

Base +1 Enhancement Cost		Base Other Effects Cost		Level of Ability Card	
Move	30g	POISON	75g	1	+ 0g
Attack	50g	WOUND	75g	2	+ 25g
Range	30g	MUDDLE	50g	3	+ 50g
Shield	100g	IMMOBILIZE	100g	4	+ 75g
PUSH	30g	DISARM	150g	5	+ 100g
PULL	30g	CURSE	75g	6	+ 125g
PIERCE	30g	STRENGTHEN	50g	7	+ 150g
Retaliate	100g	BLESS	50g	8	+ 175g
Heal	30g	Jump	50g	9	+ 200g
Target	50g	Specific element	100g	Number of Previous Enhancements	
(for summons)		Any element	150g	0	+ 0g
Move	100g			1	+ 75g
Attack	100g			2	+ 150g
Range	50g			3	+ 225g
HP	50g				

Double base cost for any ability with multiple targets.

Attack Hex 

200g divided by the number of hexes currently targeted with the attack



Example: The Brute wishes to enhance the top action of his ability card with a +1 on the attack **a**. The base cost of this is 50 gold, but it is doubled because the attack targets multiple enemies. In addition, this is a level 3 ability card **b**, so another 50 gold is added, for a total of 150 gold. Afterwards, the Brute now wants to add an attack hex to the action **c**. This would normally cost 66 gold (200 gold divided by three existing hexes, rounded down), but again, 50 gold is added because the card is level 3, and now an additional 75 gold is added because the action was previously enhanced once, for a total 191 gold.