

SHADOW OF THE ASSASSIN

ENCHANTMENT

S-003



Target the caster or a single friendly figure in base contact with the caster. The target gains Stealth.

At the beginning of each command phase, roll two six-sided dice. On a combined result of 2 or 3, Shadow of the Assassin ends.

2
PAGES

Shadow of the Assassin

ARCHER'S AIM

ENCHANTMENT

S-006



Target the caster or a single friendly figure in base contact with the caster. The target gains Pierce.

Archer's Aim ends when the target resolves an action using Pierce.

2
PAGES

Archer's Aim

TECHNOMANTIC BURST

SORCERY

S-009

Target a single opposing figure with a ranged combat attack. The sorcerer gets +1 to its attack and ranged damage values for this attack.



4
PAGES

CENTAUR'S GAIT

ENCHANTMENT

S-002



Target the caster or a single friendly figure in base contact with the caster. The target gains Charge.

Centaur's Gait ends when the target resolves an action using Charge.

3
PAGES


Centaur's Gait

GUARDIAN'S EYE

ENCHANTMENT

S-005



Target a single friendly figure with the  attack type in base contact with the caster. The target gains Overwatch.

Guardian's Eye ends when the target resolves an action using Overwatch.

2
PAGES

Guardian's Eye

WIND ARROW

ENCHANTMENT

S-008



Target the caster or a single friendly figure in base contact with the caster. The target gains Arcing Fire.

Wind Arrow ends when the target resolves an action using Arcing Fire.

3
PAGES

Wind Arrow

FLEET OF FOOT

ENCHANTMENT

S-001



Target the caster or a single friendly figure in base contact with the caster. The target gains Quickness.

Fleet of Foot ends when the target resolves an action using Quickness.

2
PAGES

Fleet of Foot

COBRA'S BITE

ENCHANTMENT

S-004



Target the caster or a single friendly figure in base contact with the caster. The target gains Venom.

At the beginning of each command phase, roll two six-sided dice. On a combined result of 2 or 3, Cobra's Bite ends.

4
PAGES

Cobra's Bite


MYSTIC LOCK

ENCHANTMENT

S-007



Target the caster or a single friendly figure in base contact with the caster. The target gains Spell Resistance.

Mystic Lock ends when a successful  attack resolves against the target.

3
PAGES

Mystic Lock

S-009

TECHNOMANTIC BURST

SORCERY

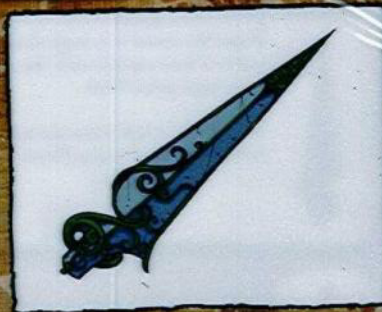


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S-006

ARCHER'S AIM

ENCHANTMENT

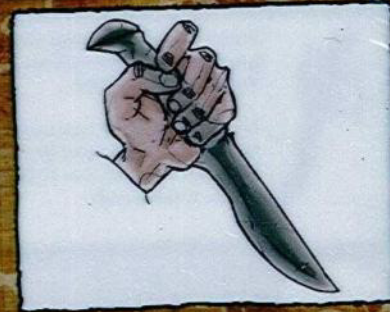


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S-003

SHADOW OF THE ASSASSIN

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WIND ARROW

ENCHANTMENT



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GUARDIAN'S EYE

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S-002

CENTAUR'S GAIT

ENCHANTMENT

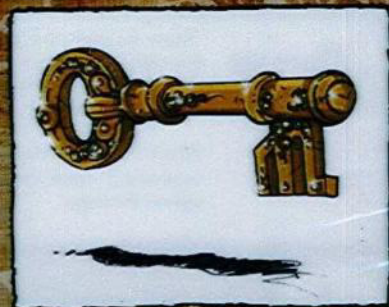


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S-007

MYSTIC LOCK

ENCHANTMENT



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S-004

COBRA'S BITE

ENCHANTMENT



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S-001

FLEET OF FOOT

ENCHANTMENT



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INTIMIDATION

ENCHANTMENT

S-012



Target the caster or a single friendly sorcerer in base contact with the caster.

All ♠ figures subtract 2 from counterspell rolls they make against the target.

4 PAGES

RAVEN'S TONGUE

GLYPH

S-015



Place this spell face down on top of the caster's stack when it is cast.

Choose an opposing player. At the beginning of each of that player's command phases, roll one six-sided die. On a result of 6, that player gets one fewer actions that turn.

6 PAGES OR 4 PAGES

DISENCHANT

SORCERY

S-018

Target enchantment ends.




6 PAGES

WILL O' THE WISP

ENCHANTMENT

S-011



Give the caster a close combat action targeting a single opposing figure. If the attack fails, Will o' the Wisp ends.

If the attack succeeds, the target must roll a six-sided die when it is given an action. On a result of 1-4, the action has no effect and must be reassigned to another figure. On a result of 5 or 6, Will o' the Wisp ends.

4 PAGES

BODY OF MIST

ENCHANTMENT

S-014



Target the caster or a single friendly figure in base contact with the caster. The target gains Ghostform.

At the beginning of your next command phase, Body of Mist ends.

4 PAGES

RITE OF THE BLEAK HORN

GLYPH

S-017



Place this spell face down on top of the caster's stack when it is cast.

All friendly ♠ figures gain Charge. When a ♠ figure makes a capture attempt, it gets +2 to its attack value.

8 PAGES

MENDING TOUCH

SORCERY

S-010

Choose one:


1. Give the caster a special action targeting a single friendly figure without the ⚔ damage type in base contact with the caster's front arc. Heal the target of 2 damage.
2. Give the caster a special action targeting a single figure with "Skeleton" or "Zombie" in its name in base contact with the caster's front arc. Deal 2 pushing damage to the target.

8 PAGES OR 4 PAGES

VOICE OF GLORY

ENCHANTMENT

S-013



Target the caster or a single friendly figure in base contact with the caster. The target gains Command and Leadership.

If the target rolls a Command result of 6, Voice of Glory ends.

4 PAGES

HEDGE MAGIC

ENCHANTMENT

S-016



Target the caster or a single friendly figure in base contact with the caster. The target gains Spell Resistance.

Hedge Magic ends when a successful ♠ attack resolves against the target.

2 PAGES

S-018

DISENCHANT
SORCERY

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S-015

RAVEN'S TONGUE
GLYPH

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BODY OF MIST
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WILL O' THE WISP
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HEDGE MAGIC
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VOICE OF GLORY
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S-010

MENDING TOUCH
SORCERY

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MECHANOID

ILLUSION

S-021

Choose a player. All figures friendly to the player gain the ⚙ damage type and Toughness and get -2 to their speed values.

Mechanoid is canceled by the Downpour or Rain and Mud weather domain or the Fen Swamp or River Valley terrain domain.



12 PAGES OR 8 PAGES

ARCANE SIGHT

ENCHANTMENT

S-024



Target the caster or a single friendly figure in base contact with the caster. The target ignores other figures' Ghostform and Limited Invisibility.

Arcane Sight ends if the target makes an unsuccessful ranged combat attack.



4 PAGES

MAGESTONE ARC

SORCERY

S-027

Give the caster a ranged combat action targeting a friendly figure with the ⚙ damage type; the caster gains Arcing Fire for this attack. Instead of an attack roll, roll one six-sided die and subtract 2 from the result, with a minimum result of 1. All figures other than the caster and the target that the line of fire crosses are dealt damage equal to the result.



8 PAGES OR 6 PAGES

TECHNOMANTIC REPAIR

SORCERY

S-020

Give the caster a special action. Heal all friendly ⚙ figures with the ⚙ damage type of 1 damage. Ignore all repair markers on the combat dials of these figures for purposes of this healing.



9 PAGES OR 6 PAGES

IMPLANT CHANNEL

SORCERY

S-023

Give the caster a special action targeting a single friendly ⚙ figure. Make a ranged combat attack using the caster's attack value, attack type, range value, ranged damage value, and special abilities but using the target of Implant Channel as the attacker's base instead of using the caster's base.




4 PAGES

PYRRHIC STRIKE

SORCERY

S-026

Target a single opposing figure with a ranged combat attack and announce a number between 1 and 6 before rolling the attack dice; the caster gains +2 to its attack value for this attack. If the attack succeeds, deal no damage to the target. Deal pushing damage to the target equal to the announced number. After the attack resolves, deal damage to the caster equal to the announced number.



6 PAGES

TECHNOMANTIC CONTROL

ENCHANTMENT

S-019



Target a single friendly figure with the ⚙ damage type in base contact with the caster. The target gets +2 to its speed value and +1 to its attack and damage values.



7 PAGES OR 4 PAGES

TECHNOMANTIC OVERLOAD

SORCERY

S-022

Give the caster a special action targeting a single friendly figure with the ⚙ damage type. Roll one six-sided die and deal damage to the target equal to the result. If this damage would eliminate the target, remove it from the game instead and deal damage to each figure within a 3" area of effect of the target equal to the result.



6 PAGES

TECHNOMANTIC RECALL

SORCERY

S-025

Give the caster a special action targeting a single friendly figure with the ⚙ damage type. Place the target in base contact with the caster. If there is no room to place the target on the battlefield, eliminate it.

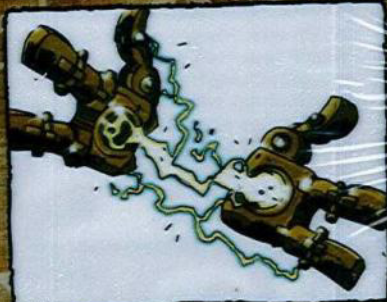


10 PAGES OR 6 PAGES

S-027

MAGESTONE ARC

SORCERY



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S-024

ARCANE SIGHT

ENCHANTMENT



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S-021

MECHANOID

ILLUSION

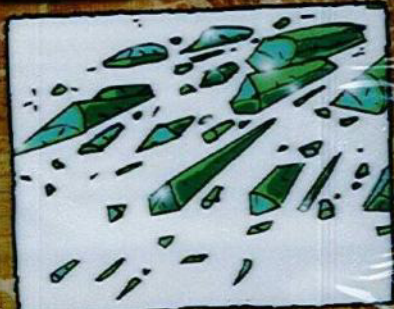


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S-026

PYRRHIC STRIKE

SORCERY



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IMPLANT CHANNEL

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TECHNOMANTIC RECALL

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TECHNOMANTIC OVERLOAD

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TECHNOMANTIC CONTROL

ENCHANTMENT



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DENY
SORCERY—COUNTERSPELL

S-030

Place this spell face down on top of the caster's stack when it is cast.

Cast this spell when using the counter spell proficiency. The countering sorcerer may be in base contact with an opposing figure and gets +2 to its counterspell roll.

6
PAGES



FIELD OF NEGATION
ENCHANTMENT

S-033

Target the caster or a single friendly figure in base contact with the caster. No figure within a 6" area of effect of the target can make a \mathcal{P} attack or cast a spell. At the beginning of your command phase, roll two six-sided dice. On a combined result of 2-6, deal 1 pushing damage to the target.

Field of Negation ends if the target gains Demoralized.

8
PAGES




WORD OF LEVITATION
ENCHANTMENT



S-036

Give the caster a ranged combat action targeting a single figure. If it is friendly, the attack succeeds without an attack roll. If the attack fails, Word of Levitation ends.

If the attack succeeds, deal no damage to the target. Place it at soaring level. If its flight stand would be in base contact with an objective token, move the target the smallest possible distance to prevent this base contact. The target cannot be given a move action.

At the beginning of each command phase, roll two six-sided dice. On a combined result of 2-4, Word of Levitation ends.

6
PAGES

TECHNOMANTIC CIRCLE
GLYPH

S-029

Place this spell face down on top of the caster's stack when it is cast.

Any opposing figure that begins a move more than 3" from the caster cannot end its move within 3" of the caster.

8
PAGES

OR

6
PAGES




LEYSTORM
ILLUSION


S-032

At the beginning of each command phase, deal 1 pushing damage to each figure without the \mathcal{V} defense type in base contact with an objective token.

If no figures are damaged by Leystorm on a turn, roll two six-sided dice at the beginning of that turn's end phase. On a combined result of 2-5, Leystorm ends.

Leystorm is canceled by any other Leystorm.

8
PAGES



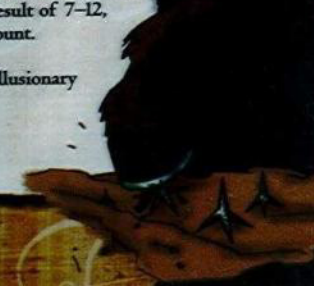
ILLUSIONARY CALTROPS
ILLUSION

S-035

When a cavalry unit or mount is moved, roll two six-sided dice. On a combined result of 7-12, deal 1 pushing damage to the mount.

On a combined result of 2-4, Illusionary Caltrops ends.

8
PAGES



TECHNOMANTIC SHIELD
GLYPH

S-028

The caster cannot be the target of ranged combat attacks whose lines of fire pass through its front arc.

When Technomantic Shield ends, remove it from the game.

6
PAGES




LIGHTNING PALM
SORCERY


S-031

Give the caster a close combat action targeting a single opposing figure. If the caster has a \mathcal{P} attack bonus, you may use it for this attack. If the attack succeeds, roll one six-sided die and add 1 to the result for each action token on the target. Deal damage to the target equal to the result.

8
PAGES

OR

6
PAGES



DISBELIEVE
SORCERY

S-034

Target illusion ends.

When it resolves, remove Disbelieve from the game.

4
PAGES



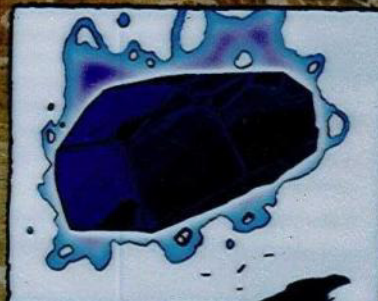
S-036

WORD OF LEVITATION
ENCHANTMENT

S-036

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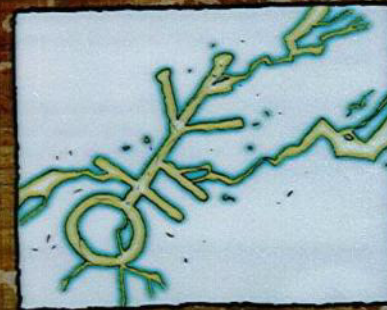
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FIELD OF NEGATION
ENCHANTMENT

S-033

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S-030

DENY
SORCERY-COUNTERSPELL

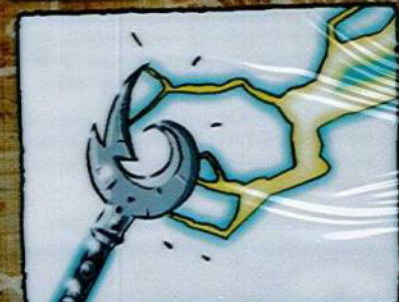
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S-035

ILLUSIONARY CALTROPS
ILLUSION

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LEYSTORM
ILLUSION

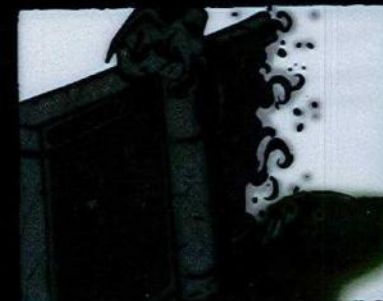
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TECHNOMANTIC SHIELD
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SHATTER SHADE

SORCERY

S-039

Target a single warrior with a ranged combat attack. Double the caster's ranged damage value for this attack.



8
PAGES

TASTE OF BLOOD

GLYPH

S-042



Place this spell face down on top of the caster's stack when it is cast.

All friendly figures gain Vampirism.



9
PAGES

CIRCLE OF BLOOD

GLYPH

S-045



Deal 1 pushing damage to any opposing figure that moves into base contact with the caster. At the beginning of your command phase, deal 1 pushing damage to any opposing figure in base contact with the caster.

When Circle of Blood ends, remove it from the game.

8
PAGES



6
PAGES

DEATH THROES

GLYPH

S-038



Place this spell face down on top of the caster's stack when it is cast.

When a friendly figure is eliminated, each opposing figure within a 3" area of effect of the eliminated figure is dealt 1 pushing damage.



8
PAGES

BLOOD FURY

ENCHANTMENT

S-041



Target the caster or a single friendly figure in base contact with the caster. Each time the target makes a close or ranged combat attack, you may deal 1 pushing damage to it and reroll its attack roll; it must use the rerolled result. You may reroll only once per attack.

Blood Fury ends if the rerolled attack is unsuccessful.



8
PAGES



4
PAGES

CORRUPTION

ENCHANTMENT

S-044



Give the caster a ranged combat action targeting a single opposing figure; it gets +2 to its attack value for this attack. If the attack fails, Corruption ends.

If the attack succeeds, all figures (including the target) ignore the target's faction and subfaction symbols.

Corruption ends if the target's controller gives it a special action to deal 1 pushing damage to it during his or her command phase.



6
PAGES

ARC LIGHTNING

SORCERY

S-037

Place this spell face down on top of the caster's stack when it is cast.

Target a single opposing figure with a ranged combat attack. If the attack succeeds, resolve it and target another single opposing figure within 6" of the last target; the caster gets -1 to its attack value for each additional attack. Continue resolving attacks and targeting new opposing figures until an attack is unsuccessful or there are no more eligible targets. A figure may be targeted only once by each casting of Arc Lightning.

12
PAGES



8
PAGES

SWARM OF THE DAMNED

ENCHANTMENT

S-040



Target the caster or a single friendly figure in base contact with the caster. Heal the target of 1 damage when a figure is eliminated. If the target's dial is at its starting position when it would be healed in this way, deal 1 damage to any figure instead.



6
PAGES

FANG RITUAL

ENCHANTMENT

S-043



Target the caster or a single friendly figure in base contact with the caster. The target gains Parry, Vampirism, and Weapon Master.

Fang Ritual ends when the target makes an unsuccessful close combat attack.



7
PAGES



5
PAGES

S-045

CIRCLE OF BLOOD

GLYPH



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S-042

TASTE OF BLOOD

GLYPH

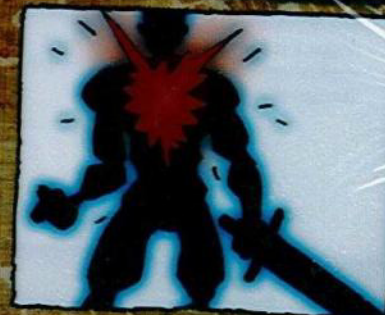


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S-039

SHATTER SHADE

SORCERY



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S-044

CORRUPTION

ENCHANTMENT



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BLOOD FURY

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DEATH THROES

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FANG RITUAL

ENCHANTMENT



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SWARM OF THE DAMNED

ENCHANTMENT



S-040

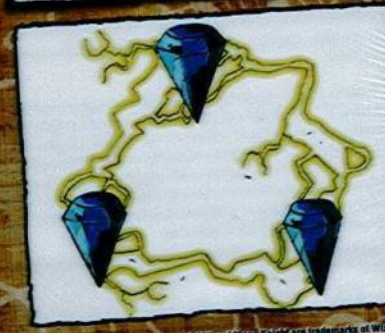


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S-037

ARC LIGHTNING

SORCERY



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SACRIFICIAL INCANTATION
SORCERY

S-048

Place this spell face down on top of the caster's stack when it is cast.

Give the caster a special action. Roll one six-sided die and subtract 2 from the result, with a minimum result of 1. Deal pushing damage equal to the result to a single target friendly figure in base contact with the caster. Remove a number of action tokens up to the result from any friendly figures.

9 PAGES




PSYCHIC REFLECTION
ENCHANTMENT

S-051

Target the caster or a single friendly figure in base contact with the caster. If a close or ranged combat attack succeeds against the target, roll one six-sided die. On a result of 4-6, deal the damage to the attacker instead of the target.

9 PAGES



GHOST ARMY
ILLUSION

S-054

Place this spell face down on top of the caster's stack when it is cast.

All friendly figures gain Ghostform. No friendly figure may be given close or ranged combat actions. At the beginning of your command phase, you may end Ghost Army and remove it from the game.

9 PAGES



MAGIC NEGATION
SORCERY-COUNTERSPELL

S-047

Place this spell face down on top of the caster's stack when it is cast.

Cast this spell when using the counter spell proficiency. The countering sorcerer may have one or more action tokens and gets +3 to its counterspell roll if the casting sorcerer is a  figure.

6 PAGES



SPIRIT BLAST
SORCERY

S-050

Target a single opposing figure. If the attack succeeds, deal no damage to the target. Cancel all the target's special abilities and subfaction abilities until the beginning of the next command phase. If the attack result was a critical hit, eliminate the target.

8 PAGES



NEUTRALIZE MAGESTONE
GLYPH

S-053

Place this spell face down on top of the caster's stack when it is cast.

All  and  figures and any figure with the word "Magestone" in its name cannot be given ranged combat actions. When Neutralize Magestone ends, remove it from the game.

16 PAGES




CIRCLE OF WRAITHS
GLYPH

S-046

Place this spell face down on top of the caster's stack when it is cast.

Any opposing figure that begins a move more than 3" from the caster cannot end its move within 3" of the caster.

6 PAGES





CHINOOK
ILLUSION

S-049

Cancel all weather domains. Instead of removing the canceled domains from the game, place them beneath Chinook.

At the beginning of each command phase, roll two six-sided dice. On a combined result of 2-4, Chinook ends; return all domains beneath Chinook to play.

6 PAGES




EXPLODE UNDEAD
SORCERY

S-052

Give the caster a special action targeting a friendly figure with "Skeleton" or "Zombie" in its name. Roll one six-sided die and deal damage to the target equal to the result. If this damage would eliminate the target, remove it from the game instead and deal damage equal to the result to each figure within a 2" area of effect of the target.

6 PAGES



S-054

GHOST ARMY

ILLUSION



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S-051

PSYCHIC REFLECTION

ENCHANTMENT

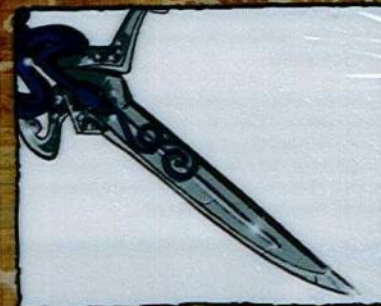


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S-048

SACRIFICIAL INCANTATION

SORCERY



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S-053

NEUTRALIZE MAGESTONE

GLYPH



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S-050

SPIRIT BLAST

SORCERY



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S-047

MAGIC NEGATION

SORCERY—COUNTERSPELL



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S-052

EXPLODE UNDEAD

SORCERY

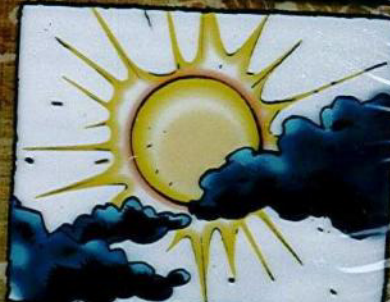


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S-049

CHINOOK

ILLUSION



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S-046

CIRCLE OF WRAITHS

GLYPH



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WATERSPOUT

SORCERY

S-057

Target a single opposing figure within 6" of any water terrain with a ranged combat attack; double the caster's range value for this attack. If the attack succeeds, roll one six-sided die and deal damage to the target equal to the result.



8 PAGES OR 6 PAGES

ANIMATE WILD

SORCERY

S-060

The caster ignores opposing figures' Lurk and Stealth when resolving this ranged combat action. If a target is at ground level and within 3" of a hindering or concealing terrain feature, the attack succeeds without an attack roll.

Choose one:

1. The caster's ranged damage value becomes 2.
2. Deal no damage to a target against which this attack succeeds. If a target has zero action tokens, give it an action token.

5 PAGES

WARD OF LIGHT

GLYPH

S-063



No figure may move within 6" of the caster. No figure within 6" of the caster may be given an action.

At the beginning of each command phase, roll two six-sided dice. On a combined result of 2 or 3, Ward of Light ends; remove it from the game.

15 PAGES OR 10 PAGES



WILD HUNT

ILLUSION

S-056

All non-figures with range values greater than 6 have range values of 6 instead. Only figures can use the double-time proficiency.

At the beginning of your command phase, roll two six-sided dice. On a combined result of 2-4, Wild Hunt ends.

10 PAGES

WINDSTORM

GLYPH

S-059



The caster cannot be the target of ranged combat attacks whose lines of fire pass through its front arc.

8 PAGES OR 6 PAGES



CIRCLE OF LEAVES

GLYPH

S-062



Place this spell face down on top of the caster's stack when it is cast.

Lines of fire that pass within a 3" area of effect of the caster are blocked.

12 PAGES OR 6 PAGES



PYRESPIHERE

ILLUSION

S-055

When a figure is eliminated, remove it from the game. It counts as an eliminated figure.



6 PAGES

RAIN OF THORNS

SORCERY

S-058

Place this spell face down on top of the caster's stack when it is cast.

Target every opposing figure within the caster's range with a ranged combat attack. The caster gains Arcing Fire for this attack. Deal 2 damage to each target against which the attack succeeds.

8 PAGES



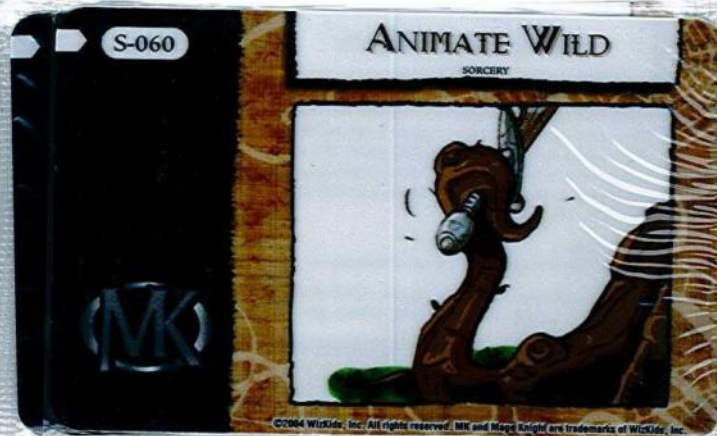
RITUAL OF TRANSFORMATION

SORCERY

S-061

Give the caster a special action. Replace the caster with a Mage Spawn figure with the same speed type as the caster from outside of the game of equal or lesser point value. Turn its dial to its starting position and place its center dot where the caster's center dot was. Remove the caster and any items it wields from the game.

12 PAGES



CALL FAMILIAR

SORCERY

S-066

Do not cast Call Familiar.

At the beginning of your first command phase, choose a single friendly figure with a point value no greater than 30 points; this figure is the caster's familiar. Announce this choice to all players.

If the familiar is eliminated, turn its combat dial to its starting marker and place it in base contact with the caster.

10
PAGES

DRAGONFLAME

SORCERY

S-069

Place this spell face down on top of the caster's stack when it is cast.

Target every figure within the caster's range with a ranged combat attack; the caster gains Arcing Fire and its range value becomes 15 for this attack. Deal 3 damage to each target against which the attack succeeds.

16
PAGES


12
PAGES

PATH OF BRASS

SORCERY

S-072

Do not cast Path of Brass.

The sorcerer wielding a spellbook containing Path of Brass may use the affinity page counts of spells with the  affinity requirement.


4
PAGES

AURAHEAL

SORCERY

S-065

Place this spell face down on top of the caster's stack when it is cast.

Give the caster a special action. Roll one six-sided die and subtract 2 from the result, with a minimum result of 1. Each friendly figure without the  damage type within a 6" area of effect of the caster is healed of damage equal to the caster's damage value or the die roll result, whichever is greater.



12
PAGES

8
PAGES

FOREST ALLIANCE

ILLUSION

S-068

Choose a player. All  and  figures friendly to the player may create formations with one another.

Forest Alliance is not ended by Disbelieve.

4
PAGES

FUMAROLE

GLYPH

S-071

The caster and every friendly figure in base contact with the caster gain Crushing Blow and Venom.

7
PAGES


4
PAGES

NATURE'S REBUFF

SORCERY—COUNTERSPELL

S-064

Place this spell face down on top of the caster's stack when it is cast.

Cast this spell when using the counter spell proficiency. The countering sorcerer may be in base contact with an opposing figure and gets +3 to its counterspell roll if the casting sorcerer is a  figure.

6
PAGES

WOLF'S KIN

ENCHANTMENT

S-067



Target the caster or a single friendly figure in base contact with the caster. The target gains Counterattack, Regeneration, and Terrify.

Wolf's Kin ends when the target makes an unsuccessful close or ranged combat attack.

8
PAGES

6
PAGES

WORM STRIKE

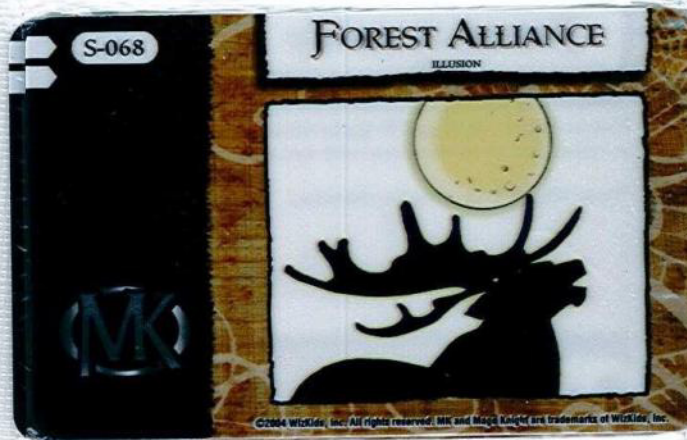
SORCERY

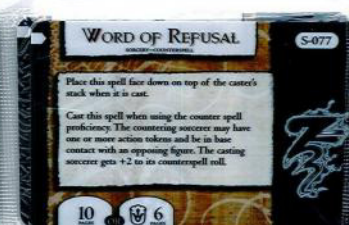
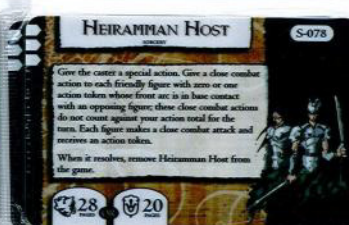
S-070

Target a single opposing figure with a ranged combat attack; the caster gains precision for this attack. If the attack succeeds, roll one six-sided die and deal damage to the target equal to the result instead of the caster's ranged damage value. In addition, if the target has zero or one action token, give it an action token.

12
PAGES

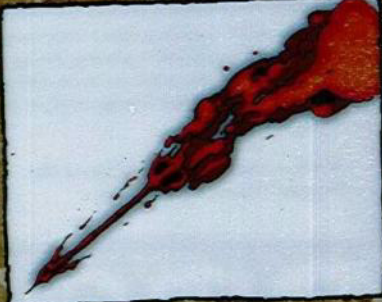
8
PAGES





S-081

FLAME OF THE DRAGON'S HEART
SORCERY



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S-078

HEIRAMMAN HOST
SORCERY



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S-075

RYTHAEL'S HAMMER
SORCERY



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S-080


LEVEL BATTLEFIELD
ILLUSION



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S-077

WORD OF REFUSAL
SORCERY-COUNTERSPELL



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S-074

FORGE RELIC
SORCERY



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S-079

LEY TAP
GLYPH



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S-073

NULL RUNE
GLYPH



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EAGLE'S WING

SORCERY

S-084

Give the caster a move action; it must be at ground level. Select up to two target friendly figures—that have not already been given an action this turn—in base contact with the caster. The targets move at ground level with the caster and must end the move in base contact with the caster. At the end of the move, give a target an action token if it has zero or one action token; each target may be given an action this turn.



8
PAGES



6
PAGES

MIND OF THE MAGUS

SORCERY

S-087

Do not cast Mind of the Magus.

The sorcerer wielding a spellbook containing Mind of the Magus may use the affinity page counts of spells with the affinity requirement.



4
PAGES

STONEWARP

ENCHANTMENT

S-090

Target the caster or a single friendly figure in base contact with the caster. When the target is in base contact with blocking terrain and is given a move action, it may move into base contact with any blocking terrain; if it does, Stonewarp ends.



5
PAGES

BATTLE DANCE

SORCERY

S-086

Give the caster a special action; choose a target friendly figure that has not been given an action this turn. Give the target a close combat action, which does not count against your action total for the turn. If the attack succeeds, resolve it and deal 1 pushing damage to the caster. You may continue to choose additional friendly figures in this way.

Battle Dance ends when an attack is unsuccessful, if the caster is eliminated or removed from the game, or at the beginning of your end phase.



10
PAGES



6
PAGES

FORM CONSTRUCT

SORCERY

S-089

Do not cast Form Construct.

When this spell is in the spellbook of a sorcerer you control, during setup you may deploy a figure with a point cost fewer than 50 points that does not count toward your army's build total. This figure is the sorcerer's construct.

If the construct is eliminated, eliminate the sorcerer. If the sorcerer is eliminated, eliminate the construct.



16
PAGES

POWER OF THE DRAGON GODS

ILLUSION

S-082

Choose a player. All figures friendly to the player gain Counterattack and Crushing Blow.

At the beginning of your command phase, roll two six-sided dice. On a combined result of 2-3, Power of the Dragon Gods ends.



24
PAGES



20
PAGES

CALL OF CHAOS

GLYPH

S-085



At the beginning of your command phase, choose the caster or a single friendly figure in base contact with the caster. Roll one six-sided die and place it on Call of Chaos' spell card. Until the beginning of your next command phase, the chosen figure gains the special ability indicated by the die roll result: 1. Frenzy, 2. Ghostform, 3. Healing, 4. Mage Blast, 5. Magic Confusion, or 6. Thunder Blow.



4
PAGES

SPIRITBIND

SORCERY

S-088

Target a single opposing figure with a ranged combat attack; if it succeeds, deal no damage to the target. Remove the caster and any items it wields from the game. You control the target until it is eliminated or removed from the game.




12
PAGES



9
PAGES

S-090

STONEWARP
ENCHANTMENT



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S-087

MIND OF THE MAGUS
SORCERY



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S-084

EAGLE'S WING
SORCERY



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S-089

FORM CONSTRUCT
SORCERY



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S-086

BATTLE DANCE
SORCERY



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S-088

SPIRITBIND
SORCERY



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S-085


CALL OF CHAOS
GLYPH



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S-082

POWER OF THE DRAGON GODS
ILLUSION



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TRANQUILITY

ILLUSION

S-097

All warriors ignore Frenzy.

At the beginning of each player's command phase, roll two six-sided dice. On a result of 2-4, Tranquility ends.



8
PAGES

CIRCLE OF SACRIFICE

GLYPH

S-094



When the caster or a friendly figure in base contact with the spell element eliminates an opposing figure, roll one six-sided die and subtract 3 from the result, minimum result 1. Heal all friendly figures in base contact with the spell element of damage equal to the result.

6
PAGES

BONESTRIKE

ENCHANTMENT

S-091



Target the caster or a single friendly figure in base contact with the caster. The target gains Counterattack.

If the target would be damaged by a close combat attack, deal no damage to the target; Bonestrike ends.

12
PAGES

8
PAGES

FUMBLE

SORCERY

S-098

Place this spell face down on top of the caster's stack when it is cast.

Each figure (except the caster) wielding a relic rolls one six-sided die and adds its attack bonus (if any) to the result. If a figure's result is 6 or less, it drops its relic.



12
PAGES

6
PAGES

MORASS

ILLUSION

S-095

The double-time and surge proficiencies may not be used.

When a warrior is given a move action, roll two six-sided dice. On a result of 2-4, Morass ends.



8
PAGES

6
PAGES

MAZE WALL

GLYPH

S-092



Choose a single target objective you control that is within 6" of the caster.

The caster gains Ghostform. Opposing lines of fire are blocked if they cross a line drawn between Mage Wall's spell element and the target.

12
PAGES

6
PAGES

SONG OF FREEDOM

ILLUSION

S-099

Break away rolls fail only on a result of 1. Song of Freedom ends if a 1 is rolled on a break away attempt.



8
PAGES

6
PAGES

FIRESTORM

SORCERY

S-096

Any opposing warrior with one or two action tokens that occupies its deployment zone is dealt 2 pushing damage.



8
PAGES

6
PAGES

ARCHER'S EYE

ENCHANTMENT

S-093

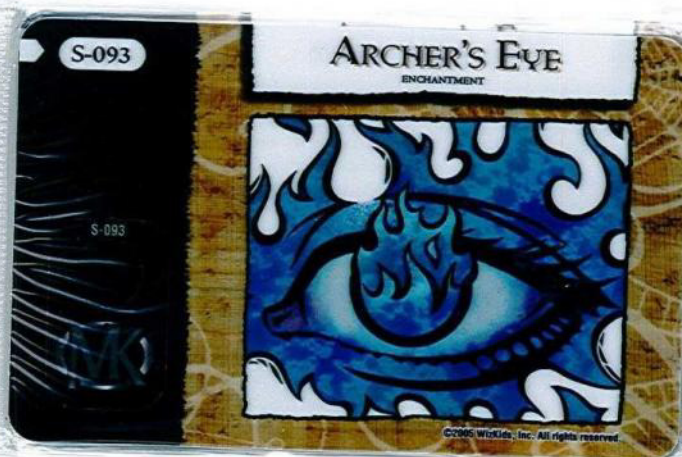
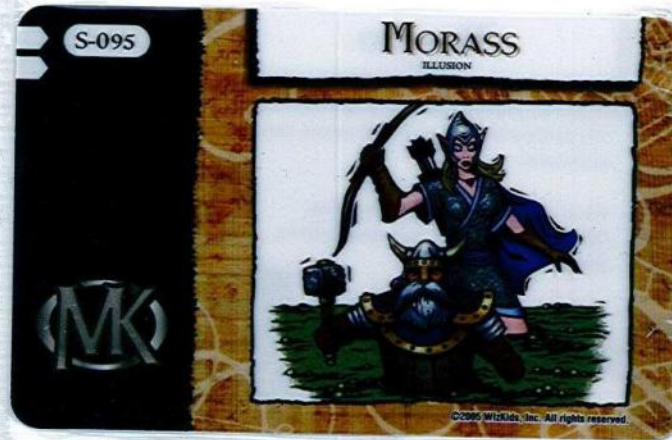
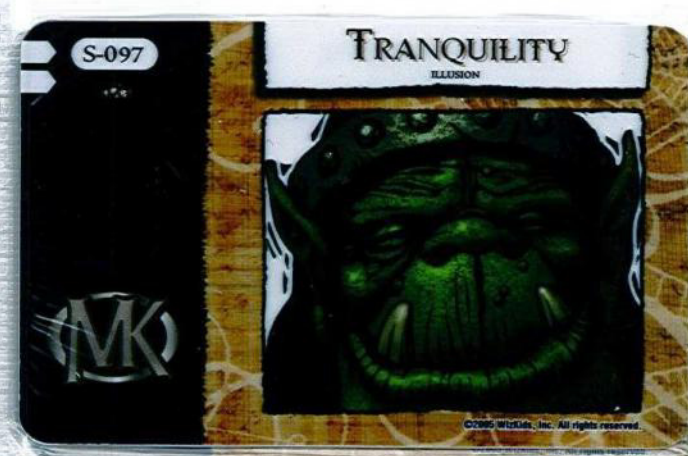
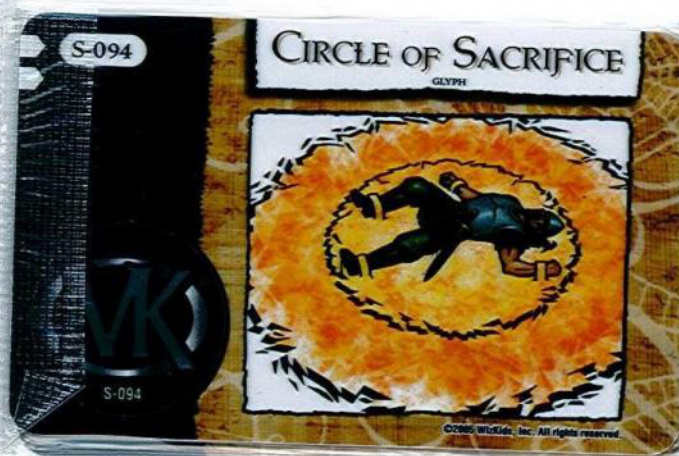


Target the caster or a single friendly figure with the P attack type in base contact with the caster. The target may use the point blank and precision proficiencies.

Roll one six-sided die each time the target makes a successful ranged combat attack. On a result of 5 or 6, Archer's Eye ends.

8
PAGES

6
PAGES





S-100

ERASE
SORCERY



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ARCHER'S EYE

ENCHANTMENT

S-093



Target the caster or a single friendly figure with the  attack type in base contact with the caster. The target may use the point blank and precision proficiencies.

Roll one six-sided die each time the target makes a successful ranged combat attack. On a result of 5 or 6, Archer's Eye ends.

8 PAGES OR  6 PAGES



FIRESTORM

SORCERY

S-096

Any opposing warrior with one or two action tokens that occupies its deployment zone is dealt 2 pushing damage.



8 PAGES OR  6 PAGES

SONG OF FREEDOM

ILLUSION

S-099

Break away rolls fail only on a result of 1. Song of Freedom ends if a 1 is rolled on a break away attempt.



8 PAGES OR  6 PAGES

MAGE WALL

GLYPH

S-092



Choose a single target objective you control that is within 6' of the caster.

The caster gains Ghostform. Opposing lines of fire are blocked if they cross a line drawn between Mage Wall's spell element and the target.

12 PAGES OR  6 PAGES



MORASS

ILLUSION

S-095

The double-time and surge proficiencies may not be used.

When a warrior is given a move action, roll two six-sided dice. On a result of 2-4, Morass ends.



8 PAGES OR  6 PAGES


FUMBLE


SORCERY

S-098

Place this spell face down on top of the caster's stack when it is cast.

Each figure (except the caster) wielding a relic rolls one six-sided die and adds its attack bonus (if any) to the result. If a figure's result is 6 or less, it drops its relic.




12 PAGES OR  6 PAGES

BONESTRIKE


ENCHANTMENT


S-091



Target the caster or a single friendly figure in base contact with the caster. The target gains Counterattack.

If the target would be damaged by a close combat attack, deal no damage to the target; Bonestrike ends.


12 PAGES OR  8 PAGES




CIRCLE OF SACRIFICE


GLYPH

S-094



When the caster or a friendly figure in base contact with the spell element eliminates an opposing figure, roll one six-sided die and subtract 3 from the result, minimum result 1. Heal all friendly figures in base contact with the spell element of damage equal to the result.



 6 PAGES

TRANQUILITY

ILLUSION

S-097

All warriors ignore Frenzy.

At the beginning of each player's command phase, roll two six-sided dice. On a result of 2-4, Tranquility ends.



 8 PAGES



WELL OF TRUTH

GLYPH

S-102



All figures friendly to the caster (except the caster) in base contact with the spell element ignore all domains and illusions.

8

PAGES

Well of Truth

Well of Truth

REDEMPTION

SORCERY

S-105

Choose a single friendly figure and heal it of 1 damage for each figure in your army that has been removed from the game, or eliminated but not returned to the battlefield by any means. Remove Redemption from the game.



8

PAGES

OR

6

PAGES

VESSEL OF THE SPIRIT LORDS

ENCHANTMENT

S-101

Target a single friendly figure in base contact with the caster. All the special abilities printed on the target's combat dial are ignored. Instead, the target gains Crushing Blow, Ghostform, and Quickness, and its attack value becomes 9. Whenever the target makes a successful close combat attack, roll one six-sided die after resolving the attack. On a result of 5 or 6, Vessel of the Spirit Lords ends.

9

PAGES

OR

6

PAGES

Vessel of the Spirit Lords

MARK OF CONTENTION

GLYPH

S-104



Controlled objectives within 2" of the outside edge of the spell element may not be contested. A player may have only one Mark of Contention in effect at any time.



8

PAGES

ERASE

SORCERY

S-100

Choose the spellbook of a single opposing figure. Remove the spell on the bottom of that spellbook's stack from the game.

After Erase is cast, remove it from the game.



14

PAGES

SPELLSHIELD

ENCHANTMENT

S-103



Target the caster or a single friendly figure in base contact with the caster. The target may not be targeted by any other spells. Each time an opposing sorcerer casts a spell targeting a figure friendly to the caster, roll one six-sided die after the spell resolves; on a result of 5 or 6, Spellshield ends.



9

PAGES

OR

6

PAGES

EXHAUSTION

ILLUSION

S-106

At the beginning of each player's end phase, no more than one action token may be removed from a warrior not given an action that turn.



Whenever a warrior is dealt pushing damage, roll two six-sided dice; on a combined result of 2-4, Exhaustion ends.

7

PAGES

