their attack, allowing you to attack instead – inflicting 2 damage dice to your opponent, ignoring armour. Your opponent's speed is reduced by 2 in the next combat round.

STRONGHOLD



ME

Increase your armour by 5 for one combat round and restore a modifier ability. (This ability cannot be restored through the use of modifier abilities.)

SYNCHRONICITY



PA

Spend any three modifier abilities to regain a combat ability that you have already used. Each spent modifier also restores 1 health to your hero.

TICK TACK BOOM



PA

Choose an opponent before combat begins. Roll a die at the start of each combat round. On a [6] result the bomb explodes. This deals 3 damage dice to the opponent, and 1 damage die to all other opponents in play.

TIME FLUX



PA

Each time you play a modifier ability that allows your hero to reroll dice (for attack speed, damage score or damage dice) you can heal 4 health or restore 2 spent magic points.

TIME VICE



CO

Instead of rolling for a damage score, you can cast **TIME VICE**. This inflicts 2 damage dice to your opponent and 1 damage to all other opponents, ignoring armour. It also prevents any 'end of combat round' passive damage your hero would normally take for the next two combat rounds.

TOE CLAWS



PA

If the **GILSAUR** is in aggressive stance and deals brawn damage to an opponent, then it may apply an extra 1 die of damage to that opponent, ignoring armour.

TOO FAST, TOO FURIOUS



PA

You cannot use any combat abilities in combat. Each time you use a speed or modifier ability you must suffer 2 damage, ignoring armour.

TORNADO ASSAULT



PA

Each time you use a speed ability, you can reroll your lowest die roll for attack speed, and increase your brawn by 2 until the end of the combat round.

TRANSFIX



MO

Spend 1 magic to reroll your opponent's dice for attack speed. Any results of [1] or [6] deal 3 damage to your opponent, ignoring armour.

TRANSFUSION



CO

Instead of rolling for a damage score, you can deal 2 damage to all opponents, ignoring armour. Restore any spent brawn points.

TROJAN EXPLOIT



WA

Raise your brawn or magic by 2 for one combat round and gain a charm special ability. (Note: The charm ability is lost at the end of the combat.). This ability costs 4 health to use.

TRUE SIGHT



CO

Use this ability to roll an extra die for your damage score. Restore health to your hero equal to the value of the extra die.

TURMOIL



MO

If you have spent 3 magic points in this combat round, you can inflict 5 damage to an opponent of your choosing, ignoring armour.

TWIN RAGE



MO

Add your pet's current brawn to your damage score.

TWO HANDED



I

While you have a two-handed weapon equipped, you do not benefit from the attributes or abilities of your left-hand item. Before combat begins, you may choose any four of the following abilities to take into combat: **CHARGE**, **CHARM**, **CLEAVE**, **INTIMIDATE**, **KNOCKDOWN**, **MORTAL WOUND**, **RECKLESS**, **RETRIBUTION**, **SLAM**.

UNBOWED



PA

Each time you raise your armour in combat, you may restore your health by the same amount as the modifier/s (up to a total of 8 health per combat round).

UNLEASH HORROR



I

Use any time in combat to deal 2 damage to all opponents, ignoring armour. If any opponent dies, you may regain this back-pack item with 1 use.

UNLEASH MISERY



I

Use any time in combat to deal 2 dice of damage to an opponent, ignoring armour. For each [1] result, roll an extra die.

UNLEASH TORMENT



1

Use any time in combat to deal 3 damage to all opponents, ignoring armour.

UNSEEN BLADE



III

Add 2 to each die you have rolled for your damage score.

UNSHAKEABLE



CO

For each damaged opponent, you can raise your damage score result by 1 (up to a total of 4).

VIRAL FLUX



CO

Instead of rolling for a damage score, you can deal 2 damage dice to each opponent currently inflicted with **BLEED** or **TOXIC BLADES**, ignoring armour. Your hero restores 2 health for each targeted opponent.

VIRULENT MOULD



CO

If your damage score causes health damage to your opponent, you may deal an extra 4 damage and lower their armour by 1 for the remainder of the combat.

WAR WISE



III

Raise your armour by 3 for one combat round and restore a speed ability you have already used.

WARPSTONE



PA

Each time you use a warp ability, roll a die. On a [1] or [6] result the warp ability is not spent and can be used again.

WATER SPIRIT



CO

Instead of rolling for a damage score, you can summon a **WATER SPIRIT**. This deals 2 damage dice to all opponents, ignoring armour, and reduces their speed by 1 for the next combat round. You may also restore **SLIPSTREAM** and **TORRENT** if available.

WILDFIRE



CO

Sacrifice 2 health to roll an extra die when determining your damage score.

WITHERING STRIKES



CO

Instead of rolling for a damage score, you can spend 2 brawn to deal 2 damage dice to your opponent, ignoring armour. Lower your opponent's brawn and armour by 2 for the remainder of the combat.

