

ÆEL



STAFF OF LIGHT STARTING TILE

Timing: Hero-Attack Roll



MAGIC BARRIER STARTING TILE

Timing: Before Monster-Attack Roll

Make a Hero Roll: According to its Final Value, reduce the total number of Injuries inflicted on Æel in this Combat Round.



Note: Even against an Elite Monster with Immunity (see Rulebook, page 31), the Monster still inflicts fewer Injuries according to the value shown.



CONTEMPLATION

Timing: Permanent effect

For each Move point spent (to move), heal 1 Injury.

Teleport note: You do not spend Move points to teleport. Due to this, teleporting does not trigger the Healing effect of this tile.

Fire Elemental note: If you enter a hex influenced by a Fire Elemental, you can choose to heal before or after getting Injured.



MERCHANT

Timing: During a Trade Action

Choose one of the following options:

- ◆ Reduce the purchase price of one Item or one service (Healing, Unveiling, or Training) by 1 Gold to a minimum cost of 0 Gold.

Note: You cannot combine this effect with any other effect allowing you to reduce the price.

- ◆ In addition to the standard rules for Changing the Offer, you may Change the Offer up to two additional times for free.



LIGHT BEAM

Timing: Hero-Attack Roll



LUNAR STAFF

Timing: Hero-Attack Roll

Additionally, according to the Hero's Final Combat Value, subtract 2 from the Monster's Combat Value during the next Monster Attack of this Combat.



HAGGLE

Timing: Outside of Combat at a Place of Trade

Action: Trade

Perform one or both of the following effects:

- ◆ Perform a Trade Action.
- ◆ Reduce the purchase price of one Item, or the Training cost of one Ability, by up to 2, to a minimum cost of 1.



Notes:

You cannot combine this effect with any other effect allowing you to reduce the price.

You may perform any number of Trades before using the discount to purchase.

This may be used right after Training Haggle during an ongoing Trade Action.



SERENE WALK

Timing: Outside of Combat

Receive 2 Move points.



RAY OF PAIN

Timing: After Hero-Attack Roll

If the Hero's Final Combat Value is 9 or more, deal 1 additional Damage and heal 1 Injury.



TREATMENT

Timing: Outside of Combat / Hero Healing phase

Make a Hero Roll: According to its Final Value, heal by the corresponding value.



GUARDIAN

Timing: Before Monster-Attack Roll

Make a Hero Roll: According to its Final Value, reduce the Monster's Combat Value.



HEALING

Condition: Armor Set of 3 or more parts.

Timing: Outside of Combat / Hero Healing phase

Heal by 2.



15 ENHANCED GAAR

Timing: At the same time you use a Gaar to modify a roll, both during Combat or outside of Combat

The Gaar being used adds or subtracts 4 (instead of the usual 2). You still must re-roll a die as usual. You may use additional Gaar tokens, but they modify by 2 as normal.

Additionally, if used during Combat, the Monster-player cannot use Gaar tokens to modify this roll anymore (even through the use of the Ongoing effect of Soul Control card).

Note: The effect of Enhanced Gaar does not affect Gaar tokens that were already played.



21 LIGHTNING

Timing: Hero-Attack Roll



25 SACRED ARMOR

Timing: Before Monster-Attack Roll

Make a Hero Roll: According to its Final Value, reduce the Injuries inflicted on Ael in this Combat Round.



Note: Even against an Elite Monster with Immunity (see Rulebook, page 31), the Monster still inflicts fewer Injuries according to the value shown.

15 SHII'S HEALING

Condition: Armor Set of 4 or more parts

Timing: Outside of Combat / Hero Healing phase

Heal by 2 and add 2 to the next Hero Roll.



30 STARLIGHT RITE

Timing: Hero-Attack Roll

Additionally, according to the Hero's Final Combat Value, heal by the corresponding value.



18 IMPLOSION

Timing: Hero-Attack Roll



35 SHII'S BLESSING

Timing: The timing of the Ability that is being used by Shii's Blessing

Choose one of your exhausted Abilities (except for Starlight Rite and Divine Strike), then perform its effect as usual. Leave the tile exhausted.



18 STARLIGHT STAFF

Timing: Hero-Attack Roll

Additionally, according to the Hero's Final Combat Value, heal by the corresponding value.



40 DIVINE STRIKE

Timing: Hero-Attack Roll



21 DIVINE GEMS

Timing: Anytime effect

Flip all inactive Gems on your Equipment tiles to their active side.

