

MAELDUR

STAFF OF FIRE STARTING TILE

Timing: Hero-Attack Roll



LORD OF PORTALS

Timing: Outside of Combat

Choose one of the following options:

- ◆ Teleport to any Portal on the Map.
- ◆ Teleport 1 hex away.



The Threat of Mirrezil note: Even if the Event that prevents Portals from being used is in play, you can use Lord of Portals.

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.



FIRE ARROW

Timing: Hero-Attack Roll



4 FOCUS

Timing: After any Hero Roll

Add 2 to your roll.



6 BLAZING HANDS

Timing: Hero-Attack Roll



6 CONCENTRATION

Condition: Armor Set of 4 or more parts

Timing: After any Hero Roll

Add 4 to your roll.



9 FIREBALL

Timing: Hero-Attack Roll



9 GUARDIAN

Timing: Before Monster-Attack Roll

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



12 ALCHEMIST

Timing: Anytime effect

Choose one of the following options:

- ◆ Take 1 Healing Potion tile from the supply.
- ◆ Take 1 Gaar token from the supply.



12 SPHEREWALKER

Timing: Outside of Combat

Choose one of the following options:

- ◆ Teleport up to 2 hexes away.
- ◆ Teleport to any Place of Trade on the Map.

Remember: You cannot Teleport to Dragonslayer Towers unless all surrounding hexes are liberated.



21 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.



15 IMPLOSION

Timing: Hero-Attack Roll



15 VOLCANO STAFF

Timing: Hero-Attack Roll

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



18 INFERNO

Timing: First Strike



18 LIGHTNING

Timing: Hero-Attack Roll



21 GEM EXTRACTION

Timing: Permanent effect

Remove a Gem from a slot on your Equipment. You may immediately place it on another slot, sell it (if during a Trade Action), or store it. It may be active or inactive, and it stays that way when removed.



25 EMPOWER

Timing: Before Hero-Attack Roll

According to the Hero's Final Combat Value, deal additional Damage as shown.



30 ENHANCED POTION

Timing: At the same time you use a Healing Potion

The used Healing Potion heals 3 more Injuries than usual.



35 BALL LIGHTNING

Timing: Hero-Attack Roll



40 FIRESTORM

Timing: Hero-Attack Roll

