

ELTREA



GLOWING BRANCH STARTING TILE

Timing: Hero-Attack Roll

Additionally, according to the Hero's Final Combat Value, subtract 2 from the Monster's Combat Value or reduce the total number of Injuries inflicted on Eltrea by 1 during the **next** Monster Attack of this Combat.



CHARM STARTING TILE

Timing: Combat Setup, before the Monster-player is determined



After you perform a Combat Action on the hex with a Level 1 Monster, you may attempt to charm that monster.

Make a Hero Roll:

- If the roll is 5 or less, you failed to avoid fighting the Level 1 Monster. Continue with Combat steps as usual.
- If the roll is between 6 and 10, do not fight with the Level 1 Monster. Suffer 2 Injuries, take 2 Silver cards and gain the Loot from the hex. The hex is considered to be liberated for the remainder of the game. Place the appropriate token on that hex (Hero, Trade, or 2 Interaction tokens).
- If the roll is 11 or more, do not fight the Level 1 Monster. Gain the Loot from the hex and 1 Reputation. The hex is considered to be liberated for the remainder of the game. Place the appropriate token on that hex (Hero, Trade, or 2 Interaction tokens).

Caution: In the latter two cases, you do not fight a Monster, and therefore do not receive any Reward as in the case of defeating the Monster.

Fellowship note: If you successfully charmed the Level 1 Monster, do not receive the additional Reward shown on the Fellowship card as for defeating Monsters in the line of Enemies.

Solo Game / Cooperative Game note: Do not add the Silver cards to the Silver cache.



COMMAND I STARTING TILE

Timing: The timing of the Familiar Ability that is being used

Use one chosen Familiar Ability.



SENTINEL'S RING STARTING TILE, RING

Place the tile on the corresponding slot on your Hero board. Follow the standard rules for using effects on Equipment.



CYCLONE

Timing: After Monster-Attack Roll

Deal 1 Damage to the Monster. Then, re-roll one or both Monster dice.



DRUID STAFF

Timing: Hero-Attack Roll

Additionally, according to the Hero's Final Combat Value, add 2 to the Hero's Combat Value during the **next** Hero Attack of this Combat or heal by 1.



ACID ARROW

Timing: Hero-Attack Roll

Additionally, according to the Hero's Final Combat Value, reduce the Injuries inflicted on Eltrea by 1 during the **next** Monster Attack of this Combat.



CALLING

Timing: Outside of Combat

Choose one of the following options:

- Teleport to the Church.
- Teleport to any Portal on the Map.



COMMAND II

Timing: The timing of the Familiar Ability that is being used

Use one chosen Familiar Ability. If that Ability requires making a Hero Roll, add 1 to that roll. Also, if the Ability includes another Clover effect, the effects combine.



KNOW THE LAND

Timing: Outside of Combat

Teleport up to 2 hexes. Know the Land cannot be used to teleport to Places of Trade and Encounter hexes.



CHANNELLING

Timing: Outside of Combat on a hex containing an Elemental

After an Elemental Confrontation, heal 3 Injuries.



9 SUMMONING

Timing: Outside of Combat

You must discard a Gaar token to use Summoning. Confront any Elemental without any Interaction token on its hex remotely, i.e. Eltrea does not have to stand on that hex. Place your Interaction token on that hex as usual.



12 COMMAND III

Timing: The timing of the Familiar Ability that is being used

Use one chosen Familiar Ability. If that Ability requires making a Hero Roll, add 2 to that roll. Also, if the Ability includes another Clover effect, the effects combine.



12 ELVEN SWORD

Timing: Hero-Attack Roll



15 CONNECTION

Timing: Outside of Combat

Teleport to the hex that the Familiar is on.



15 WASP SWARM

Timing: Hero-Attack Roll

Additionally, according to the Hero's Final Combat Value, reduce the Monster's Combat Value by the corresponding value during the next Monster Attack of this Combat.



18 EARTHQUAKE

Timing: First Strike

Deal 2 Damage to the Monster. The Monster's Combat Value is reduced by 4 in the next Monster Attack of this Combat. Also, the Hero's Combat Value is reduced by 4 during the next Hero Attack of this Combat.



18 PROTECTION

Timing: Before Monster-Attack Roll

Reduce the Injuries inflicted on Eltrea by 3 in this Combat Round.



Note: Even against a Monster with Immunity (see Rulebook, page 31), the Monster still inflicts fewer Injuries.

21 ANCIENT BOND

Timing: Outside of Combat

Choose one of the following options:

- ♦ Heal by 5.
- ♦ Teleport to the hex that the Familiar is on.



21 MOON BLADE

Timing: Hero-Attack Roll

Before the roll: You may discard a Gold Card to gain 1 Gaar token.



25 COMMAND IV

Timing: The timing of the Familiar Ability that is being used

Use one chosen Familiar Ability. If that Ability requires making a Hero Roll, add 2 to that roll. Also, if the Ability includes another Clover effect, the effects combine. If you deal at least 1 Damage by using that Familiar Ability, deal 1 additional Damage.



30 MOON FIRE

Timing: Hero-Attack Roll

Before the roll, Eltrea destroys 1 Gaar token or 1 Chaos token of the Monster (it is discarded).



35 TRANSFORMATION

Timing: Outside of Combat

Teleport anywhere on the Map except for Places of Trade and Encounter hexes.



40 GUARDIAN STAFF

Timing: Hero-Attack Roll

Before the roll: You may discard a Gaar token to heal by 3.

