

Opposing Strike



Attack ⚡ 3



⚡ 2

🦋 2

46

On the next six melee attacks targeting you, gain Retaliate 🦊 2.



Cragheart



Crushing Grasp



Attack ⚔️ 3 •

IMMOBILIZE



⚔️ 2

🦋 2

35

Loot 🏴‍☠️ 1



Cragheart



Avalanche



Attack ⚔️ 4



⚔️ +1 Attack ⚔️,



⚔️ 2

🦋 2

75

Create one single-hex obstacle
in an adjacent empty hex.




Cragheart



Rumbling Advance



Heal  4 ●


Range  2 ●



 2

 2

29

Move  2 ●

All adjacent allies and enemies
suffer 1 damage.



Cragheart



Massive Boulder



Attack ⚡ 3 •

Range 🏹 3 •

All allies and enemies adjacent to the target suffer 1 damage.



⚡ 2

🏹 2

87

Move 🏹 4 •

Cragheart



Backup Ammunition



On your next four ranged Attack actions,
gain Add Target



77

Move 3

Cragheart



Rock Tunnel



Destroy one adjacent obstacle.



⚡ 2

🦋 2

41

Move 🦋 5

Jump ⚡

IMMOBILIZE



Target all enemies moved through




Cragheart





Unstable Upheaval



Attack  3 •

Target all adjacent enemies



• Target all enemies within
Range  2 instead, 


All adjacent allies suffer 2 damage.



 2

 2

13

All allies suffer 1 damage
and gain Shield  2.




Cragheart



Crater



Attack  3 •

Range  3 •





: PUSH  2, 

 2

 2

61


All adjacent allies and enemies
suffer 1 damage.

Move  4 •
Jump 



All adjacent allies and enemies
suffer 1 damage.



: 2 damage instead, 



Cragheart



Dirt Tornado



Attack ⚡ 1 •

Range 🏹 2



⚡ +1 Attack ⚡, ⚡



MUDDLE ? all allies and enemies
in the targeted area.

⚡ 2

🏹 2

82

Move 🏹 3

Cragheart



Earthen Clod



Attack ⚡ 2 •

Range ⚔ 5



⚔ IMMOBILIZE ⚔, ⚔

⚡ 2

⚡ 2

38

Heal 💧 2 •

Range ⚔ 3 •

Cragheart




Heaving Swing



Attack  3 •


PUSH  1 •

You may push the target into a hex with an obstacle. In this case, destroy the obstacle, the target suffers 2 damage, and you gain .

 2

 2

57

Add +1 Attack  to all your ranged attacks this round.



Cragheart



Forceful Storm



Attack ⚡ 3

Range 🏹 3

DISARM 🖐️

Gain 🛡️ for each
enemy targeted



⚡ 2

🦋 2

53

Add +2 Attack ⚡ to all your
melee attacks this round.





Cragheart



Nature's Gift



Heal  2 ●

Range  3 ●

Target  2 ●

 2

 2

64

On your next six ranged Attack actions when  is Strong,  to add +2 Range .



Cragheart



Explosive Punch

2

Destroy one adjacent obstacle of any size.

Attack ⚡ 4 •

Target all enemies adjacent to the destroyed obstacle



⚡ 2

👤 2

28

Move 👤 4

Cragheart



Sentient Growth

2

Attack ⚡ 2 •

Range ↗ 3

Heal 💧 2 •

Affect all allies
in the targeted area



⚡ 2

🦋 2

78

Move 🦋 2

Heal 💧 1 •

Affects all adjacent allies

Attack ⚡ 1 •


Target all adjacent enemies

Cragheart



Clear the Way





Move one adjacent single-hex obstacle to an empty hex within Range  4.

Attack  2 •

Target all enemies adjacent to the moved obstacle




• +1 Attack , 

 2

43

 2

Move  5 • • •

Jump 

Destroy all obstacles and disarm all traps moved through.



Cragheart



Blunt Force



Attack ⚔ 4 ● ●



♦ +4 Attack ⚔, ⚔ 2



⚔ 2

21

🦋 2

Move 🦋 2 ●

Retaliate 🦊 1 ●

Self




Cragheart



Rock Slide



Create three single-hex obstacles in empty hexes within Range  4.


All allies and enemies adjacent to a created obstacle suffer 2 damage.



 2

 2

81

Move  6

The movement must be in a straight line.

Cragheart



Kinetic Assault

4


Move  1 •


Attack  4 •

 2

 2

19

Retaliate  3 •

Range  3 •

2




Cragheart



Petrify



Kill one normal enemy within Range  4.


Create one single-hex obstacle in the hex in which the enemy died.



 2

47

 2

Move  3

IMMOBILIZE



Target all adjacent enemies

Cragheart



Stone Pummel



Attack ⚔️ 3

MUDDLE ?



⚔️ 2

🦋 2

32

On your next four melee attacks, if possible, destroy an adjacent obstacle for +3 Attack ⚔️.




Cragheart



Dig Pit

6

Create one 2 damage STUN  trap
in an adjacent empty hex.


MUDDLE 


Target all adjacent enemies

 2

 2

78

Move  2

INVISIBLE 

Self

Cragheart



Cataclysm

6

Attack ⚡ 4 •



⚡ +2 Attack ⚡, ⚡ 2



IMMOBILIZE  all allies and enemies
in the targeted area.



⚡ 2

26

⚡ 2

Move ⚡ 3 •




⚡ +3 Move ⚡


Cragheart



Meteor



Create one three-hex triangular obstacle
in empty hexes within Range  3.

Attack  4 •

IMMOBILIZE 


Target all enemies adjacent to the obstacle



 2

 2

23

Move  4 •

Jump 

Cragheart



Brutal Momentum



Attack ⚔ 3 •

PUSH ➡ 2 •

For each hex you cannot push the target because of a wall or obstacle, the target suffers 2 damage and you gain 1.

⚔ 2

🦋 2

52

Add +1 Attack ⚔ to all ranged attacks this round.



⚔ Add +2 Attack ⚔ instead, 1



Cragheart



Rocky End



Destroy all obstacles within Range \bowtie 2.



∴ Range \bowtie 3 instead,

Attack \bowtie X



where X is equal to twice the number of hexes the destroyed obstacles occupied.



\bowtie 2

\bowtie 2

37

Move 6


The Move action must end in a hex adjacent to an obstacle.

Cragheart



Lumbering Bash

8

Move  2 •



Attack  5 •



 2

 2

85

At the start of your next five turns,
perform a "Heal  2, Range  2" action.



Cragheart



Blind Destruction

9

Attack ⚔ 4

Range 🏹 4 ●

All allies and enemies adjacent to the target suffer damage equal to the damage the target suffered.

⚔ 2

🦋 2

74

Move 🦋 4 ●

All allies and enemies adjacent to any hexes you enter during the movement suffer 2 damage.




Cragheart




Pulverize



Attack  3 •

PUSH  2 •

Target all adjacent enemies


You may push the targets into hexes containing obstacles. In each case, the obstacle is destroyed, the target suffers 2 damage, and you gain .




 2

 2

31


Attack  2 •

Target all adjacent enemies

Move  5

Jump 



Attack  3 •

Target all adjacent enemies



Cragheart

