

# Raw Enhancement



Attack  1

Range  3



: +2 Attack , 



: +2 Attack 

 2

 2

 48

Move  3



: +2 Move , 



: +2 Move 

# Elementalist



# Pure Augmentation



Attack 1

Range 3

: +2 Attack , 1

: +2 Attack

2

2

48

Move 3

: +2 Move , 1

: +2 Move

# Elementalist



# formless Power



Attack 2 •

Range 2 •

: +1 Attack , +1 Range ,

: +1 Attack , +1 Range

2

2

45

During an attack action, you may once to add +1 Attack to the entire Attack action.



# Elementalist



# Shaping the Ether



Attack 1



Range 3



+2 Attack



PUSH 3



STUN



Target 2

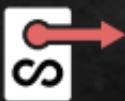
2

2

54

At the end of each of your turns,  
you may generate .

Deduct -1 Attack from  
all your Attack actions.



# Elementalist



# Stoking Hail



Attack 2 •

Range 3 •



: STUN ,

2

2

28

Move 2 •



480

# Elementalist



# Tremulant Cyclone



Attack 1

Range 3

+1 Attack   
PUSH 1,



2

2

26

Move 2



# Elementalist



# Infernal Vortex



Attack ⚡ 4

Target all enemies at exactly Range ⚡ 2



⚡ 2

⚡ 2

↑  
17

Move ⚡ 2



# Elementalist



# Lava Eruption



Attack 1

Target all enemies within Range 4



2

2

19

Move 2



# Elementalist



# Ice Spikes



Attack 1

Range 3



: +1 Attack   
WOUND ,



2

2

40

Attack 5

Range 3

IMMOBILIZE



# Elementalist



# Frigid Torrent



Attack 3



: Target 2,  
PIERCE 2,

2

2

35

Attack 3

Range 3

PULL 2



485

# Elementalist



# Malleable Evocation



Attack 0



Range 2



+1 Attack

WOUND



+1 Attack

Target 2



+1 Attack

IMMOBILIZE



+1 Attack

POISON

2

50

2

Move 2



+3 Move



Jump



Heal 2  
Self



Shield 1  
Self



# Elementalist



# Brilliant Flash



Heal ♦ 3 • •

Range ✕ 3



★ 2

▼ 2

67

Loot ▲ 1

# Elementalist



# Encompassing Shadow



**INVISIBLE**

Affect one ally within Range 3



2

2

**23**

Move 2

All attacks targeting you gain  
Disadvantage this round.



# Elementalist



# Boiling Arc



Attack 2



2

2

47

Move 4



Retaliate 2

Range 2



# Elementalist



# Crystallizing Blast

2

Attack  1

Range  3



 2

 2

67

Move  4



Shield  2  
Self



# Elementalist



# Burial



Attack 4

Range 4

: +1 Attack ,  
IMMOBILIZE ,

: +1 Attack ,  
CURSE ,



2

2

65

Attack 3

Range 4



# Elementalist



# Chain Lightning



Attack X = 4

Range 3

Attack X-1 on a new enemy within Range 2 of the first target, then Attack X-2 on a third enemy within Range 2 of the second target



+1 Attack , PIERCE 2,



Attack X-3 on a fourth enemy within Range 2 of the third target,

2

2

4

## Heal 3

Range 4



# Elementalist



# Primal Duality



Attack 5 • •

Range 4

Target 2 •



2

2

15

Move 2 •



# Elementalist



# Gravel Vortex



Attack 2 •

Target all adjacent enemies



2

2

62

Loot 1



: Loot 2

# Elementalist



# Obsidian Shards



Attack 2 •

Range 3

Target 2



+3 Attack ,

2

2

36

Shield 1 •

Self



# Elementalist



# Winter's Edge



Attack 5

Range 2



+2 Range , PIERCE 4,

2

2

43

Heal 2

Range 2



# Elementalist



# Eye of the Hurricane



Heal 3 •

Range 4

Attack 2 •

Target all enemies within  
Range 2 of the healed figure



2

2

29

Move 3 •

: +3 Move

: Jump ,

# Elementalist



# Simulaerum



Attack 2 •

Range 3

: +3 Attack ,

: Target 2,

: IMMOBILIZE , MUDDLE ,

2

2

94



## Summon Doppelganger

: 10

: 2

You may perform attack actions as if you occupy the summon's hex.

: -

: -



# Elementalist



# Vengeance



Attack 2

Range 3



: Kill all normal  
targets instead,



2

2

33

Move 3

Retaliate 1

Affect one adjacent ally



: Retaliate 3 instead,



# Elementalist



# Pragmatic Reinforcement



Heal 3

Range 3



: Shield 1   : +2 Heal

: The healed figure may Recover one discarded card.

2

2

56

Attack 3

Range 3



: POISON ,  
WOUND

: +3 Range

: +2 Attack

500

# Elementalist



# Volatile Consumption



When you consume an element during an action, you may cause an enemy within Range ⚡2 to suffer 1 damage or you may perform a "Heal ♦1, Range ⚡2" action.



⚡ 2

✖ 2

64



Move ✶ 3

Jump ↗

- ✖ : +2 Move ✶, WOUND 🔥  
all enemies moved through,
- ✖ : +2 Move ✶, IMMobilize 🕊  
all enemies moved through,

# Elementalist



# Elemental Regis



Shield 2

Self



: +1 Shield



: +1 Shield



: +1 Shield



: +1 Shield

2

2

14

Heal 5

Self



# Elementalist



# Ethereal Manifestation



## Summon Mana Sphere



: 3



: 3



: 2



: -



2



2



Perform any of the following abilities:



: Attack 3  
Range 3



: Move 3



: Loot 1



: Heal 3  
Range 3

# Elementalist



# Eternal Equilibrium



Attack 2 •

Target all enemies within Range 3

: +1 Attack , CURSE ,

: +1 Attack , MUDDLE ,

2

2

27

Heal 4 •

Range 4

: Retaliate 2,



: Shield 2,

# Elementalist

