



ZOMBIE HORDE

Attack: 4 Movement: 1
Defense: 2 XP: 7
Hits: 1 Crowns: 1 die
Allied, Evil

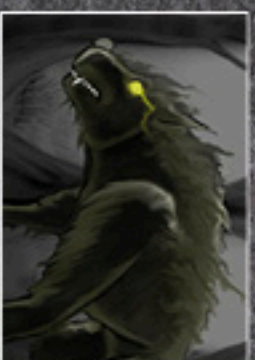
Tier 1 treasure card



EVEN SPEARMEN

Attack: 3(-1) Movement: 1
Defense: 2(-1) XP: 8
Hits: 1 Crowns: 1 die
Allied, Good

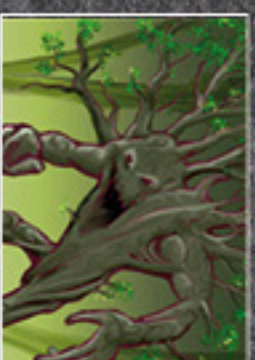
Tier 1 treasure card



SHADOW STALKER

Attack: 4(-1) XP: 11
Defense: 2 Crowns: 1 die
Hits: 2

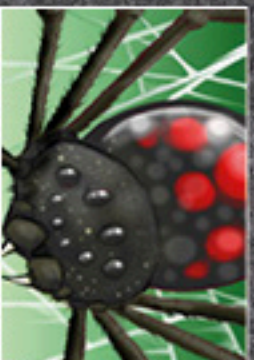
Tier 1 treasure card



TREANT

Attack: 3 Movement: 1
Defense: 3 XP: 12
Hits: 4 Crowns: 1 die
Allied, Good

Tier 1 treasure card



GIANT SPIDER

Attack: 4 Crowns: 1 die
Defense: 3(-1) *Special: Hits*
Hits: 1 *on a roll of 1*
XP: 15 *do 2 damage*

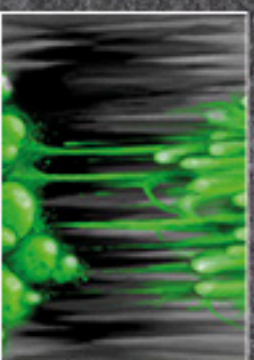
Tier 1 treasure card



GRIFFIN

Attack: 4(-1) *Special: Hits*
Defense: 3(-1) *on a roll of 2*
Hits: 2 *or less do 2*
XP: 20 *damage*
Crowns: 2 dice

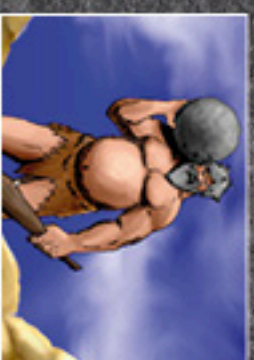
Tier 2 treasure card



GREEN SLIME

Attack: 4(-1) *Special:*
Defense: 1(-2) *regenerates 1*
Hits: 2 *hit every combat*
XP: 15 *round during its*
Crowns: 1 die *attack on a roll*
of 3 or less

Tier 1 treasure card



HILL GIANT

Attack: 4(-1) XP: 15
Defense: 2 Crowns: 1 die
Hits: 3 *Special: Hits on*
Allied, Evil *a roll of a 1 do 2*
Movement: 1 *damage*

Tier 1 treasure card



HYDRA

Attack: 4(-1)/x4 XP, 45
Defense: 3(-1) Crowns: 2 dice
Hits: 4

Tier 1 treasure card &
Tier 2 treasure card



MINOTAUR

Attack: 5 XP, 15
Defense: 3 Crowns: 1 die
Hits: 2

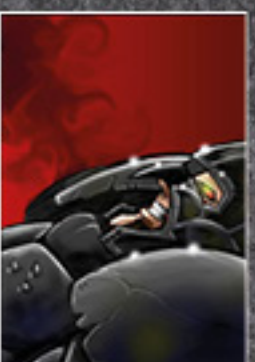
Tier 1 treasure card



KOBOLD

Attack: 3 Movement: 1
Defense: 2 XP, 5
Hits: 1 Crowns: 1 die
Allied, Evil

Tier 1 treasure card



BLACK KNIGHT

Attack: 4 Crowns: 2 dice
Defense: 4(-2) *Special: Hits on a roll of 2 or less do 2 damage*
Hits: 2 XP, 25

Tier 1 treasure card



DRAGON

Attack: 5(-1) Crowns: 2 dice
Defense: 4(-1) *Special: All Hits do 2 damage*
Hits: 4 XP, 35

Additional Treasure Roll

1-2 One Tier 1 & One Tier 2 treasure cards drawn
3-6 Tier 2 treasure card



GHOST

Attack: 4(-1) Movement: 2
Defense: 4(-1) XP, 15
Hits: 1 Crowns: 1 die
Allied, Evil

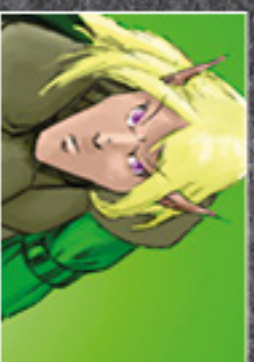
Tier 1 treasure card



DOOM SHADOW

Attack: 4 *Special: Attacks Defense: 4(-2) all heroes arch toward, regardless of which row.*
Hits: 2 XP, 25
Crowns: 2 dice *they are in.*

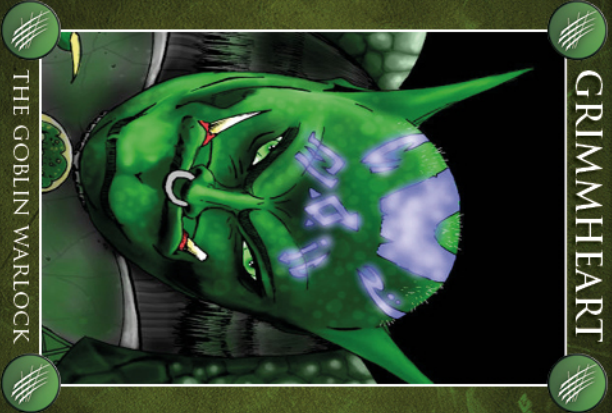
Tier 2 treasure card



ELF CHAMPION

Attack: 4(-1) Movement: 2
Defense: 3 XP, 15
Hits: 2 Crowns: 1 die
Allied, Good

Tier 1 treasure card



GRIMMHEART

THE GOBLIN WARLOCK



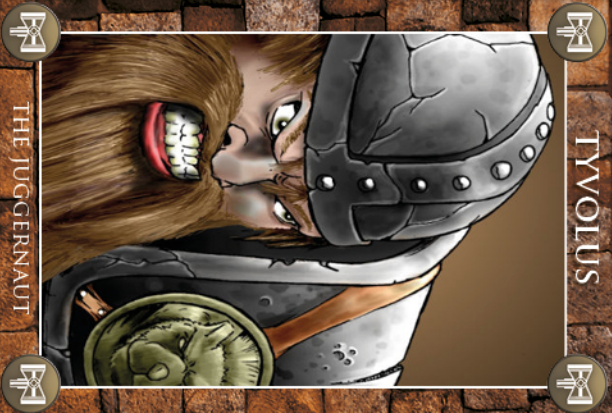
SCURGAR

THE GOBLIN SHAMAN



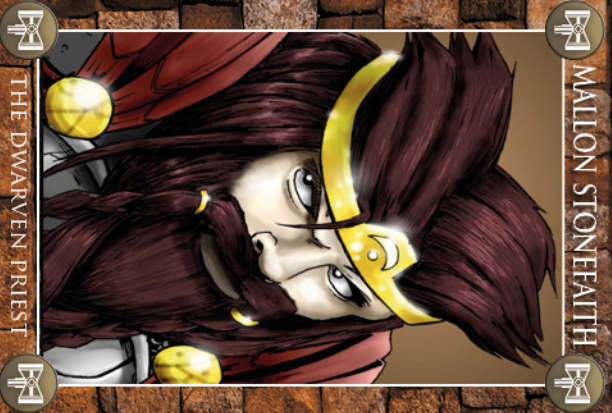
HORGLE

THE GOBLIN WARLORD



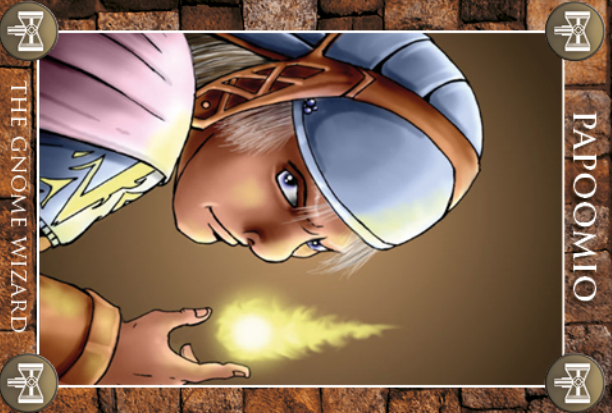
TYVOLUS

THE JUGGERNAUT



MALLON STONEFAITH

THE DWARVEN PRIEST



PAPOOMIO

THE GNOME WIZARD



FATHER STALLACK

THE HUMAN PRIEST



SHARNELLA

THE SORCESS

GRIMHEART

Hero Type: Wizard

Hits: 2

Attack: 3

Defense: 1

Movement: 2

Row: 3

Hero Level	XP	New Spells		
		L1	L2	L3
1	0	2	0	0
2	50	1	1	0
3	120	1	1	1
4+	+100	1	1	1

THE GOBLIN WARLOCK

SCURGAR

Hero Type: Priest

Hits: 2

Attack: 2

Defense: 2

Movement: 2

Row: 3

Hero Level	XP	New Spells		
		L1	L2	L3
1	0	2	0	0
2	50	1	1	1
3	120	1	1	1
4+	+100	1	1	1

THE GOBLIN SHAMAN

HORGLE

Hero Type: Warrior

Hits: 2

Attack: 4

Defense: 3(-1)

Movement: 2

Row: 1

Hero Level	XP
1	0
2	50
3	120
4+	+100

+1 hit every new level

THE GOBLIN WARLORD

TYVOLUS

Hero Type: Warrior

Hits: 2

Attack: 4

Defense: 3(-1)

Movement: 2

Row: 1

Hero Level	XP
1	0
2	50
3	120
4+	+100

+1 hit every new level

THE JUGGERNAUT

MALLON STONEFAITH

Hero Type: Priest

Hits: 2

Attack: 2

Defense: 2

Movement: 2

Row: 3

Hero Level	XP	New Spells		
		L1	L2	L3
1	0	2	0	0
2	50	1	1	1
3	120	1	1	1
4+	+100	1	1	1

THE DWARVEN PRIEST

PAPOOMIO

Hero Type: Wizard

Hits: 2

Attack: 3

Defense: 1

Movement: 2

Row: 3

Hero Level	XP	New Spells		
		L1	L2	L3
1	0	2	0	0
2	50	1	1	0
3	120	1	1	1
4+	+100	1	1	1

THE GNOME WIZARD

FATHER STALLACK

Hero Type: Priest

Hits: 2

Attack: 2

Defense: 2

Movement: 2

Row: 3

Hero Level	XP	New Spells		
		L1	L2	L3
1	0	2	0	0
2	50	1	1	1
3	120	1	1	1
4+	+100	1	1	1

THE HUMAN PRIEST

SHARNELLA

Hero Type: Wizard

Hits: 2

Attack: 3

Defense: 1

Movement: 2

Row: 3

Hero Level	XP	New Spells		
		L1	L2	L3
1	0	2	0	0
2	50	1	1	0
3	120	1	1	1
4+	+100	1	1	1

THE SORCERESS



THE BRAVE



CEDRON



THE LICH



FRACULION



THE WRAITH QUEEN



CARNISSA



THE ROT WOLF



SHREADMAR



CEDRON

Hero Type: Warrior

Hits: 2

Attack: 4

Defense: 3(-1)

Movement: 2

Row: 1

Hero Level	XP
1	0
2	50
3	120
4+	+ 100

+1 hit every new level

THE BRAVE

FRACUION

Hero Type: Wizard

Hits: 2

Attack: 3

Defense: 1

Movement: 2

Row: 3

Hero Level	XP	New Spells		
		L1	L2	L3
1	0	2	0	0
2	50	1	1	0
3	120	1	1	1
4+	+ 100	1	1	1

THE LICH

GARNISSA

Hero Type: Priest

Hits: 2

Attack: 2

Defense: 2

Movement: 2

Row: 3

Hero Level	XP	New Spells	
		L1	L2
1	0	2	0
2	50	1	1
3	120	1	1
4+	+ 100	1	1

THE WRATH QUEEN

SHREADMAR

Hero Type: Warrior

Hits: 2

Attack: 4

Defense: 3

Movement: 2

Row: 1

Hero Level	XP
1	0
2	50
3	120
4+	+ 100

+1 hit every new level

Extra attacks on any attack of 1 or 6 with no limit of total number of attacks.

THE ROT WOLF

HOLY/JUNHOLY DEACON

Objective:

Use only a priest hero in battle, while no other heroes have been purchased

Reward:

After winning a battle where your priest gains XP, receive a bonus of 8 XP.

INSUFFICIENT FUNDS

Objective:

Reduce one enemy's income by 8 or more while increasing your own income by 8 or more during the collection and placement phase.

Reward:

Reduce the same enemy's collection by 1 more and increase yours by one more.

BOLDLY GO...

Objective:

Explore 3 dungeons and complete them.

Reward:

+20 XP to one of your heroes of your choice.

SECRET SEWER

Objective:

Roll a 3 or less when occupying any enemy city with your hero or heroes, even after combat.

Reward:

Discover a secret dungeon, occupied by a Giant Sewer Rat. 3 hits to kill. 4(-1) attack, 3 defense. 30 XP. Reward: T1 treasure & 2 dice of crowns.

TREASURE MAP: HAUNTED RUINS

Objective:

Explore the Haunted Ruins and complete the dungeon.

Reward:

5 Crowns. 5 extra XP for any hero from your army that helps explore it.

TREASURE MAP: TOMB OF FALLEN HEROES

Objective:

Explore the Tomb of Fallen Heroes and complete the dungeon.

Reward:

5 Crowns. 5 extra XP for any hero from your army that helps explore it.

EXPANSIVE FRONTIER

Objective:

Create 3 expansion cities and have them on the board at the same time.

Reward:

1 free soldier, warrior, Goblin, or skeleton unit to be placed in one of the expansion cities.

THE SLOW MARCH

Objective:

Do not purchase any units that move more than 1 space until quadruple inflation, also known as "Bleeding the Land Dry"

Reward:

Place 1 free goblin, skeleton, soldier or warrior with any of your existing units.

WHO NEEDS HEROES

Objective:
Do not buy any heroes until after you need to pay inflation prices for them.

Reward:
1 free soldier, warrior, goblin, or skeleton on the turn in which you pay inflation prices.

DESTROY THE RUSHERS

Objective:
Kill any enemy unit that moves more than 1 territory.

Reward:
3 crowns

TREASURE MAP: ANCIENT SANCTUARY

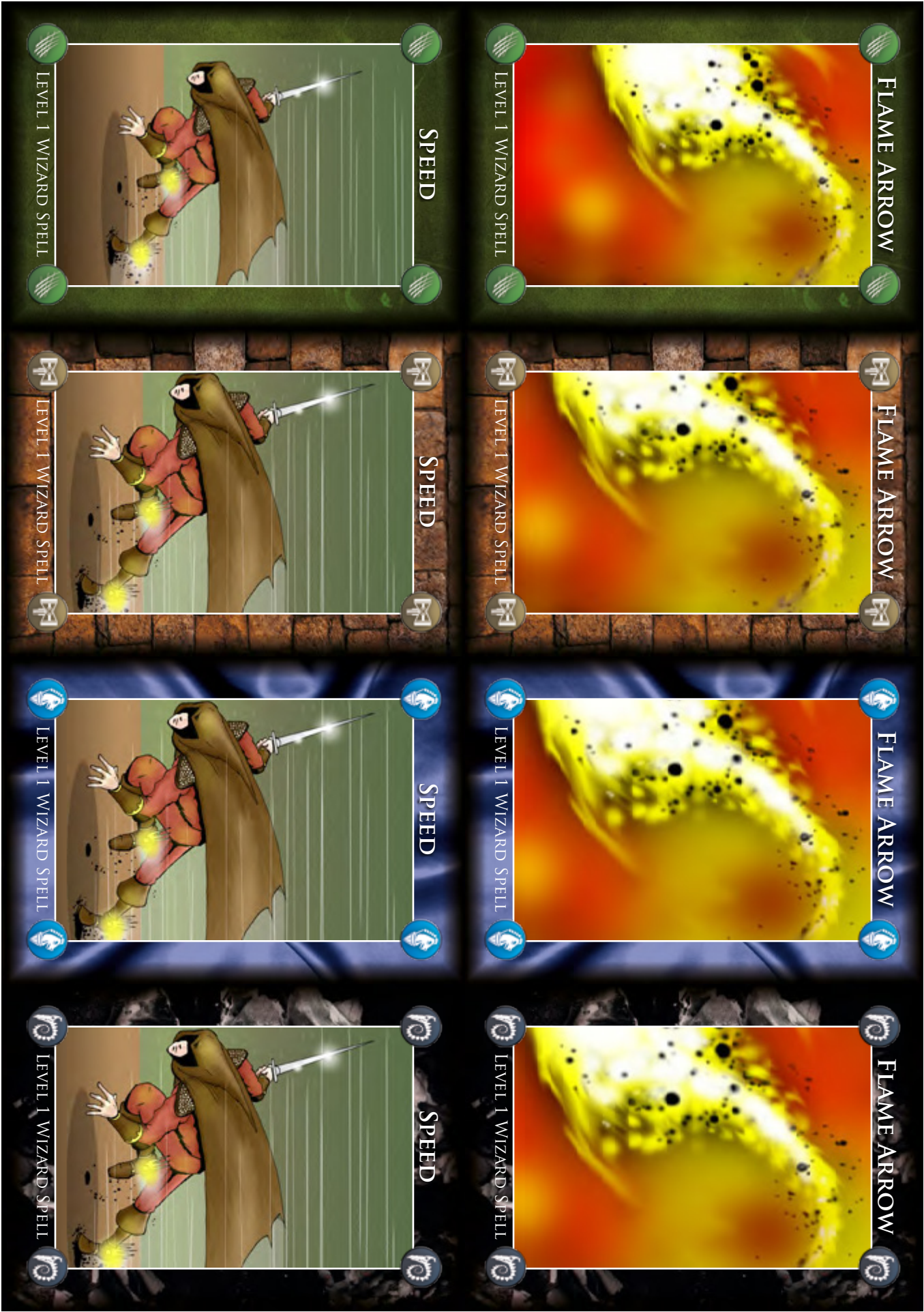
Objective:
Explore the Ancient Sanctuary and complete the dungeon.

Reward:
5 Crowns. 5 extra XP for any hero from your army that helps explore it.

TREASURE MAP: LOST KEEP

Objective:
Explore the Tomb of Fallen Heroes and complete the dungeon.

Reward:
5 Crowns. 5 extra XP for any hero from your army that helps explore it.



FLAME ARROW

LEVEL 1 WIZARD SPELL

SPEED

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SPEED

LEVEL 1 WIZARD SPELL

FLAME ARROW

CASTING PHASE: Combat

USES: Unlimited

EFFECTS: The wizard attacks at a 4(-1).

The wizard must be in same territory as the target to cast this spell.

LEVEL 1 WIZARD SPELL

SPEED

CASTING PHASE: Movement or combat

USES: Unlimited

EFFECTS: +1 movement to 1 unit.

The wizard must be in the same territory to cast this spell on another unit.

LEVEL 1 WIZARD SPELL

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CASTING PHASE: Combat

USES: Unlimited

EFFECTS: The wizard attacks at a 4(-1).

The wizard must be in same territory as the target to cast this spell.

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LEVEL 1 WIZARD SPELL

TELEPORT



LEVEL 1 WIZARD SPELL

This card features a central illustration of a wizard in silhouette, casting a spell. A dragon is also shown in silhouette, appearing to be part of the magical effect. The background is a bright yellow sunburst. The card has a green border with circular icons in the corners.

TELEPORT



LEVEL 1 WIZARD SPELL

This card features a central illustration of a wizard in silhouette, casting a spell. A dragon is also shown in silhouette, appearing to be part of the magical effect. The background is a bright yellow sunburst. The card has a brown, stone-like border with circular icons in the corners.

TELEPORT



LEVEL 1 WIZARD SPELL

This card features a central illustration of a wizard in silhouette, casting a spell. A dragon is also shown in silhouette, appearing to be part of the magical effect. The background is a bright yellow sunburst. The card has a blue border with circular icons in the corners.

TELEPORT



LEVEL 1 WIZARD SPELL

This card features a central illustration of a wizard in silhouette, casting a spell. A dragon is also shown in silhouette, appearing to be part of the magical effect. The background is a bright yellow sunburst. The card has a black border with circular icons in the corners.

TELEPORT

CASTING PHASE: Movement or combat

Uses: Unlimited

EFFECTS: The wizard may move up to 4 territories in lieu of regular movement or as a retreat bypassing any opposing units in between. This negates any penalties due to rough terrain.

Before this spell can be selected the player must have a Wizard's Tower, Mage's Library, Shaman's Hut or Tower of Dark Ritual.

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LEVEL 1 WIZARD SPELL



TAX OF THE MAGI

LEVEL 1 WIZARD SPELL



GUIDE FATE

LEVEL 1 WIZARD SPELL



TAX OF THE MAGI

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GUIDE FATE

LEVEL 1 WIZARD SPELL



TAX OF THE MAGI

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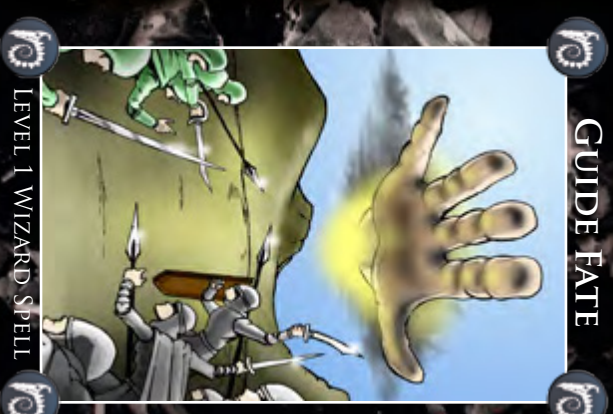
GUIDE FATE

LEVEL 1 WIZARD SPELL



TAX OF THE MAGI

LEVEL 1 WIZARD SPELL



GUIDE FATE

LEVEL 1 WIZARD SPELL

TAX OF THE MAGI

CASTING PHASE: Collection

USES: Once per game

EFFECTS: May be cast on one enemy army of the wizard's choice. That army permanently reduces its total collection by 3 and the wizard's army permanently increases its collection by 2. If this spell is selected more than once it may only be cast on each enemy once per wizard.

LEVEL 1 WIZARD SPELL

GUIDE FATE

CASTING PHASE: Immediate Effect

USES: Once per game, successfully

EFFECTS: 1 combat die can be re-rolled (immediately), either offense or defense for any unit that is part of the wizard's army.

The wizard need not be in the battle to use this spell. If the re-roll is not successful the spell can be used again for another roll in the future.

LEVEL 1 WIZARD SPELL

TAX OF THE MAGI

CASTING PHASE: Collection

USES: Once per game

EFFECTS: May be cast on one enemy army of the wizard's choice. That army permanently reduces its total collection by 3 and the wizard's army permanently increases its collection by 2. If this spell is selected more than once it may only be cast on each enemy once per wizard.

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LEVEL 1 WIZARD SPELL



LEVEL 2 WIZARD SPELL



LIGHTNING BOLT



LEVEL 2 WIZARD SPELL



LIGHTNING BOLT



LEVEL 2 WIZARD SPELL



LIGHTNING BOLT



LEVEL 2 WIZARD SPELL



LIGHTNING BOLT



LIGHTNING BOLT

CASTING PHASE: Combat

Uses: Unlimited

EFFECTS: The wizard attacks at a 4(-2) or at a 4(-1) with a range of 1. This spell will hit for 2 damage if it hits on a 2 or less.

The wizard must be in same territory as the target to cast this spell, or may make the ranged attack once from an adjacent territory.

LEVEL 2 WIZARD SPELL

LIGHTNING BOLT

CASTING PHASE: Combat

Uses: Unlimited

EFFECTS: The wizard attacks at a 4(-2) or at a 4(-1) with a range of 1. This spell will hit for 2 damage if it hits on a 2 or less.

The wizard must be in same territory as the target to cast this spell, or may make the ranged attack once from an adjacent territory.

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Uses: Unlimited

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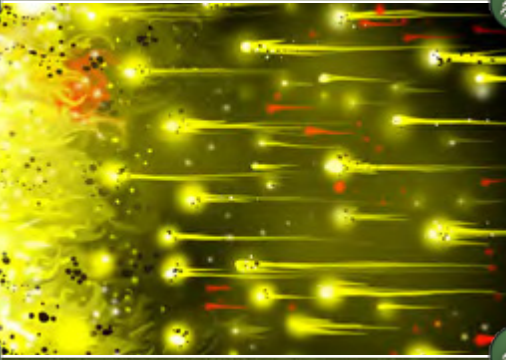
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LEVEL 2 WIZARD SPELL



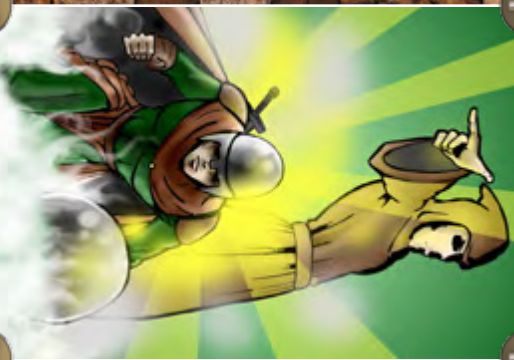
SUMMON

LEVEL 2 WIZARD SPELL



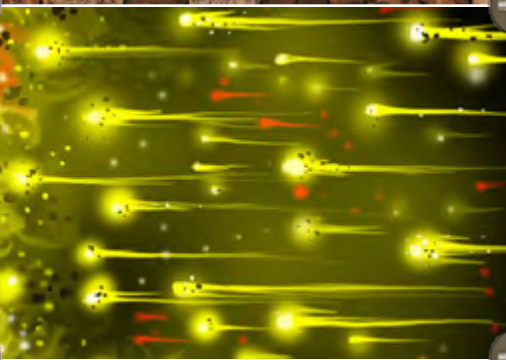
RAIN OF FIRE

LEVEL 2 WIZARD SPELL



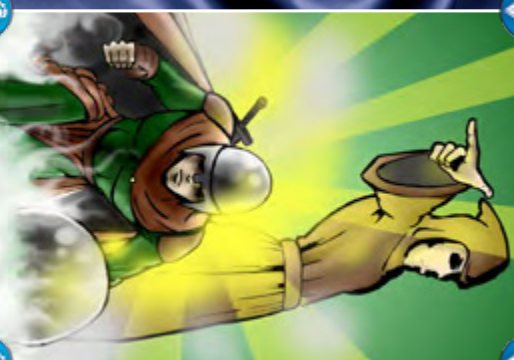
SUMMON

LEVEL 2 WIZARD SPELL



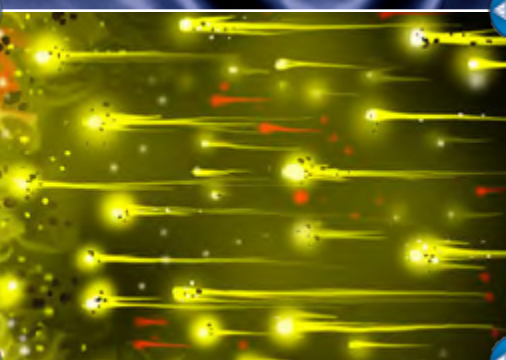
RAIN OF FIRE

LEVEL 2 WIZARD SPELL



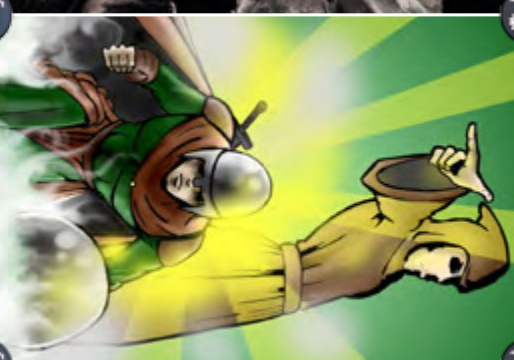
SUMMON

LEVEL 2 WIZARD SPELL



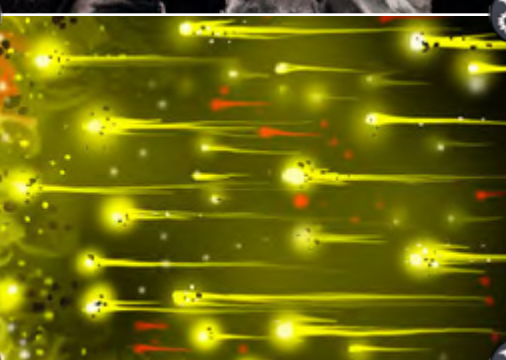
RAIN OF FIRE

LEVEL 2 WIZARD SPELL



SUMMON

LEVEL 2 WIZARD SPELL



RAIN OF FIRE

LEVEL 2 WIZARD SPELL

SUMMON

CASTING PHASE: Placement

Uses: Once per turn

EFFECTS: The wizard may summon one of his army's units or allied army's units to him.

The summoned unit must not have moved during their turn and must not have been retreated.

LEVEL 2 WIZARD SPELL

RAIN OF FIRE

CASTING PHASE: Combat

Uses: Once per battle

EFFECTS: Attacks all enemy units in a territory at 2.

This spell can be cast in the same territory as the wizard or may be cast one territory away similar to a siege unit.

LEVEL 2 WIZARD SPELL

SUMMON

CASTING PHASE: Placement

Uses: Once per turn

EFFECTS: The wizard may summon one of his army's units or allied army's units to him.

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LEVEL 2 WIZARD SPELL

SUMMON

CASTING PHASE: Placement

Uses: Once per turn

EFFECTS: The wizard may summon one of his army's units or allied army's units to him.

The summoned unit must not have moved during their turn and must not have been retreated.

LEVEL 2 WIZARD SPELL

RAIN OF FIRE

CASTING PHASE: Combat

Uses: Once per battle

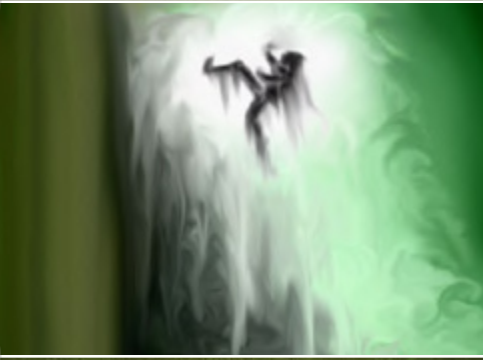
EFFECTS: Attacks all enemy units in a territory at 2.

This spell can be cast in the same territory as the wizard or may be cast one territory away similar to a siege unit.

LEVEL 2 WIZARD SPELL



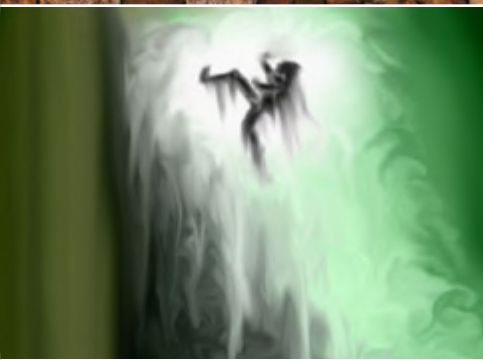
LEVEL 2 WIZARD SPELL



GREATER SPEED



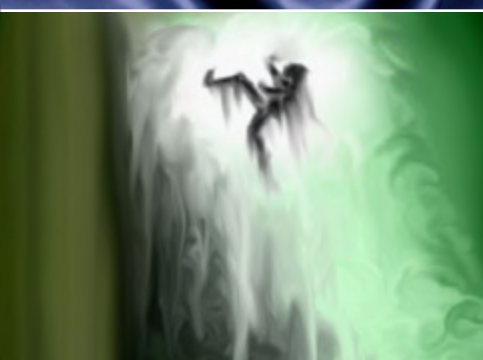
LEVEL 2 WIZARD SPELL



GREATER SPEED



LEVEL 2 WIZARD SPELL



GREATER SPEED



LEVEL 2 WIZARD SPELL



GREATER SPEED





GREATER SPEED



CASTING PHASE: Movement or combat

USES: Once per turn (except for retreat)

EFFECTS: +2 movement to 1 unit.

The wizard must be in the same territory to cast this spell on another unit.



LEVEL 2 WIZARD SPELL



GREATER SPEED



CASTING PHASE: Movement or combat

USES: Once per turn (except for retreat)

EFFECTS: +2 movement to 1 unit.

The wizard must be in the same territory to cast this spell on another unit.



LEVEL 2 WIZARD SPELL



GREATER SPEED



CASTING PHASE: Movement or combat

USES: Once per turn (except for retreat)

EFFECTS: +2 movement to 1 unit.

The wizard must be in the same territory to cast this spell on another unit.



LEVEL 2 WIZARD SPELL



GREATER SPEED



CASTING PHASE: Movement or combat

USES: Once per turn (except for retreat)

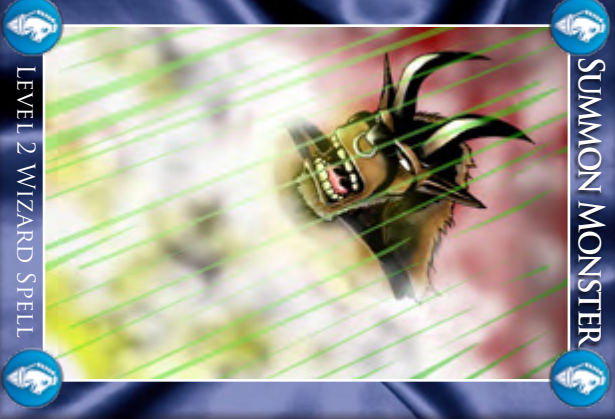
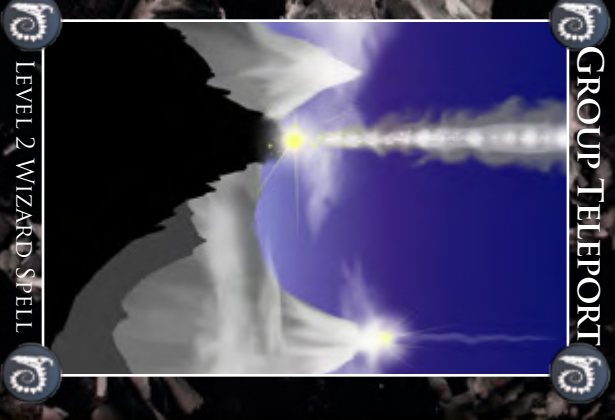
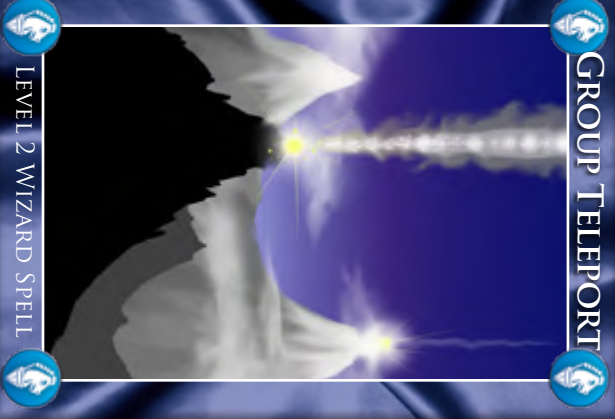
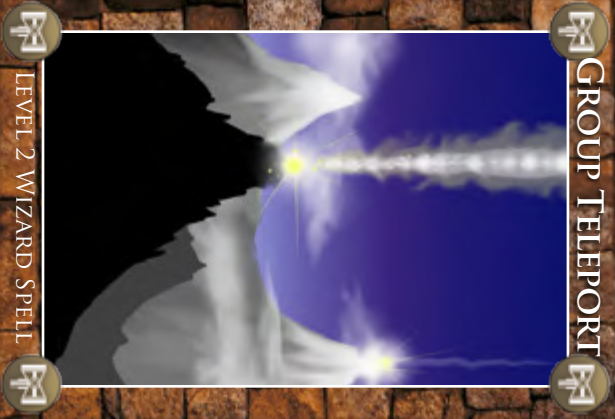
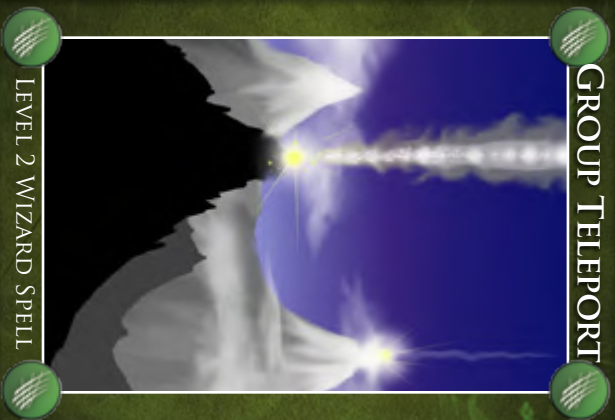
EFFECTS: +2 movement to 1 unit.

The wizard must be in the same territory to cast this spell on another unit.



LEVEL 2 WIZARD SPELL





GROUP TELEPORT

CASTING PHASE: Movement or combat

USES: Once per turn (except for retreat)

EFFECTS: The wizard may move himself and up to 2 other units, up to 4 territories in lieu of regular movement or as a retreat bypassing any opposing units in between. This negates any penalties due to rough terrain.

Before this spell can be selected the player must have a Wizard's Tower, Mage's Library, Shaman's Hut or Tower of Dark Ritual.

LEVEL 2 WIZARD SPELL

GROUP TELEPORT

CASTING PHASE: Movement or combat

USES: Once per turn (except for retreat)

EFFECTS: The wizard may move himself and up to 2 other units, up to 4 territories in lieu of regular movement or as a retreat bypassing any opposing units in between. This negates any penalties due to rough terrain.

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CASTING PHASE: Movement or combat

USES: Once per turn (except for retreat)

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GROUP TELEPORT

CASTING PHASE: Movement or combat

USES: Once per turn (except for retreat)

EFFECTS: The wizard may move himself and up to 2 other units, up to 4 territories in lieu of regular movement or as a retreat bypassing any opposing units in between. This negates any penalties due to rough terrain.

Before this spell can be selected the player must have a Wizard's Tower, Mage's Library, Shaman's Hut or Tower of Dark Ritual.

LEVEL 2 WIZARD SPELL

SUMMON MONSTER

CASTING PHASE: Combat

USES: Once per battle

EFFECTS: A monster assists the wizard for 1 battle. 2 monster cards are drawn randomly. The player decides which monster they would like to aid them. At the conclusion of the battle the monster vanishes. The monster attacks on the combat round following the round it was summoned. Use the summoned monster counter to represent the monster during the battle. See the section on Allied Monsters for more information.

LEVEL 2 WIZARD SPELL

SUMMON MONSTER

CASTING PHASE: Combat

USES: Once per battle

EFFECTS: A monster assists the wizard for 1 battle. 2 monster cards are drawn randomly. The player decides which monster they would like to aid them. At the conclusion of the battle the monster vanishes. The monster attacks on the combat round following the round it was summoned. Use the summoned monster counter to represent the monster during the battle. See the section on Allied Monsters for more information.

LEVEL 2 WIZARD SPELL

SUMMON MONSTER

CASTING PHASE: Combat

USES: Once per battle

EFFECTS: A monster assists the wizard for 1 battle. 2 monster cards are drawn randomly. The player decides which monster they would like to aid them. At the conclusion of the battle the monster vanishes. The monster attacks on the combat round following the round it was summoned. Use the summoned monster counter to represent the monster during the battle. See the section on Allied Monsters for more information.

LEVEL 2 WIZARD SPELL

SUMMON MONSTER

CASTING PHASE: Combat

USES: Once per battle

EFFECTS: A monster assists the wizard for 1 battle. 2 monster cards are drawn randomly. The player decides which monster they would like to aid them. At the conclusion of the battle the monster vanishes. The monster attacks on the combat round following the round it was summoned. Use the summoned monster counter to represent the monster during the battle. See the section on Allied Monsters for more information.

LEVEL 2 WIZARD SPELL



FIREBALL

CASTING PHASE: Combat

Uses: Unlimited

EFFECTS: The wizard can attack up to 4 units at a 3(-1). This spell cannot attack a target more than once on each use.

The wizard must be in same territory as the target to cast this spell.

LEVEL 3 WIZARD SPELL

FIREBALL

CASTING PHASE: Combat

Uses: Unlimited

EFFECTS: The wizard can attack up to 4 units at a 3(-1). This spell cannot attack a target more than once on each use.

The wizard must be in same territory as the target to cast this spell.

LEVEL 3 WIZARD SPELL

FIREBALL

CASTING PHASE: Combat

Uses: Unlimited

EFFECTS: The wizard can attack up to 4 units at a 3(-1). This spell cannot attack a target more than once on each use.

The wizard must be in same territory as the target to cast this spell.

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CASTING PHASE: Combat

Uses: Unlimited

EFFECTS: The wizard can attack up to 4 units at a 3(-1). This spell cannot attack a target more than once on each use.

The wizard must be in same territory as the target to cast this spell.

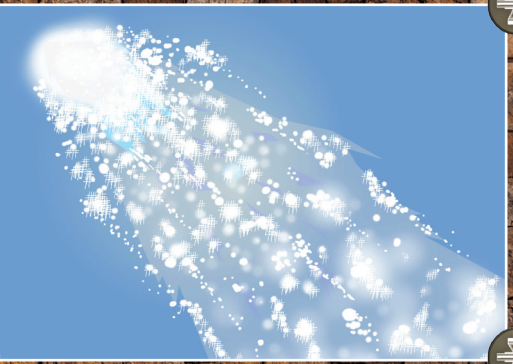
LEVEL 3 WIZARD SPELL

FROST BOLT



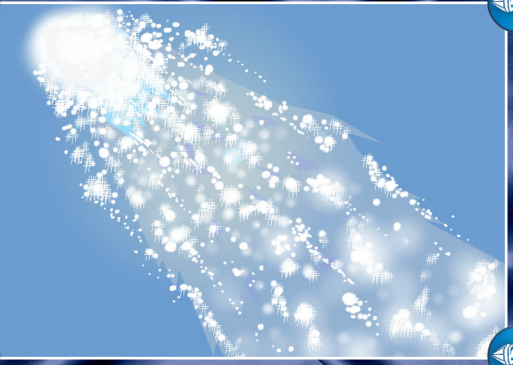
LEVEL 3 WIZARD SPELL

FROST BOLT



LEVEL 3 WIZARD SPELL

FROST BOLT



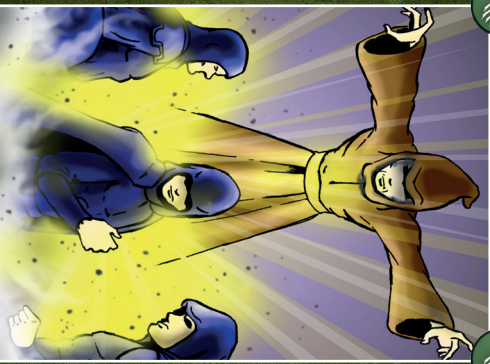
LEVEL 3 WIZARD SPELL

FROST BOLT



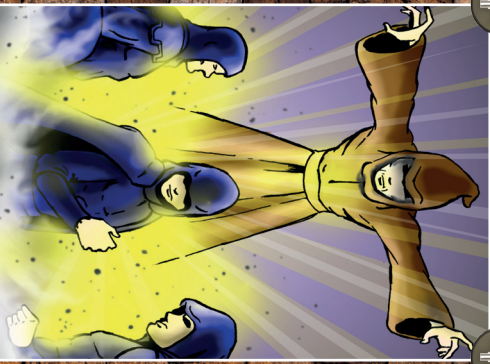
LEVEL 3 WIZARD SPELL

SUMMON II



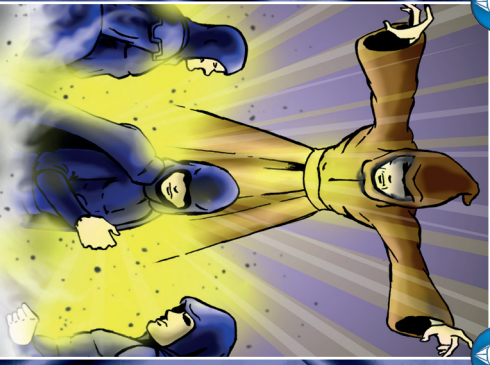
LEVEL 3 WIZARD SPELL

SUMMON II



LEVEL 3 WIZARD SPELL

SUMMON II



LEVEL 3 WIZARD SPELL

SUMMON II



LEVEL 3 WIZARD SPELL

FROST BOLT

CASTING PHASE: Combat

Uses: Unlimited

EFFECTS: Hits at a 5(-2) for 2 damage. This spell can also hit at a range of 1 at a 5(-1).

The wizard must be in same territory as the target to cast this spell, or may make the ranged attack once from an adjacent territory.

LEVEL 3 WIZARD SPELL

FROST BOLT

CASTING PHASE: Combat

Uses: Unlimited

EFFECTS: Hits at a 5(-2) for 2 damage. This spell can also hit at a range of 1 at a 5(-1).

The wizard must be in same territory as the target to cast this spell, or may make the ranged attack once from an adjacent territory.

LEVEL 3 WIZARD SPELL

FROST BOLT

CASTING PHASE: Combat

Uses: Unlimited

EFFECTS: Hits at a 5(-2) for 2 damage. This spell can also hit at a range of 1 at a 5(-1).

The wizard must be in same territory as the target to cast this spell, or may make the ranged attack once from an adjacent territory.

LEVEL 3 WIZARD SPELL

FROST BOLT

CASTING PHASE: Combat

Uses: Unlimited

EFFECTS: Hits at a 5(-2) for 2 damage. This spell can also hit at a range of 1 at a 5(-1).

The wizard must be in same territory as the target to cast this spell, or may make the ranged attack once from an adjacent territory.

LEVEL 3 WIZARD SPELL

SUMMON II

CASTING PHASE: Placement

Uses: Once per turn

EFFECTS: The wizard may summon up to 3 of his army's unit to him, including allied units. The summoned units must not have moved during their turn and must not have been retreated.

The units do not need to all come from the same territory.

LEVEL 3 WIZARD SPELL

SUMMON II

CASTING PHASE: Placement

Uses: Once per turn

EFFECTS: The wizard may summon up to 3 of his army's unit to him, including allied units. The summoned units must not have moved during their turn and must not have been retreated.

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LEVEL 3 WIZARD SPELL

SUMMON II

CASTING PHASE: Placement

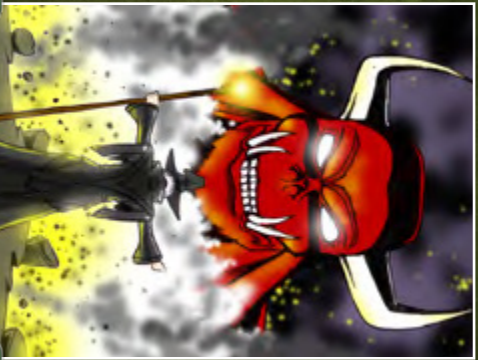
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LEVEL 3 WIZARD SPELL

GREATER SUMMON
MONSTER



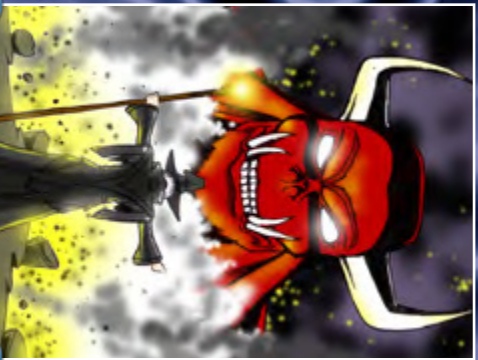
LEVEL 3 WIZARD SPELL

GREATER SUMMON
MONSTER



LEVEL 3 WIZARD SPELL

GREATER SUMMON
MONSTER



LEVEL 3 WIZARD SPELL

GREATER SUMMON
MONSTER



LEVEL 3 WIZARD SPELL

 GREATER SUMMON MONSTER 

CASTING PHASE: Combat

USES: Once per battle

EFFECTS: 2 monsters assist the wizard for one battle.

2 tier 1 monster cards are drawn randomly. Both monsters will aid the wizard in battle. This spell may be used in conjunction with Summon Monster spell. See Summon Monster spell for additional information.

 LEVEL 3 WIZARD SPELL 

 GREATER SUMMON MONSTER 

CASTING PHASE: Combat

USES: Once per battle

EFFECTS: 2 monsters assist the wizard for one battle.

2 tier 1 monster cards are drawn randomly. Both monsters will aid the wizard in battle. This spell may be used in conjunction with Summon Monster spell. See Summon Monster spell for additional information.

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 LEVEL 3 WIZARD SPELL 



TELEPORT ARMY



LEVEL 3 WIZARD SPELL

TELEPORT ARMY



LEVEL 3 WIZARD SPELL

TELEPORT ARMY



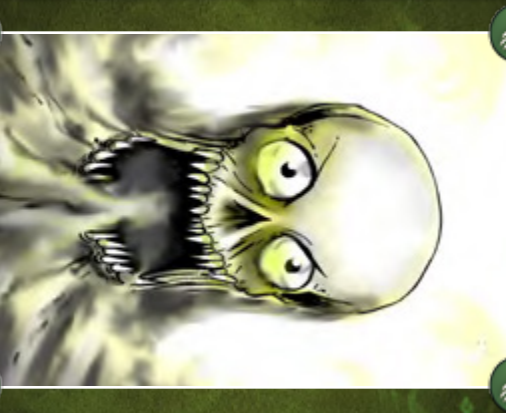
LEVEL 3 WIZARD SPELL

TELEPORT ARMY



LEVEL 3 WIZARD SPELL

FEAR



LEVEL 1 PRIEST SPELL

FEAR



LEVEL 1 PRIEST SPELL

FEAR



LEVEL 1 PRIEST SPELL

FEAR



LEVEL 1 PRIEST SPELL

TELEPORT ARMY

CASTING PHASE: Movement or combat

USES: Once per turn (except for retreat)

EFFECTS: The wizard may move himself and up to 4 other units, up to 4 territories in lieu of regular movement or as a retreat bypassing any opposing units in between. This negates any penalties due to rough terrain.

BEFORE this spell can be selected the player must have a Wizard's Tower, Mage's Library, Shaman's Hut or Tower of Dark Ritual.

LEVEL 3 WIZARD SPELL

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CASTING PHASE: Movement or combat

USES: Once per turn (except for retreat)

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BEFORE this spell can be selected the player must have a Wizard's Tower, Mage's Library, Shaman's Hut or Tower of Dark Ritual.

LEVEL 3 WIZARD SPELL

FEAR

CASTING PHASE: Combat

USES: Once per battle

EFFECTS: One enemy unit must retreat from the battle, unless the unit defends at a 2. Hero units are immune to this spell. See rules on retreating for additional information. Casting fear on a retreated unit or a unit that has already been feared will still have the same effect, though the unit will still only be disabled for one turn, not two. Units that were original defenders in a battle get a final attack after being feared.

LEVEL 1 PRIEST SPELL

FEAR

CASTING PHASE: Combat

USES: Once per battle

EFFECTS: One enemy unit must retreat from the battle, unless the unit defends at a 2. Hero units are immune to this spell. See rules on retreating for additional information. Casting fear on a retreated unit or a unit that has already been feared will still have the same effect, though the unit will still only be disabled for one turn, not two. Units that were original defenders in a battle get a final attack after being feared.

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CASTING PHASE: Combat

USES: Once per battle

EFFECTS: One enemy unit must retreat from the battle, unless the unit defends at a 2. Hero units are immune to this spell. See rules on retreating for additional information. Casting fear on a retreated unit or a unit that has already been feared will still have the same effect, though the unit will still only be disabled for one turn, not two. Units that were original defenders in a battle get a final attack after being feared.

LEVEL 1 PRIEST SPELL

MARK OF PASSING



LEVEL 1 PRIEST SPELL

MARK OF PASSING



LEVEL 1 PRIEST SPELL

MARK OF PASSING



LEVEL 1 PRIEST SPELL

MARK OF PASSING



LEVEL 1 PRIEST SPELL

MARK OF PASSING

CASTING PHASE: Combat

USES: Once successfully per battle

EFFECTS: This spell reduces the defense value of 1 enemy unit or monster by 1 point for 1 battle. Hero units, tier 3 units, and tier 2 monster units defend at a 3 against this spell. All other units are automatically affected.

LEVEL 1 PRIEST SPELL

MARK OF PASSING

CASTING PHASE: Combat

USES: Once successfully per battle

EFFECTS: This spell reduces the defense value of 1 enemy unit or monster by 1 point for 1 battle. Hero units, tier 3 units, and tier 2 monster units defend at a 3 against this spell. All other units are automatically affected.

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CASTING PHASE: Combat

USES: Once successfully per battle

EFFECTS: This spell reduces the defense value of 1 enemy unit or monster by 1 point for 1 battle. Hero units, tier 3 units, and tier 2 monster units defend at a 3 against this spell. All other units are automatically affected.

LEVEL 1 PRIEST SPELL

EYE OF THE EXPLORER



LEVEL 1 PRIEST SPELL

EYE OF THE EXPLORER



LEVEL 1 PRIEST SPELL

EYE OF THE EXPLORER



LEVEL 1 PRIEST SPELL

EYE OF THE EXPLORER



LEVEL 1 PRIEST SPELL

SYMBOL OF FORTITUDE



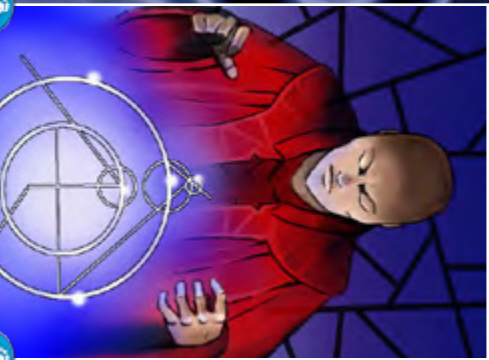
LEVEL 1 PRIEST SPELL

SYMBOL OF FORTITUDE



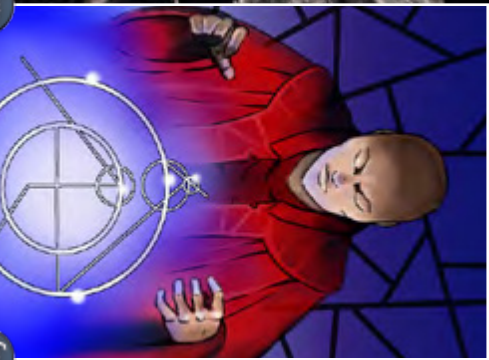
LEVEL 1 PRIEST SPELL

SYMBOL OF FORTITUDE



LEVEL 1 PRIEST SPELL

SYMBOL OF FORTITUDE



LEVEL 1 PRIEST SPELL

EYE OF THE EXPLORER

CASTING PHASE: Immediate Effect

Uses: Unlimited

EFFECTS: This spell allows heroes from the priest's army to move through rough terrain territory. Any allied unit(s) accompanying the hero(es) would also be able to move through the rough terrain territory. This spell is effective when it is selected and does not need to be cast. This spell will instantly remove any rough terrain penalty incurred by any hero from the wizard's army and any allied units accompanying the hero.

LEVEL 3 WIZARD SPELL

SYMBOL OF FORTITUDE

CASTING PHASE: Any

Uses: One time

EFFECTS: This spell allows a unit to sustain never more than 1 point of damage from any type of attack. It may be cast at any point in the turn sequence, but the priest must be in the same territory as the unit it is being cast upon. When it is cast on a unit the unit has the spell effect for the remainder of the game.

LEVEL 1 PRIEST SPELL

EYE OF THE EXPLORER

CASTING PHASE: Immediate Effect

Uses: Unlimited

EFFECTS: This spell allows heroes from the priest's army to move through rough terrain territory. Any allied unit(s) accompanying the hero(es) would also be able to move through the rough terrain territory. This spell is effective when it is selected and does not need to be cast. This spell will instantly remove any rough terrain penalty incurred by any hero from the wizard's army and any allied units accompanying the hero.

LEVEL 3 WIZARD SPELL

SYMBOL OF FORTITUDE

CASTING PHASE: Any

Uses: One time

EFFECTS: This spell allows a unit to sustain never more than 1 point of damage from any type of attack. It may be cast at any point in the turn sequence, but the priest must be in the same territory as the unit it is being cast upon. When it is cast on a unit the unit has the spell effect for the remainder of the game.

LEVEL 1 PRIEST SPELL

EYE OF THE EXPLORER

CASTING PHASE: Immediate Effect

Uses: Unlimited

EFFECTS: This spell allows heroes from the priest's army to move through rough terrain territory. Any allied unit(s) accompanying the hero(es) would also be able to move through the rough terrain territory. This spell is effective when it is selected and does not need to be cast. This spell will instantly remove any rough terrain penalty incurred by any hero from the wizard's army and any allied units accompanying the hero.

LEVEL 3 WIZARD SPELL

SYMBOL OF FORTITUDE

CASTING PHASE: Any

Uses: One time

EFFECTS: This spell allows a unit to sustain never more than 1 point of damage from any type of attack. It may be cast at any point in the turn sequence, but the priest must be in the same territory as the unit it is being cast upon. When it is cast on a unit the unit has the spell effect for the remainder of the game.

LEVEL 1 PRIEST SPELL

EYE OF THE EXPLORER

CASTING PHASE: Immediate Effect

Uses: Unlimited

EFFECTS: This spell allows heroes from the priest's army to move through rough terrain territory. Any allied unit(s) accompanying the hero(es) would also be able to move through the rough terrain territory. This spell is effective when it is selected and does not need to be cast. This spell will instantly remove any rough terrain penalty incurred by any hero from the wizard's army and any allied units accompanying the hero.

LEVEL 3 WIZARD SPELL

SYMBOL OF FORTITUDE


CASTING PHASE: Any

Uses: One time

EFFECTS: This spell allows a unit to sustain never more than 1 point of damage from any type of attack. It may be cast at any point in the turn sequence, but the priest must be in the same territory as the unit it is being cast upon. When it is cast on a unit the unit has the spell effect for the remainder of the game.

LEVEL 1 PRIEST SPELL

HEAL



LEVEL 1 PRIEST SPELL

This card features a glowing green and yellow cross symbol on a purple background. The symbol has a red outline and small yellow lights at its intersections. The card is set against a green, textured background. It has green circular icons in the corners, each containing a white scribble.

HEAL



LEVEL 1 PRIEST SPELL

This card features a glowing green and yellow cross symbol on a purple background. The symbol has a red outline and small yellow lights at its intersections. The card is set against a brown stone wall background. It has circular icons in the corners, each containing a white 'P' and a scribble.

HEAL



LEVEL 1 PRIEST SPELL

This card features a glowing green and yellow cross symbol on a purple background. The symbol has a red outline and small yellow lights at its intersections. The card is set against a blue background with light rays. It has circular icons in the corners, each containing a white fish and a scribble.

HEAL



LEVEL 1 PRIEST SPELL

This card features a glowing green and yellow cross symbol on a purple background. The symbol has a red outline and small yellow lights at its intersections. The card is set against a dark, rocky background. It has circular icons in the corners, each containing a white 'P' and a scribble.

HEAL

CASTING PHASE: Combat

USES: Once per game

EFFECTS: 1 hit worth of damage is removed from a friendly unit.

The priest must be in the same territory as the unit.

LEVEL 1 PRIEST SPELL

HEAL

CASTING PHASE: Combat

USES: Once per game

EFFECTS: 1 hit worth of damage is removed from a friendly unit.

The priest must be in the same territory as the unit.

LEVEL 1 PRIEST SPELL

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CASTING PHASE: Combat

USES: Once per game

EFFECTS: 1 hit worth of damage is removed from a friendly unit.

The priest must be in the same territory as the unit.

LEVEL 1 PRIEST SPELL

HEAL

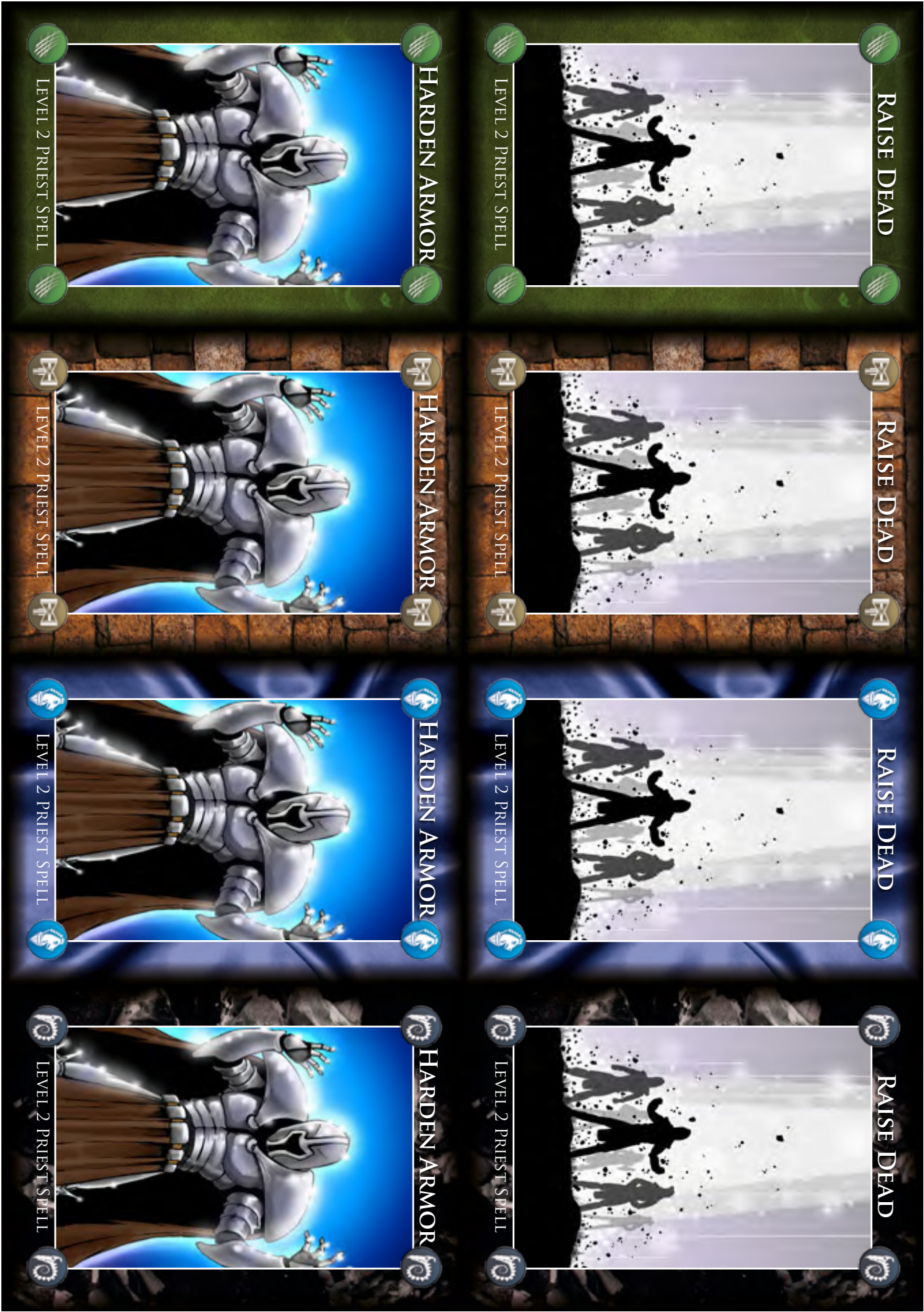
CASTING PHASE: Combat

USES: Once per game

EFFECTS: 1 hit worth of damage is removed from a friendly unit.

The priest must be in the same territory as the unit.

LEVEL 1 PRIEST SPELL



RAISE DEAD

LEVEL 2 PRIEST SPELL



RAISE DEAD

LEVEL 2 PRIEST SPELL



RAISE DEAD

LEVEL 2 PRIEST SPELL



RAISE DEAD

LEVEL 2 PRIEST SPELL



HARDEN ARMOR

LEVEL 2 PRIEST SPELL



HARDEN ARMOR

LEVEL 2 PRIEST SPELL



HARDEN ARMOR

LEVEL 2 PRIEST SPELL



HARDEN ARMOR

LEVEL 2 PRIEST SPELL



RAISE DEAD

CASTING PHASE: Combat or placement

USES: Once per battle

EFFECTS: This spell brings the dead back to life either during a battle or immediately after the battle where they were lost. The spell provides the ability to raise unit(s) that are valued at a pre-inflationary cost of 16. The priest may raise as many dead as possible in one casting.

LEVEL 2 PRIEST SPELL

HARDEN ARMOR

CASTING PHASE: Any

USES: Once per game

EFFECTS: The priest gives one unit a bonus of +1 (-1) to their defense. If used on a multi-hit unit it will only provide a +1 to their defense. The effect will last for the duration of the game. The priest must be in the same territory with the target unit when casting this spell.

LEVEL 2 PRIEST SPELL

RAISE DEAD

CASTING PHASE: Combat or placement

USES: Once per battle

EFFECTS: This spell brings the dead back to life either during a battle or immediately after the battle where they were lost. The spell provides the ability to raise unit(s) that are valued at a pre-inflationary cost of 16. The priest may raise as many dead as possible in one casting.

LEVEL 2 PRIEST SPELL

HARDEN ARMOR

CASTING PHASE: Any

USES: Once per game

EFFECTS: The priest gives one unit a bonus of +1 (-1) to their defense. If used on a multi-hit unit it will only provide a +1 to their defense. The effect will last for the duration of the game. The priest must be in the same territory with the target unit when casting this spell.

LEVEL 2 PRIEST SPELL

RAISE DEAD

CASTING PHASE: Combat or placement

USES: Once per battle

EFFECTS: This spell brings the dead back to life either during a battle or immediately after the battle where they were lost. The spell provides the ability to raise unit(s) that are valued at a pre-inflationary cost of 16. The priest may raise as many dead as possible in one casting.

LEVEL 2 PRIEST SPELL

HARDEN ARMOR

CASTING PHASE: Any

USES: Once per game

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LEVEL 2 PRIEST SPELL

RESURRECT



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RESURRECT



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LEVEL 2 PRIEST SPELL

RESURRECT



LEVEL 2 PRIEST SPELL

RESURRECT

CASTING PHASE: Combat or placement

USES: Once per game

EFFECTS: The priest may bring back to life 1 hero unit from either his army or his ally's army. The unit is resurrected where the priest is. The unit has all the abilities, XP, and treasure items it had prior to death. The priest does not need to cast this spell immediately after the unit has died. This spell may only be selected if the priest's army has purchased one of the following upgrades: Altar of Stone, Chapel, Shaman's Hut, or Black Shrine.

LEVEL 2 PRIEST SPELL

RESURRECT

CASTING PHASE: Combat or placement

USES: Once per game

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LEVEL 2 PRIEST SPELL

UNHOLY WORD

LEVEL 2 PRIEST SPELL

EXORCISM

LEVEL 2 PRIEST SPELL

EXORCISM

LEVEL 2 PRIEST SPELL

UNHOLY WORD

LEVEL 2 PRIEST SPELL

UNHOLY WORD

CASTING PHASE: Combat

USES: Unlimited

EFFECTS: This spell is used by evil only. The priest attacks at a 4(-1). The wizard must be in same territory as the target to cast this spell.

LEVEL 2 PRIEST SPELL

EXORCISM

CASTING PHASE: Combat

USES: Once per battle

EFFECTS: Attacks Undead units only. Can hit up to 3 Undead units at a 3(-1). The wizard must be in same territory as the target to cast this spell.

LEVEL 2 PRIEST SPELL

EXORCISM

CASTING PHASE: Combat

USES: Once per battle

EFFECTS: Attacks Undead units only. Can hit up to 3 Undead units at a 3(-1). The wizard must be in same territory as the target to cast this spell.

LEVEL 2 PRIEST SPELL

UNHOLY WORD

CASTING PHASE: Combat

USES: Unlimited

EFFECTS: This spell is used by evil only. The priest attacks at a 4(-1). The wizard must be in same territory as the target to cast this spell.

LEVEL 2 PRIEST SPELL

