

# Fire Orbs



Attack 3 •

Range 3 •

Target 3 •

Gain for each enemy targeted.



2

2

69

Move 3 •

061

# Spellweaver



# Impaling Eruption



Attack 3 •

Range 4 •

Additionally, target all enemies  
on the path to the primary target  
Gain 1 for each enemy targeted.



2

2

70

Move 4 •

062

# Spellweaver



# Reviving Ether



Recover all your lost cards.



Move 4 •

Jump



063



# Spellweaver



# freezing Nova



Attack 2 •

Target all adjacent enemies

IMMOBILIZE



• +1 Attack

2

2

2

Heal 4 • •

Range 4



064



# Spellweaver



# Mana Bolt



Attack 2 •

Range 3



: +1 Attack ,



Heal 3 •

Range 1 •



065



# Spellweaver



# Frost Armor



Attack 2 •

Range 3



: +1 Attack ,

2

2

20

On the next two sources of damage  
on you, suffer no damage instead.



# Spellweaver

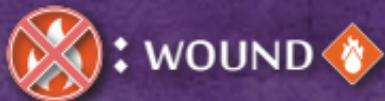


# flame Strike



Attack ⚡ 3

Range ⚡ 2 •



⚡ 2

• 2

36

Attack ⚡ 2 •

Range ⚡ 2 •



# Spellweaver



# Ride the Wind



Loot 1

2

2

83

Move 8

Jump



068

# Spellweaver



# Crackling Air



On your next four attacks, add +1 Attack



: Add +2 Attack instead



2

2

25

Move 3 •



: Retaliate 2

Self



# Spellweaver



# Hardened Spikes



**Retaliate** 2 •

Affect self and all adjacent allies



: +1 Retaliate



2

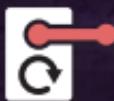
2

26

**Move** 3 •



: Shield 2  
Self



070

# Spellweaver



# Rid from the Ether



Heal 3 •  
Range 3 •

2

2



## Summon Mystic Ally

: 2 •

: 2 •

: 3

: 2 •

2



071

# Spellweaver



# Flashing Burst



Attack  3 •

Range  3 •



 2

 2

 26

Move  4 •

# Spellweaver



# Icy Blast



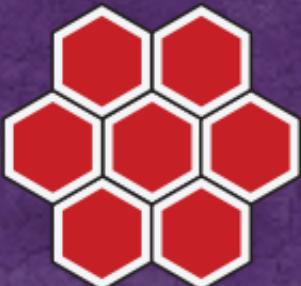
Attack 2 •

Range 3

MUDDLE



2



2

2

66

Heal 6 •

Range 2 •



073

# Spellweaver



# Cold Fire



Attack ⚡ 1

Range ⚡ 3

: +2 Attack ⚡

: STUN



⚡ 2

⚡ 2

67

Loot 2



074

# Spellweaver



# Elemental Aid



Heal 3 •

Range 2 •

: +2 Heal ,

2

2

84

## Shield 2

Affect any one ally



: Affect all allies instead



075

# Spellweaver



# Spirit of Doom

4

## CURSE ⚡

Range ⚡ 4

 Kill a normal target of the ability instead, 

⚡ 2

⚡ 2

8]



## Heal ⚪ X

Affect any one ally   
where X is half of that ally's maximum hit point value (rounded down).



• X is that ally's maximum hit point value instead



076

# Spellweaver



# Forked Beam

4

Attack ⚡ 2 •

Range ⚡ 3

Target Ⓛ 2 •



20

⚡ 2

⚡ 2

Move ⚡ 4 •

077

# Spellweaver



# Chromatic Explosion



Attack 3 •

Range 3



2

2

2

71



Move 2 •



# Spellweaver



# Engulfed in flames



Attack 4 •

Range 3 •



2

2

44

On the next five melee attacks  
targeting you, gain Retaliate 3.



# Spellweaver



# Living Torch



Attack 4 •

Range 3

IMMOBILIZE



: All enemies adjacent to the target suffer 2 damage, .

2

2

96



## Summon Burning Avatar

: 2

: 3

On death:  
Attack 3

: 2

: 3

Target all  
adjacent enemies

2



080

# Spellweaver



# Frozen Night



Attack 4 •

Gain 1 for each enemy targeted.



2

2

46

Move 3 •

+2 Move



: INVISIBLE



Self

# Spellweaver



# Twin Restoration



Recover up to two of your lost cards.

2

2

75



Heal 3 •

Range 3

Target 2 •

082

# Spellweaver



# Stone Fists



Attack ⚡ 6

PUSH ➔ 2 •

IMMOBILIZE ✂

: Target ◎ 2, ⚡ 1

2



⚡ 2

✖ 2

62

Move ✕ 3 •

Shield ⚡ 1 •

: +1 Move ✕, +1 Shield ⚡, ⚡ 1



# Spellweaver



# Zephyr Wings



Loot 2



: Loot 3 instead,

You may not loot more than four money tokens or treasure tiles with this action.

2

2

85

Move 8 • •

Jump



: +3 Move ,

1



# Spellweaver

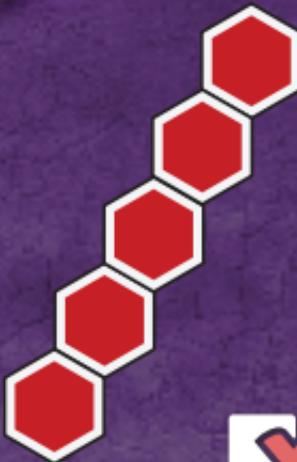


# Cold Front



Attack 5

Range 2



On the next three sources of damage from attacks targeting you, suffer no damage instead and gain Retaliate 3, Range 3.



# Spellweaver



# Black Hole



Attack  4

Range  3

Gain  1 for each enemy targeted.



: Kill all normal enemies in the targeted area.

 2 2 4

Choose a hex within Range  4.

PULL  2

Target all enemies within Range  4 of the chosen hex and pull them toward it

# Spellweaver



# Inferno



Attack 3

Target all enemies in the same room as you



: +1 Attack ,

All allies in the same room  
as you suffer 2 damage.

2

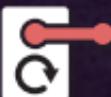
2

19

Retaliate 2

Range 3

Affect self and all allies



# Spellweaver

