

SPELL CARD APPENDIX



Chain Lightning

Perform an Intellect check of 6. If successful, spend 3 focus to deal 1 damage to up to 2 **different** targets, each which are within 2 spaces of you along any path (cannot target the same enemy twice).



Eagle's Swiftess

Perform an Intellect check of 3. If successful, spend 3 focus to perform a Missile Attack action with a weapon and add 3 to your die result for that attack.



Claw of Darkness

Perform an Intellect check of 6. If successful, spend 4 focus and deal 3 damage to a target up to 2 spaces away along any path. If unsuccessful, move the torch down 1 space on the torch track.



Elemental Charge

Perform a skill check of 5 using a skill of your choice. If successful, spend 2 focus to perform a movement up to your speed and deal 2 damage to all enemies in the space where your movement ends.



Conjurer's Gambit

Perform an Intellect check of 7. If successful, spend 5 focus and deal 4 damage to a target up to 3 spaces away along any path. If unsuccessful, add a goblin to your space.



Fireball

Perform an Intellect check of 7. If successful, spend 6 focus and deal 4 damage to a target up to 2 spaces away along any path.



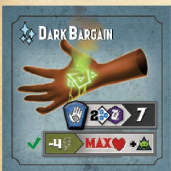
Cloud of Death

Perform an Intellect check of 6. If successful, spend 4 focus and deal 2 damage to all enemies within 1 space of you.



Giant's Strength

Perform an Intellect check of 3. If successful, spend 3 focus to perform a Melee Attack action with a weapon and add 3 to your die result for that attack.



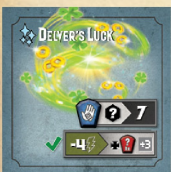
Dark Bargain

Perform an Intellect check of 7. If successful, spend 4 focus for all heroes within 2 spaces of you (including yourself) to their maximum health and additionally, add a goblin to your space.



Holy Abundance

Perform an Intellect check of 5. If successful, spend 4 focus for all heroes within 4 spaces (including yourself) to heal 3 health, gain 2 focus, and Heroes in your space (including you) discover a loot or spell from the discard row.



Delver's Luck

Perform a skill check of 7 using the skill of your choice. If successful, spend 4 focus and perform an additional action. If that action requires a skill check, add 3 to your die result.



Invisibility

Perform a skill check of 5 using a skill of your choice. If successful, spend 2 focus to perform a movement up to your speed. You may ignore enemies and damage from goblin and minion encounters during this movement. After your movement, you may perform 1 additional Heroic Action. The additional Heroic action performed is limited to 1x this turn.



Dungeon Scry

Perform a skill check of 5 using a skill of your choice. If successful, spend 2 focus and reveal an unexplored room anywhere on the map. You may then perform an additional movement this turn OR perform an additional Heroic action (1x this turn). Other abilities may not be used to take that same action again on the same turn.



Tempest of Arrows

Perform an Intellect check of 6. If successful, spend 5 focus to deal 1 damage to all enemies within 1 space of you and additionally, you may target a single enemy for 2 damage that is up to 3 spaces away from you along any path. If the targeted enemy is within 1 space of you, they will take the 2 damage for being targeted as well as the 1 damage for the area effect.