



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



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

4 pages



Intimidation
Target the caster or a single friendly sorcerer in base contact with the caster.
All figures subtract 2 from counterspell rolls they make against the target.

4 pages



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



3 pages



Healing Touch
Give the caster a special action targeting a single friendly figure without the word **golem**, in base contact with the caster's front arc. Heal the target of 2 damage.

3 pages



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

4 pages



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



2 pages



Turn Undead
Give the caster a special action targeting a single figure with "Skeleton" or "Zombie" in its name in base contact with the caster's front arc. Deal 2 damage to the target.

3 pages



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

4 pages



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



3 pages



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

4 pages



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

6 pages



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



Mist
Caster gains +1 Defense vs. Ranged Attacks. Discard after being hit by Ranged Attack.

2 pages



Hedge Magic
Target the caster or a single friendly figure in base contact with the caster. The target gains Spell Resistance.
Hedge Magic ends when a successful magic attack resolves against the target.

2 pages



Mage Knight Dungeons - Spell Token

Disenchant Sorcery

Target enchantment ends.

4 pages



Mage Knight Dungeons - Spell Token

Technomantic Shield

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

6 pages



Mage Knight Dungeons - Spell Token

Lightning Palm

Give the caster a close combat action targeting a single opposing figure. If the attack succeeds, roll one six-sided die. Deal damage to the target equal to the result.

6 pages



Mage Knight Dungeons - Spell Token

Disenchant Sorcery

Target enchantment ends.

4 pages



Mage Knight Dungeons - Spell Token

Technomantic Circle

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

6 pages



Mage Knight Dungeons - Spell Token

Field of Negation

Target the caster or a single friendly figure in base contact with the caster. No figure within a 6" area of effect of the target can cast a spell. At the beginning of your turn, roll two six-sided dice. On a combined result of 2-6, deal 1 damage to the target. Field of Negation ends if the target gains Demoralized.

8 pages



Mage Knight Dungeons - Spell Token

Implant Channel

Make a ranged combat attack using the caster's statistics and special abilities but using the target of Implant Channel as the attacker's base instead of using the caster's base.

4 pages



Mage Knight Dungeons - Spell Token

Deny

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

4 pages



Mage Knight Dungeons - Spell Token

Disbelieve

Target illusion ends.

When it resolves, remove Disbelieve from the game.

2 pages



Mage Knight Dungeons - Spell Token

Arcane Sight

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

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

4 pages



Mage Knight Dungeons - Spell Token

Flare Arrow

A single successful ranged combat attack affects the target figure and every figure in a square adjacent to the target figure. Compare the attack value result to the defense values of each affected figure, and give 1 click of damage to each figure successfully hit.

4 pages



Mage Knight Dungeons - Spell Token

Disbelieve

Target illusion ends.

When it resolves, remove Disbelieve from the game.

2 pages



Mage Knight Dungeons - Spell Token

Pyrrhic Strike

Target a single opposing figure with a ranged combat attack and announce a number between 1 and 6 before rolling the attack dice; the caster gains +2 to its attack value for this attack. Deal damage to the target equal to the announced number. After the attack resolves, deal damage to the caster.

6 pages



Mage Knight Dungeons - Spell Token

Fire Ball

A single successful ranged combat attack affects the target figure and every figure in a square adjacent to the target figure. Compare the attack value result to the defense values of each affected figure, and give 2 clicks of damage to each figure successfully hit.

6 pages



Mage Knight Dungeons - Spell Token

LEVITATION

Caster gains Magic Levitation. Use Standard Pyramid SAC rules

4 pages



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



Circle of Blood
Mage Knight Dungeons - Spell Token
Deal 1 damage to any opposing figure that moves into base contact with the caster. At the beginning of your phase, deal 1 damage to any opposing figure in base contact with the caster. Then remove from play.
8 pages



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



Death Throes
Mage Knight Dungeons - Spell Token
When a friendly figure is eliminated, each opposing figure within a 3 square area of effect of the eliminated figure is dealt 1 damage.
8 pages



Magic Negation
Mage Knight Dungeons - Spell Token
Cast this spell when using the counter spell proficiency. The countering sorcerer gets +3 to its counterspell roll.
4 pages



Explode Undead
Mage Knight Dungeons - Spell Token
Give the caster a special action targeting a friendly figure with "Skeleton" or "Zombie" in its name. Roll one six-sided die and deal damage to the target equal to the result. If this damage would eliminate the target, remove it from the game instead and deal damage equal to the result to each figure within a 2 squares of the target.
6 pages



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



Sacrificial Incantation
Mage Knight Dungeons - Spell Token
Caster gives extra turn to a single target friendly figure in base contact with the caster. They may act as if they have not had any actions.
9 pages



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



Blood Fury
Mage Knight Dungeons - Spell Token
Target the caster or a single friendly figure in base contact with the caster. Each time the target makes a close or ranged combat attack, you may reroll its attack roll; it must use the rerolled result. You may reroll only once per attack.
Blood Fury ends if the rerolled attack is unsuccessful.
8 pages



Chinook
Mage Knight Dungeons - Spell Token
Cancel all domains. Instead of removing the canceled domains from the game, place a token on them.
At the beginning of each command phase, roll two six-sided dice. On a combined result of 2-4, Chinook ends; return all domains to play.
6 pages



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



Taste of Blood
Mage Knight Dungeons - Spell Token
Target figure gains Vampirism.
4 pages



Spirit Blast
Mage Knight Dungeons - Spell Token
Target a single opposing figure. If the attack succeeds, deal no damage to the target. Cancel all the target's special abilities until the beginning of the next command phase. If the attack result was a critical hit, deal 3 damage.
8 pages



Rain of Thorns
Mage Knight Dungeons - Spell Token
Target every opposing figure within the caster's range with a ranged combat attack. The caster gains Arcing Fire for this attack. Deal 2 damage to each target against which the attack succeeds.
8 pages



Windstorm
Reduce speed of all figures in casters front arc by -2.

2 pages



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

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

8 Pages



Word of Refusal
Cast this spell when using the counter spell proficiency. The countering sorcerer may have one or more action tokens and be in base contact with an opposing figure. The caster gets +2 to its counterspell roll.

6 pages



Ritual of Transformation
Replace the caster with a Mage Spawn figure with the same speed type as the caster from outside of the game of equal or lesser point value. Turn its dial to its starting position. Remove the caster and any items it wields from the game. Each turn roll dice. Place caster back into play on a roll of 1-3.

12 pages



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

14 pages



Heiramman Host
Give the caster a special action. Give the caster a close combat action to each friendly figure with zero or one action token whose front arc is in base contact with an opposing figure; these close combat actions do not count against your action total for the turn. Each figure makes a close combat attack and receives an action token.

20 pages



Circle of Leaves
Lines of fire that pass within a 2 square area of effect of the caster are blocked.

6 pages



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

6 pages



Fire Ball
Target a single opposing figure with a ranged combat attack. If the attack succeeds, roll two six-sided dice and deal damage equal to the result to the target.

When it resolves, remove Flame of the Dragon's Heart from the game.

18 pages



Nature's Rebuff
Cast this spell when using the counter spell proficiency. The countering sorcerer may be in base contact with an opposing figure and gets +3 to its counterspell roll.

6 pages



Null Rune
All friendly figures within a 3 movement of effect of the caster gain the magic immunity defense type instead of their defense type.

6 pages



Hunter's Luck
At the beginning of your phase, roll one six-sided luck die and place it on top of this token. For the remainder of the turn, any die you roll as part of an attack roll whose result matches the luck die's result becomes a 6.

8 pages



Auraheal
Give the caster a special action. Roll one six-sided die and subtract 2 from the result, with a minimum result of 1. Each friendly figure within a 2 square area of effect of the caster is healed of damage equal to the caster's damage value or the die roll result, whichever is greater.

12 Pages



Rythael's Hammer
Target a single opposing figure. If the attack succeeds, roll two six-sided dice and choose one. Deal damage equal to the chosen die result to the target instead of the caster's ranged damage value.

6 pages



Eagle's Wing
Select up to two target friendly figures—that have not already been given an action this turn—in base contact with the caster. The targets move at ground level with the caster and must end the move in base contact with the caster. Each target may be given an action this turn.

8 pages



Mage Knight Dungeons - Spell Token

Battle Dance

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

6 pages



Mage Knight Dungeons - Spell Token



Mage Knight Dungeons - Spell Token



Mage Knight Dungeons - Spell Token

Spiritbind

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

12 pages



Mage Knight Dungeons - Spell Token



Mage Knight Dungeons - Spell Token



Mage Knight Dungeons - Spell Token



Mage Knight Dungeons - Spell Token



Mage Knight Dungeons - Spell Token



Mage Knight Dungeons - Spell Token



Mage Knight Dungeons - Spell Token



Mage Knight Dungeons - Spell Token



Mage Knight Dungeons - Spell Token



Mage Knight Dungeons - Spell Token



Mage Knight Dungeons - Spell Token



