











Hero Mages











Spell Quick Reference









Augmentation

 Archon's Might Cost: 2 Target ally gets Strength +1 until defeated.	 Battle Horn Cost: 2 All visible allies get Strength +2 until the start of your next turn.	 Bloom Cost: 1 Target ally gets Life +1 until defeated.	 Sunder Armor Cost: 1 Target enemy with Defense of 15 or greater gets Defense -4 until the end of your turn.
 Armor of Aegis Cost: 1 Target ally gets Defense +1 until defeated.	 Bloodlust Cost: 2 Target ally gets Strength +2 until the end of a round they do not attack.	 Hex Cost: 1 Target enemy gets Defense -1 until defeated.	 Shield Cost: 0 Target ally gets Defense +10 until the start of your next turn.

Destruction

 Blizzard Cost: 3 Roll 3 attack dice against each visible enemy. Any units that take damage are stunned.	 Disintegrate Cost: 3 Roll 4 attack dice against an adjacent unit. If unit is damaged, they lose an additional 2 life.	 Ice Shards Cost: 1 Roll 3 attack dice against target unit. If unit takes damage, it is stunned.	 Meteor Shower Cost: 2 Roll 3 attack dice against each visible enemy.
 Demonic Lash Cost: 1 Roll 3 attack dice against target unit. If any dice hit, unit loses exactly 2 life.	 Fireball Cost: 2 Roll 4 attack dice against target unit and each unit surrounding it.	 Lightning Bolt Cost: 0 Roll 3 attack dice against a unit on same row, column, or diagonal and each unit in between.	 Seeker Missile Cost: 1 Roll 4 attack dice against a unit up to 8 spaces away.









Manipulation

 Barricade Cost: 1 Place a magic wall on target space until the start of your next turn.	 Gateway Cost: 2 Remove any wall until the end of your turn or dispel a magic wall. Units may not end moves on space wall returns.	 Reposition Cost: 2 Swap the positions of two units.	 Teleport Cost: 2 Relocate your Hero Mage to any space on the board.
 Entangle Cost: 2 All visible enemies are immobilized.	 Imprison Cost: 2 Target unit is trapped within a magic wall until the start of your next turn.	 Sleep Cost: 1 Target enemy is stunned.	 Touch of Death Cost: 2 Target adjacent unit loses 2 life.

Recovery

 Dispelling Magic Cost: 0 Remove all status effects from target unit.	 Group Heal Cost: 2 All visible allies recover 2 lost life.	 Mana Surge Cost: 0 Generate 1 mana.	 Scribe Cost: 1 Draw 2 cards.
 Heal Cost: 2 Target ally recovers 5 lost life.	 Healing Touch Cost: 1 Target adjacent ally recovers 3 lost life.	 Revive Cost: 3 Place your last defeated hero on target space with 1 life remaining. Hero may use actions immediately.	 Unsummon Cost: 1 Destroy target creature.

Summon

 Air Elemental Cost: 2 Summon an Air Elemental on target space.	 Fire Elemental Cost: 2 Summon a Fire Elemental on target space.	 Crystal Golem Cost: 3 Summon a Crystal Golem on target space.	 Iron Golem Cost: 1 Summon an Iron Golem on target space.
 Earth Elemental Cost: 2 Summon an Earth Elemental on target space.	 Water Elemental Cost: 2 Summon a Water Elemental on target space.	 Flesh Golem Cost: 3 Summon a Flesh Golem on target space.	 Skeleton Warriors Cost: 2 Summon two Skeleton Warriors on target spaces.