



ZOMBIE HORDE

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

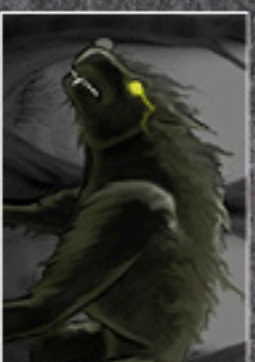
Tier 1 treasure card



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*

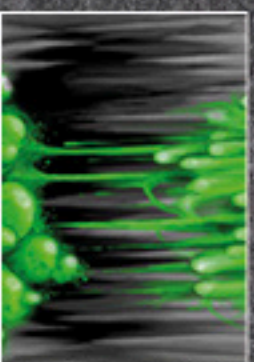
Tier 1 treasure card



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

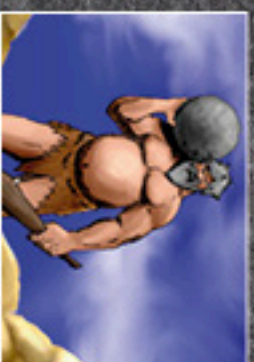
Tier 2 treasure card



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

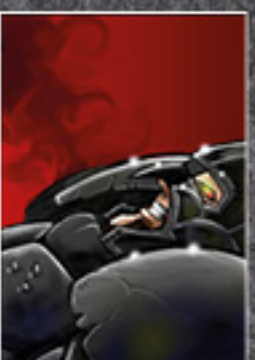
Tier 1 treasure card



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

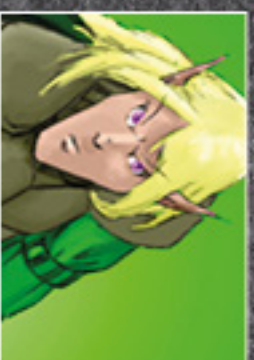
Tier 1 treasure card



DOOM SHADOW

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

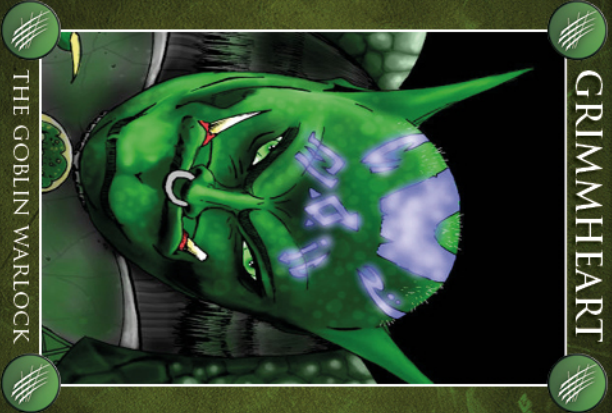
Tier 2 treasure card



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



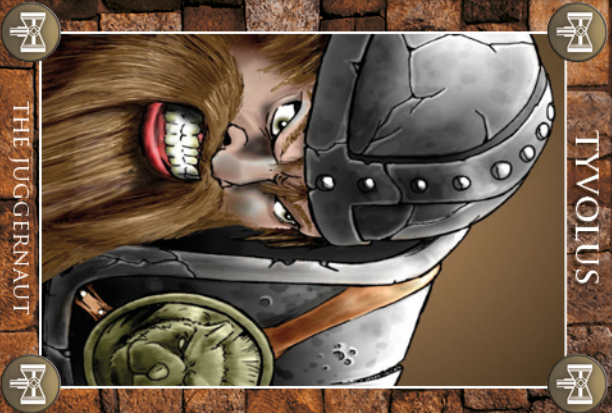
SCURGAR

THE GOBLIN SHAMAN



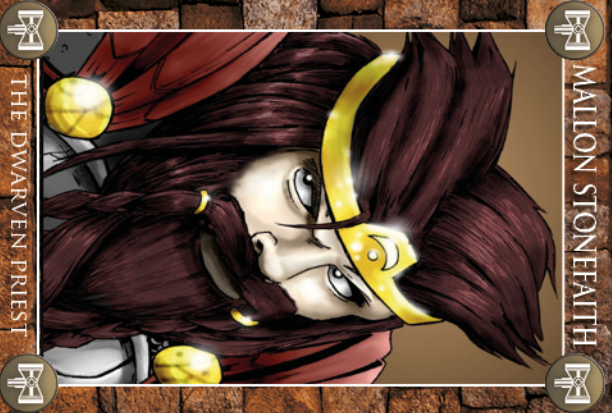
HORGLE

THE GOBLIN WARLORD



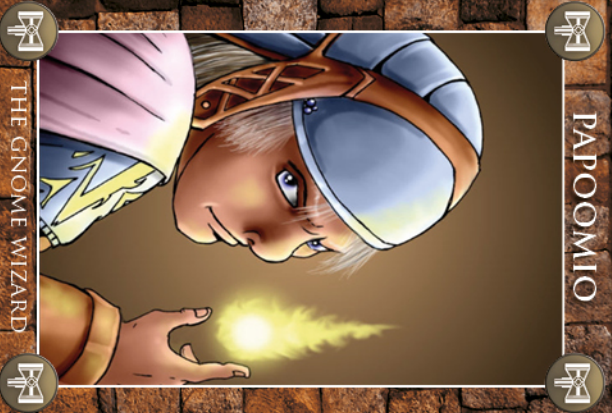
TYVOLUS

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



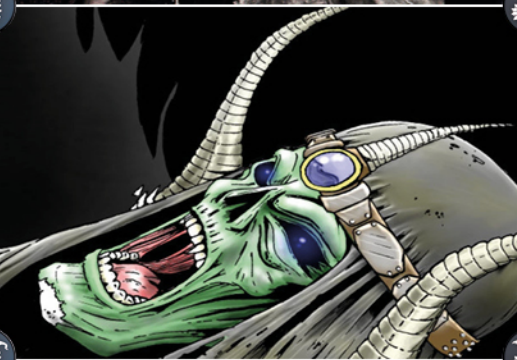
THE BRAVE



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/UNHOLY 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.

GREATER GOLD RUSH

Objective: Put the game into quadruple inflation, also known as "Bleeding the Land Dry".

Reward: +2 income on the collection board

BOUNTY HUNTER

Objective: Kill enemy unit(s) with your warrior hero fighting alone with no other units or allied units helping.

Reward: Receive double XP for every enemy unit killed. This card can be kept and used through out the game. The card is no longer valid if the hero enters a dungeon.

MERCHANT ROUTE

Objective: 1 soldier, warrior, Goblin or Skeleton must reach an ally's city.

Reward: Income is adjusted by +2 for both you and your ally.

HERO SLAYER

Objective: Kill an enemy hero with one of your heroes in a battle.

Reward: 10 additional experience for any of your heroes which participated in the battle. The reward may only be assigned to 1 hero.

ARCANE INTUITION

Objective: Receive 25 XP with your wizard hero using the Wizard's Tower, Mage's Library, Tower of Dark Ritual or Shaman's Hut.

Reward: 5 XP for the Wizard hero

MISER

Objective: Save (at the end of your placement phase) 100 Crowns.

Reward: 10 extra crowns

ARCHERY ACADEMY

Objective: Buy 7 archers in one city in the same turn.

Reward: 1 free archer unit in that same city.

THE BARE HAMLET

Objective: Do not buy any city upgrades until after inflation.

Reward: 1 free upgrade on the same turn that you purchase at inflation prices. The upgrade cannot exceed the (pre-inflationary) cost of 6.

DEADLIEST CATCH

Objective:
You and / or your ally must control every territory adjacent to the lake.

Reward:
2 Crowns and increase your collection by 1.

GREAT LEGION

Objective:
Create by purchase and / or movement, an army in one territory that is 20 or more units.

Reward:
1 soldier, warrior, skeleton or goblin unit may be placed with the large army during the placement phase.

MANY MISSIONS

Objective:
Show everyone this card immediately, but do not return it to the deck.

Reward:
Draw 3 new quest cards.

A TOUGH DECISION

Objective:
Start the game with 8 less basic units.

Reward:
Start the game with 1 hero unit of your choice. If you choose not to use this card you may redeem it for one crown immediately.

BRIDGE CONTROL

Objective: You and your allies must control all territories adjacent to all bridges.

Reward: 1 soldier, warrior, skeleton or goblin unit which may be placed on any territory adjacent to a bridge.

MAGICAL GATES

Objective: Receive 40 XP with your wizard hero using the Wizard's Tower, Mage's Library, Tower of Dark Ritual, or Shaman's Hut.

Reward: All of your cities now have gates that allow any of your troops or allied troops to move between any of your cities as their movement. Moving from 1 city to another will consist of the entire movement of any unit regardless of how many spaces it can move.

THE LOST RELIC

Objective: Roll a 1 in any dungeon immediately after you complete it. Only roll once per dungeon. Every time you don't roll a 1 you may use a (-1) modifier to die rolls for subsequent dungeons. These modifiers are cumulative.

Reward: The Lost Relic is a treasure represented by this card. It allows any hero to cast a summon spell one time and is worth 20 XP.

LAND RUSH

Objective: You and/or your allies control all the bonus resource lands in the center of the board.

Reward: 8 Crowns for you and 4 crowns for your ally.

SCORCHED EARTH

Objective: Destroy an enemy city.

Reward: 5 crowns and any hero that is there the turn that the city is burned will receive an extra 5 XP

QUEST OF BRAVERY

Objective: Your warrior hero must explore a dungeon alone.

Reward: You may select any tier 1 treasure card (instead of drawing randomly). If an allied unit is encountered in a dungeon this card may be retained for later use.

THAT'S HOW WE ROLL

Objective: Roll two consecutive 6s in combat. Announce after the 1st 6 "Oh Foul Goblin Socks, I rolled a 6!"

Reward: You may change the 2nd 6 that you roll to a 1.

GOLD DIGGER

Objective: After successfully completing a dungeon forgo drawing a treasure card.

Reward: You may roll 4 additional dice for extra crowns and multiple the result by the inflation rate.

GOLD RUSH

Objective:
Put the game into inflation, also known as "Resource Depletion".

Reward:
+1 income on the collection board.

WINGS OF THE DRAGON

Objective:
Roll a 2 or less after successfully completing a dungeon.

Reward:
This card will represent a treasure item that will allow one hero who claims it the ability to fly and move 3 spaces. This treasure may be used in conjunction with a speed spell for additional movement, but not a teleport spell.

HOLY / UNHOLY RITES

Objective:
Pay 3 crowns (multiplied by the inflation rate).

Reward:
Your priest hero may roll 5 dice one time for XP instead of 2, while in the Chapel, Altar of Stone, Shaman's Hut or Dark Shrine. Priest may not be engaged in any other activity this turn, including summoning.

THE FIELD BY THE STORM

Objective:
Start the game with 4 less soldiers, 4 less skeletons, 4 less Goblins or 3 less warriors

Reward:
Start the game with a Knight, Vampire, Wolf Rider, or Pony Rider. If you decide you do not wish to pursue this card you may discard it immediately and receive 1 crown.

BONE COLLECTOR

Objective: Destroy Undead or Human units before you have to pay quadruple inflation prices (also known as Bleeding the Land Dry). This card stays in play until the game hits quadruple inflation.

Reward: Receive 1 crown for each Human or Undead unit you destroy.

COLLECTING EARS

Objective: Destroy Goblin or Dwarf units before you have to pay quadruple Inflation prices (also known as Bleeding the Land Dry). This card stays in play until the game hits quadruple inflation.

Reward: Receive 1 crown for each Goblin or Dwarf unit you destroy.

EARLY PRESSURE

Objective: Destroy an enemy army worth 10 or more crowns before inflation (also known as Resource Depletion)

Reward: -1 income on the collection board for the enemy which you use to complete this Quest Card.

POWER DRAIN

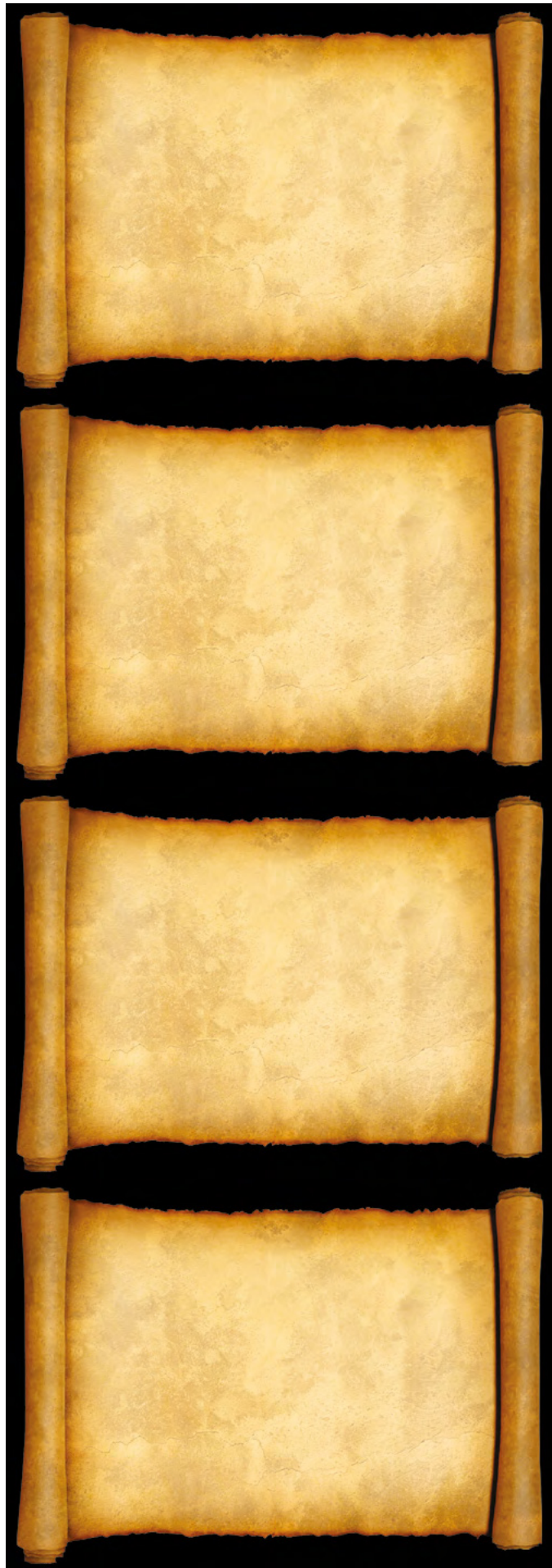
Objective: Receive 35 XP with your Wizard hero in the Wizard's Tower, Altar of Stone, Shaman's Hut or Tower of Dark Ritual.

Reward: 5 XP for your Wizard hero, you may decrease one of your enemies hero's XP by 5, but the reduction may not bring them below their current level.

HEAD START

Objective: Reveal this card at the start of the game and agree to pay 1 crown at your 1st collection phase.

Reward: Before the game begins you may move 1 Skeleton, Goblin, Warrior, or Soldier unit 1 space. Conquer the territory, but do not collect income until the end of your first turn.



FLAME ARROW



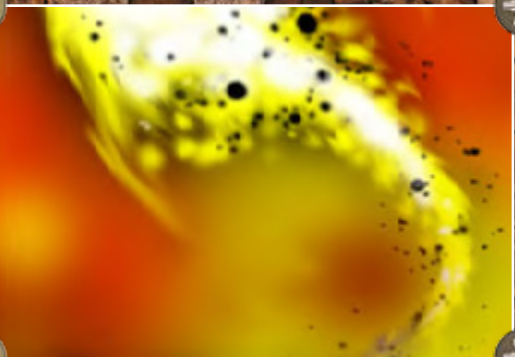
LEVEL 1 WIZARD SPELL

SPEED



LEVEL 1 WIZARD SPELL

FLAME ARROW



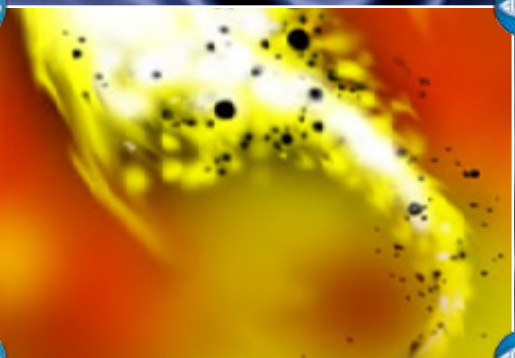
LEVEL 1 WIZARD SPELL

SPEED



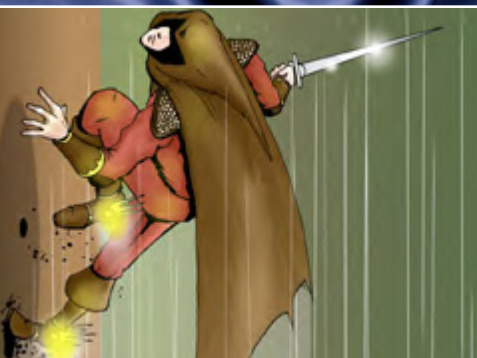
LEVEL 1 WIZARD SPELL

FLAME ARROW



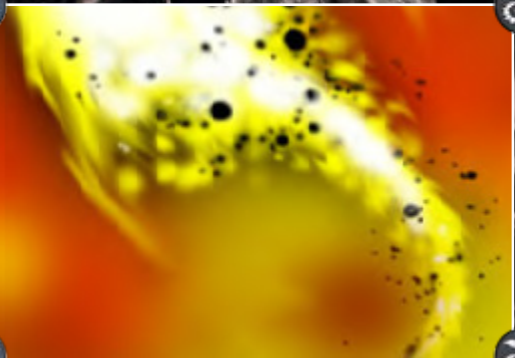
LEVEL 1 WIZARD SPELL

SPEED



LEVEL 1 WIZARD SPELL

FLAME ARROW



LEVEL 1 WIZARD SPELL

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

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

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

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

TELEPORT



LEVEL 1 WIZARD SPELL

TELEPORT



LEVEL 1 WIZARD SPELL

TELEPORT



LEVEL 1 WIZARD SPELL

TELEPORT



LEVEL 1 WIZARD SPELL

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.

LEVEL 1 WIZARD SPELL

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.

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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.

LEVEL 1 WIZARD SPELL



TAX OF THE MAGI

LEVEL 1 WIZARD SPELL



TAX OF THE MAGI

LEVEL 1 WIZARD SPELL



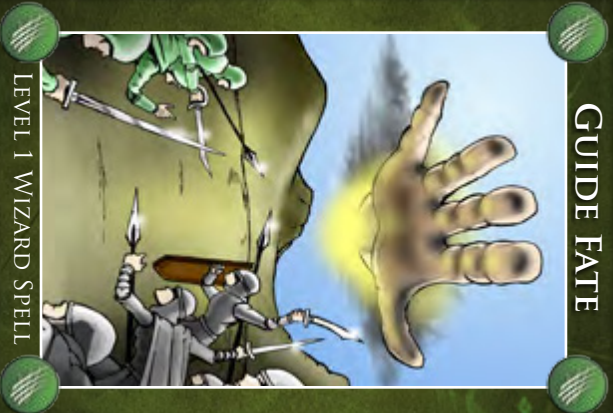
TAX OF THE MAGI

LEVEL 1 WIZARD SPELL



TAX OF THE MAGI

LEVEL 1 WIZARD SPELL



GUIDE FATE

LEVEL 1 WIZARD SPELL



GUIDE FATE

LEVEL 1 WIZARD SPELL



GUIDE FATE

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.

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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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.

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



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.

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.

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.

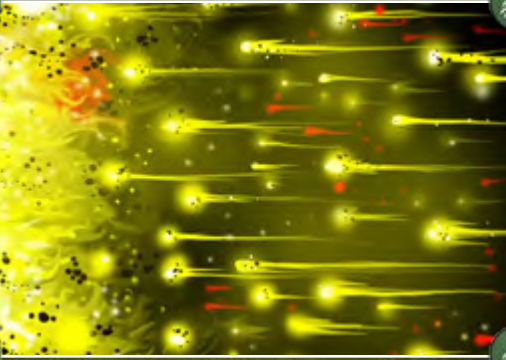
The wizard must be in same territory as the target to cast this spell, or may make the ranged attack once from an adjacent territory.

LEVEL 2 WIZARD SPELL



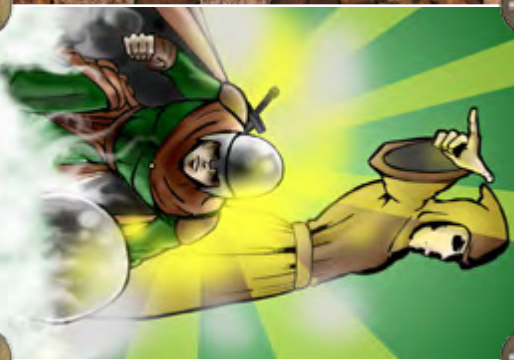
SUMMON

LEVEL 2 WIZARD SPELL



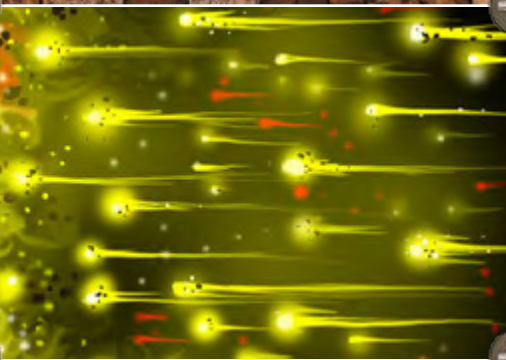
RAIN OF FIRE

LEVEL 2 WIZARD SPELL



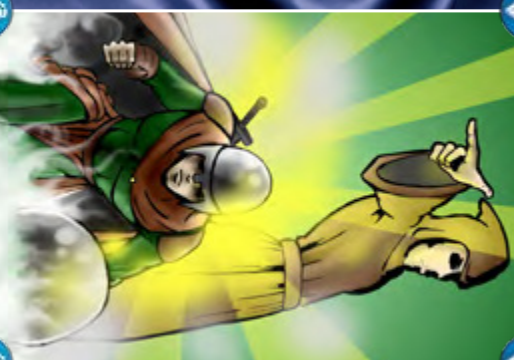
SUMMON

LEVEL 2 WIZARD SPELL



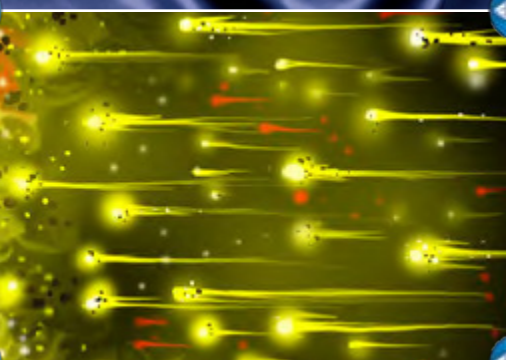
RAIN OF FIRE

LEVEL 2 WIZARD SPELL



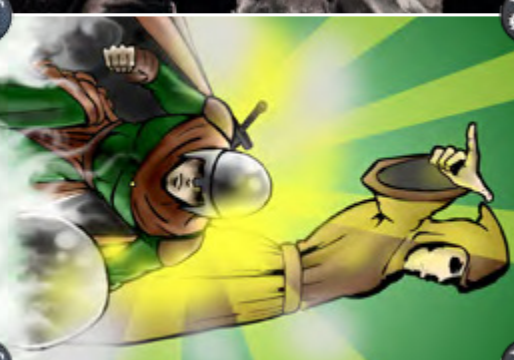
SUMMON

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

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

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

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

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.

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CASTING PHASE: Combat

Uses: Once per battle

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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



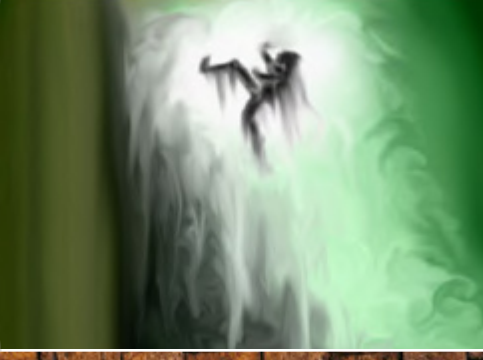
LEVEL 2 WIZARD SPELL



GREATER SPEED



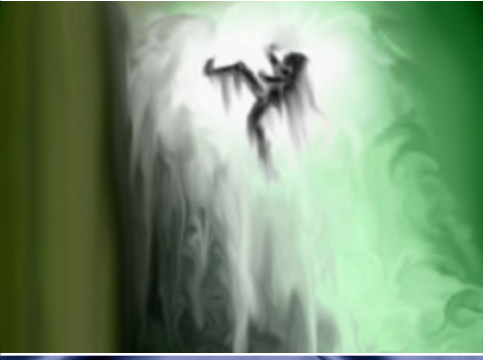
LEVEL 2 WIZARD SPELL



GREATER SPEED



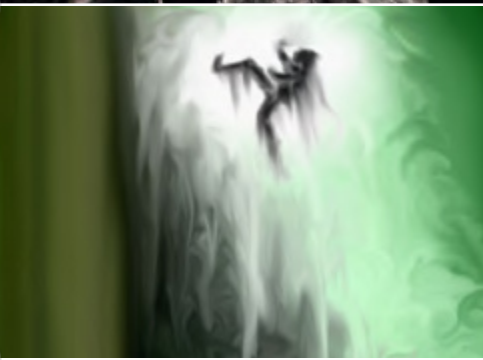
LEVEL 2 WIZARD SPELL



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)

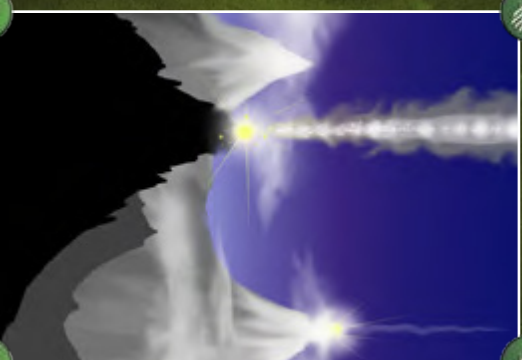
EFFECTS: +2 movement to 1 unit.

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



LEVEL 2 WIZARD SPELL

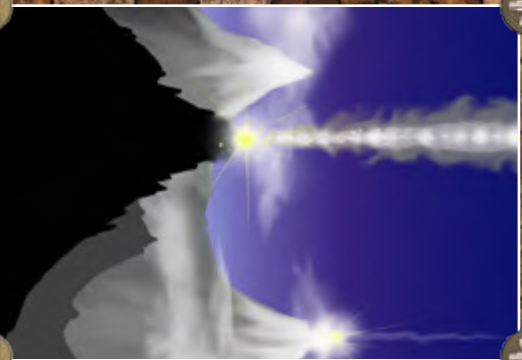
GROUP TELEPORT



LEVEL 2 WIZARD SPELL

A blue, ethereal light beam descends from a dark, jagged opening in the sky, illuminating a white, misty landscape below.

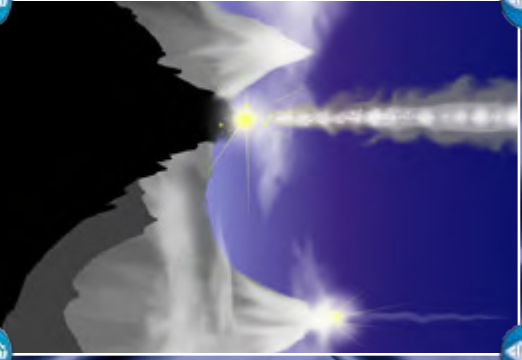
GROUP TELEPORT



LEVEL 2 WIZARD SPELL

A blue, ethereal light beam descends from a dark, jagged opening in the sky, illuminating a white, misty landscape below.

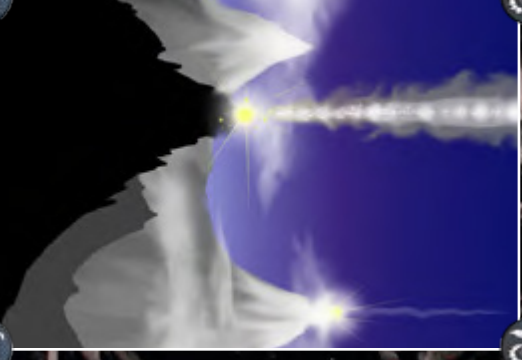
GROUP TELEPORT



LEVEL 2 WIZARD SPELL

A blue, ethereal light beam descends from a dark, jagged opening in the sky, illuminating a white, misty landscape below.

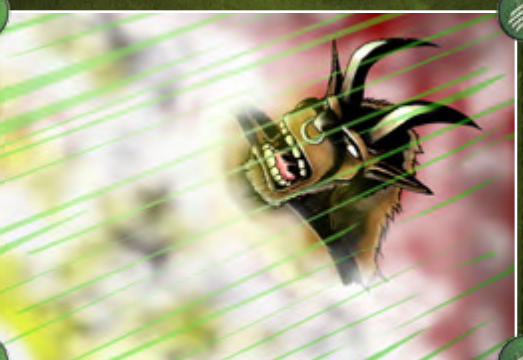
GROUP TELEPORT



LEVEL 2 WIZARD SPELL

A blue, ethereal light beam descends from a dark, jagged opening in the sky, illuminating a white, misty landscape below.

SUMMON MONSTER



LEVEL 2 WIZARD SPELL

A green, demonic creature with horns and a wide, toothy grin is summoned from a swirling, ethereal green and white mist.

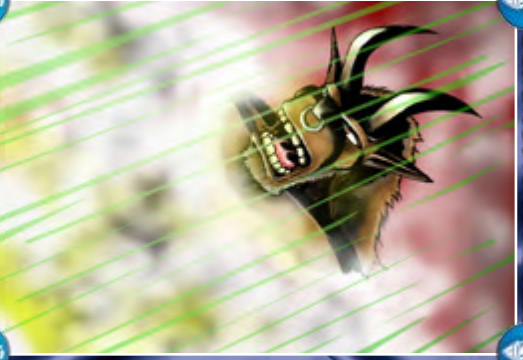
SUMMON MONSTER



LEVEL 2 WIZARD SPELL

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SUMMON MONSTER



LEVEL 2 WIZARD SPELL

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SUMMON MONSTER



LEVEL 2 WIZARD SPELL

A green, demonic creature with horns and a wide, toothy grin is summoned from a swirling, ethereal green and white mist.

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)

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GROUP TELEPORT

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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 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

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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.

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CASTING PHASE: Combat

USES: Once per battle

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LEVEL 2 WIZARD SPELL

FIREBALL



LEVEL 3 WIZARD SPELL

This card features a central illustration of a bright yellow and orange fireball explosion with radiating lines and falling embers. The background is a dark red gradient. The card is framed by a dark green border with four circular icons at the corners, each containing a white lightning bolt symbol.


FIREBALL



LEVEL 3 WIZARD SPELL

This card features a central illustration of a bright yellow and orange fireball explosion with radiating lines and falling embers. The background is a dark red gradient. The card is framed by a brown brick border with four circular icons at the corners, each containing a white lightning bolt symbol.


FIREBALL



LEVEL 3 WIZARD SPELL

This card features a central illustration of a bright yellow and orange fireball explosion with radiating lines and falling embers. The background is a dark red gradient. The card is framed by a dark blue border with four circular icons at the corners, each containing a white lightning bolt symbol.

FIREBALL



LEVEL 3 WIZARD SPELL

This card features a central illustration of a bright yellow and orange fireball explosion with radiating lines and falling embers. The background is a dark red gradient. The card is framed by a dark grey border with four circular icons at the corners, each containing a white lightning bolt symbol.

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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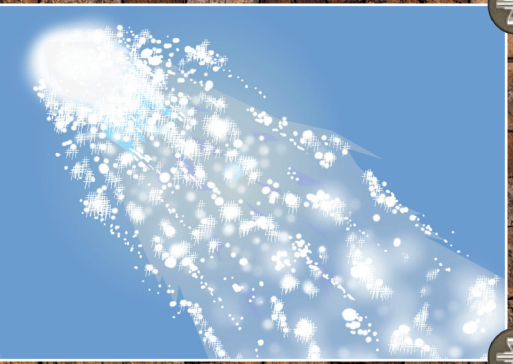
LEVEL 3 WIZARD SPELL

FROST BOLT



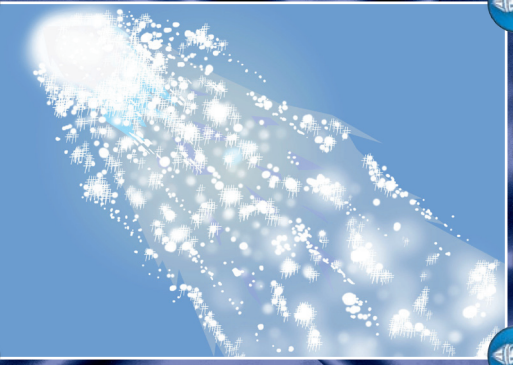
LEVEL 3 WIZARD SPELL

FROST BOLT



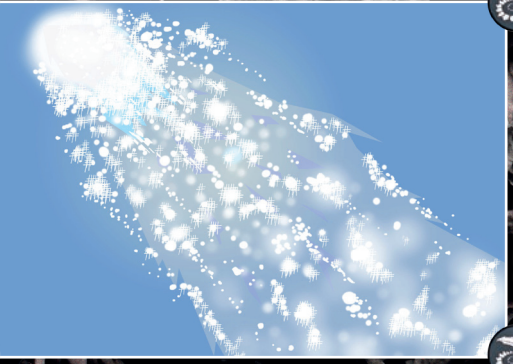
LEVEL 3 WIZARD SPELL

FROST BOLT



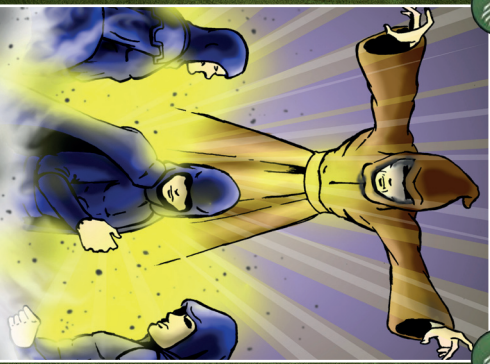
LEVEL 3 WIZARD SPELL

FROST BOLT



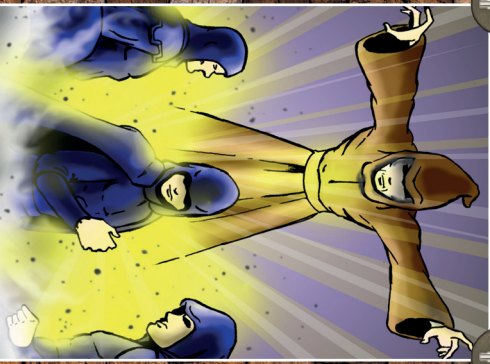
LEVEL 3 WIZARD SPELL

SUMMON II



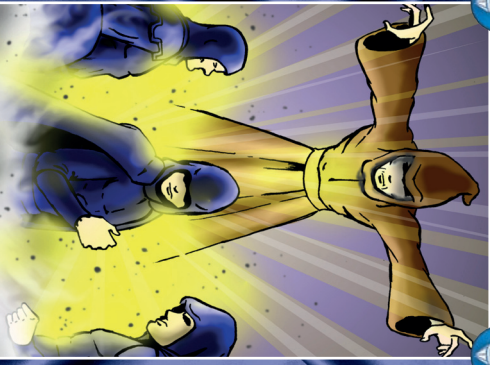
LEVEL 3 WIZARD SPELL

SUMMON II



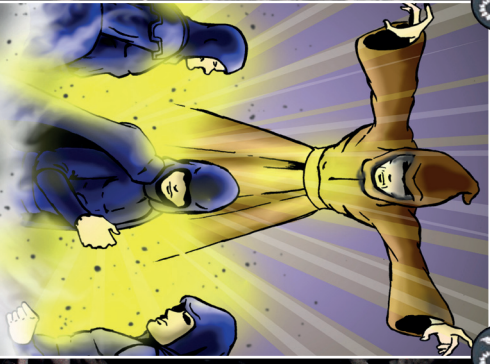
LEVEL 3 WIZARD SPELL

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.

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CASTING PHASE: Combat

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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

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CASTING PHASE: Placement

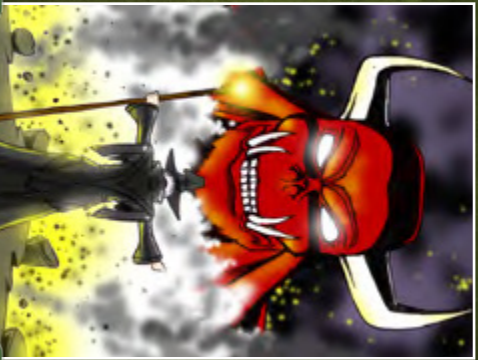
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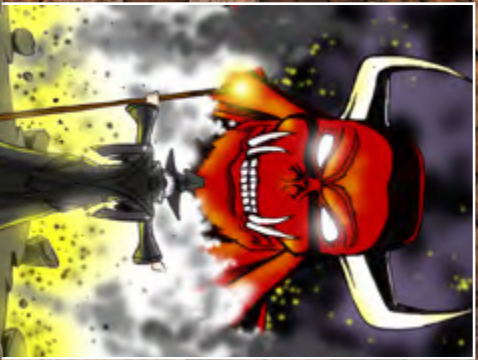
LEVEL 3 WIZARD SPELL

GREATER SUMMON
MONSTER



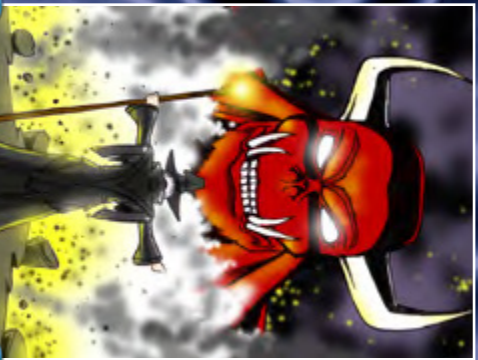
LEVEL 3 WIZARD SPELL

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.

 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.

 LEVEL 3 WIZARD SPELL 

TELEPORT ARMY



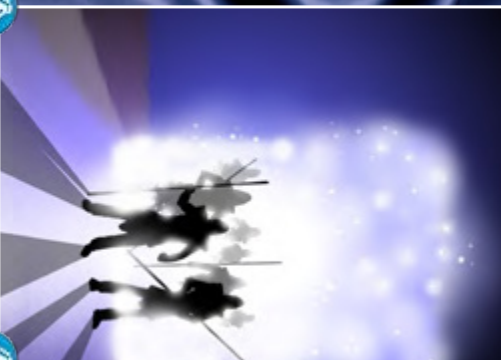
LEVEL 3 WIZARD SPELL

TELEPORT ARMY



LEVEL 3 WIZARD SPELL

TELEPORT ARMY



LEVEL 3 WIZARD SPELL

TELEPORT ARMY



LEVEL 3 WIZARD SPELL

FEAR



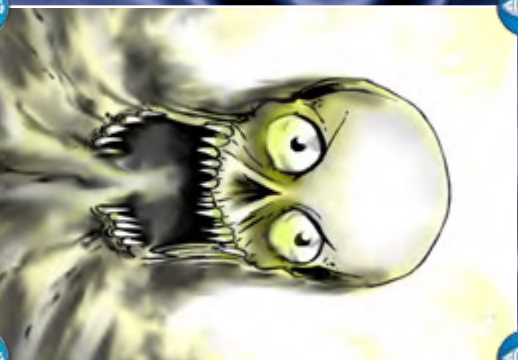
LEVEL 1 PRIEST SPELL

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

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

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

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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LEVEL 3 WIZARD SPELL

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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

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

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



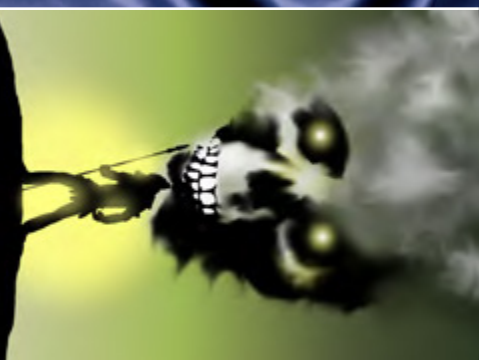
MARK OF PASSING

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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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

EYE OF THE EXPLORER



LEVEL 1 PRIEST SPELL

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LEVEL 1 PRIEST SPELL

SYMBOL OF FORTITUDE



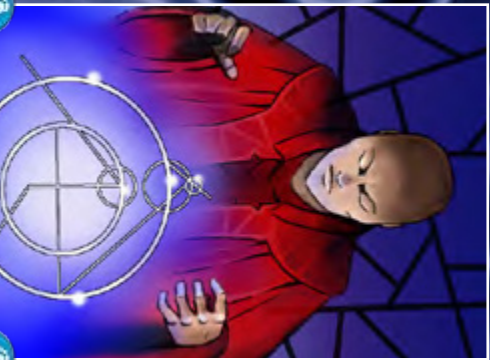
LEVEL 1 PRIEST SPELL

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

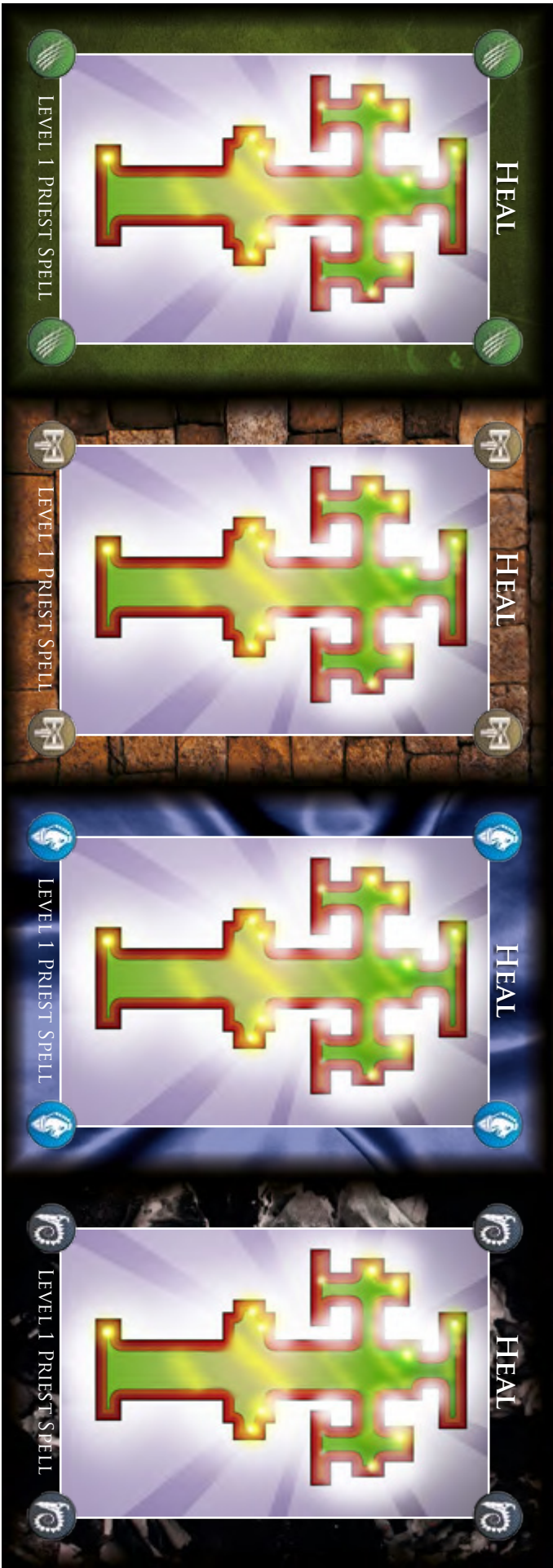
SYMBOL OF FORTITUDE

CASTING PHASE: Any

Uses: One time

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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

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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

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.

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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.

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LEVEL 2 PRIEST SPELL

RESURRECT



LEVEL 2 PRIEST SPELL

RESURRECT



LEVEL 2 PRIEST SPELL

RESURRECT



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.

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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.

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LEVEL 2 PRIEST SPELL



LEVEL 2 PRIEST SPELL



UNHOLY WORD



LEVEL 2 PRIEST SPELL



EXORCISM



LEVEL 2 PRIEST SPELL



EXORCISM



LEVEL 2 PRIEST SPELL



UNHOLY WORD



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

