

Drown



Inflict .

If the target is a mage, flip the effect of his/her next standard spell.

Inflict .



: Inflict more for each



spell you played.



Drown



Electrocute



Inflict 2.

Until the end of the turn, inflict 1
to him/her whenever a **Physical**
Action is used.



Inflict 2.

2: for each other 2 played you
may inflict 1 to a model 2 (You
must select separate targets).



Electrocute



Geyser



Inflict to all models in the room
: *Inflict to all models in adjacent rooms for each other you have played (Max)*



Remove all active of the mages in the target room, then inflict to all mages in that room.



Geyser




Frost Blades





you may  1 for each other



you have cast this turn.

Inflict  to the target, he/she loses
a Physical Action.

Inflict  to all models in target
room.

If any of the models moves out of
the room before the end of the turn,
they suffer  more.



Frost Blades

Glacial Exterminator



Summon Glacial Exterminator.




Remove target evocation; one of your evocations can act immediately.



Glacial Exterminator

Ball Lightning



One of your target evocations suffers , it then gains +  1 and +  1 until the end of the turn.
It can act immediately.

Remove one of your evocations,
summon **Ball Lightning** in its place.
It can act immediately.



Ball Lightning

Lava Storm



Inflict 3 to all models in target room.

: If you played at least 2 inflict 1 more and place 1.



Inflict 3 to all models in target room and place 2.



Lava Storm

Earthquake



Place ② in the target room.

Move all models from the target room into an adjacent room.

: Place ② more if you played 2 other spells.



Inflict ③ to all models in target room, send back any mage to his/her own cell.



Earthquake

Pyroclastic Cloud



② in target room, then place ①.
Inflict ① for each of your ● to all
models in that room (max ③).

Inflict ② to all models in target room.

🔥: for each 🔥 you played, inflict
① to all models in a room ① or
place ① in that room (Max ②, ②)





Pyroclastic Cloud

Stone Lord



Summon Stone Lord.



Remove one of your evocations;
inflict  equal its max  to all
models in the room where it was
removed.



Stone Lord

Beast of Flame



Summon Beast of Flame.



Shift one of your evocations into the room of the target mage.

Remove the evocation and inflict



3 to the target mage.



Beast of Flame

Elemental Shield



Reduce next suffered damage by
4 only if the element of the spell is



Next ⚡ spell you suffer, one of your
evocations can act immediately.



Elemental Shield