Haste

This wizard may immediately move, selecting a template based on their current speed and applying any icons on the template.

This additional move does not count as an additional activation.

CANTRIP

Muster Arms

Place one Level I mercenary model anywhere within medium range of either this wizard or a friendly tower.

CANTRIP

Empower Minion

Select a minion within medium range of either this wizard or a friendly tower and increase its level from I to II or from II to III.

CANTRIP

Summon Elemental

If this player does not have an Elemental currently in play, place a level I elemental anywhere within medium range of this wizard.

If this player has an Elemental currently in play, pick up that Elemental and place it anywhere within medium range of this wizard (and it maintains its level).

CANTRIP

Empower Elemental

This wizard may target a friendly elemental within long range and level it up from I to II or from II to III.

CANTRIP

Hasten Monster

This wizard may select a friendly in play group of monsters and move that selected group up to its movement statistic.

CANTRIP

MYSTIC SKIES

1. **Refresh Phase**
   a. Pass Initiative
   b. Reset Speed
   c. Spawn Monsters Twice
2. **Action Phase**
   a. Activate Wizard
   b. Activate Minion
   c. Activate Monster
   d. Spend Peril
      (Cantrip: 2, School: 3)s

QUICK REFERENCE

Wizard's Scroll

TOWER

25

4+

SPEED

PERIL

school:

Inspiration

Activate all friendly minions within medium range of this wizard. This player may choose in which order the minions activate.

This does not count as the minion's activation for this round and may target minions that have already activated. This spell may not cause a minion to activate more than twice in a single round.

ADJURATION

Muster Arms III

Once per round.

Place three Level I mercenaries or one Level III mercenary within medium range of either this wizard or a friendly tower (or a mixture of both).

ADJURATION

Empower Minion II

All friendly minions within medium range of this wizard level up from I to II, or from II to III.

ADJURATION

Summon Elemental II

If this player does not have an Elemental currently in play, place a level II elemental anywhere within medium range of this wizard.

ADJURATION

Dragon Breath

Place the large burst template with the short edge touching the front of this wizard's base such that the whole template is within the wizard's arc of fire.

The wizard then receives 9D6 attack dice, which may be distributed as the wizard's controller chooses among any enemy models touched by the template.

IMMOLATION

Firestorm

Select either this wizard or this wizard's Elemental.

Every enemy model within medium range of the selected model suffers a 3D6 attack.

IMMOLATION

Burning Blades

This wizard may target a friendly model or group within long range: they become super effective against all targets until the end of its next activation.

IMMOLATION

Meteor

Once per round.

This wizard may target an enemy model within long range and make a 10D6 attack against it. This attack is super effective against all targets.

IMMOLATION

Turn Monster

Once per round.

This wizard may target a group of monsters within long range: the target group becomes aligned to this wizard's controller.

DOMINATION

Summon Monster

Once per round.

This wizard may target a spawn point within long range and spawn a new group of monsters.

DOMINATION

Unnatural Fortitude

This wizard may target a friendly group of monsters within long range.

The target group gains +2 to its Save statistic until the end of this game round.

DOMINATION

Word of Command

Activate all friendly monster groups within medium range of this wizard. This player may choose in which order the groups activate.

This does not count as the group's activation for this round and may target groups that have already activated. This spell may not cause a group to activate more than twice in a single round.

DOMINATION

Muster Master Engineer

Once per round.

Place a level III Sapper anywhere within medium range of this wizard.

FULMINATION

Quicksand

Place a quicksand trap token within long range of this wizard.

The first time during their activation that a model or group starts their activation or ends a move within medium range of an enemy trap token they trigger that trap token.

When a quicksand trap token is triggered: roll a D6. If this roll is equal to or greater than that model or group's saving throw, that model or group immediately takes a number of hits equal to the dice roll.

Remove all trap tokens at the end of the round.

FULMINATION

Sand Worms

Place a Sand Worms trap token within long range of this wizard.

The first time during their activation that a model or group starts their activation or ends a move within medium range of an enemy trap token they trigger that trap token.

When a quicksand trap token is triggered: the triggering model or group suffers a 3D6 attack from that trap token.

Remove all trap tokens at the end of the round.

FULMINATION

Sandstone Wall

If there are fewer than three friendly Sandstone Walls in play, place a Sandstone Wall anywhere at least partially within long range of this wizard, not touching terrain or any model. The Sandstone Wall is the size and shape of a long straight template.

A Sandstone Wall remains in play as blocking, impassable terrain. Enemy models count this Sandstone Wall as an enemy model and may target it with attacks. It has a 4+ Save and 6 Wounds.

FULMINATION

Wizard's Scroll

TOWER

25

4+

SPEED   PERIL

School of Adjuration

Wizard's Scroll

TOWER

25

4+

SPEED   PERIL

School of Immolation

Wizard's Scroll

TOWER

25

4+

SPEED   PERIL

School of Domination

Wizard's Scroll

TOWER

25

4+

SPEED   PERIL

School of Fulmination