

ARCANISTS: CRYOMANCER

10

STAMINA



FORESIGHT

3

DESTRUCTION

UNIQUE SPELLS

Cold Snap [Destruction, RNG 12"] – Target enemy model suffers 1 damage for each net success. If that model's controller has no dice in their Destruction pool, gain an additional 4 dice when casting this spell.

UNLIMITED SPELLS

Arcantrik Bolt [Destruction, RNG 12"] – Target enemy model suffers 1 damage for each net success.

Telekinesis [Destruction, RNG 18", CHAIN] – Roll a die for each net success. Total the results and move the target enemy model up to that many inches. This spell does not require LOS, and the target cannot benefit from Cover.

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WARDING

UNIQUE SPELLS

Wall of Ice [Warding, RNG Self] – Reaction: For each Wall of Ice success rolled, negate one success of an opponent's Destruction spell targeting this model. Additionally, the casting opponent loses 1 die from their Destruction pool for each of your dice that Surge when casting Wall of Ice.

UNLIMITED SPELLS

Shielding [Warding, RNG Self] – Reaction: For each Shielding success rolled, negate one success from an opponent's Destruction spell targeting this model.

Negation [Warding, RNG 18"] – Reaction: For each Negation success rolled, negate one success of an opponent's Ritual spell that is cast within range. This spell does not require LOS.

4

RITUAL

UNIQUE SPELLS

Blizzard [Ritual, RNG Self] – If this spell is successful, this model gains Cover until the end of the round.

UNLIMITED SPELLS

Teleport [Ritual, RNG Self, CHAIN] – This spell is automatically successful. Do not roll to determine successes. Instead, total all dice rolled when casting and move this model up to that many inches. This spell cannot be countered with Negation.

Divination [Ritual, RNG Self] – If this spell is successful, swap the positions of any two adjacent dice in any player's Foresight Track.

ARCANISTS: NECROMANCER

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STAMINA



FORESIGHT

3

DESTRUCTION

UNIQUE SPELLS

Animate Blood [Destruction, RNG 6"] – Target enemy model suffers 1 damage for each net success. When casting this spell, this model can deal up to 5 points of damage to itself. For each point of damage dealt this way, gain 1 additional die when casting this spell.

Drain Spirit [Destruction, RNG 12"] – Target enemy model suffers 1 damage for each net success. If this spell deals any damage, this model heals 1 damage.

UNLIMITED SPELLS

Arcantrik Bolt [Destruction, RNG 12"] – Target enemy model suffers 1 damage for each net success.

Telekinesis [Destruction, RNG 18", CHAIN] – Roll a die for each net success. Total the results and move the target enemy model up to that many inches. This spell does not require LOS, and the target cannot benefit from Cover.

3

WARDING

UNLIMITED SPELLS

Shielding [Warding, RNG Self] – Reaction: For each Shielding success rolled, negate one success from an opponent's Destruction spell targeting this model.

Negation [Warding, RNG 18"] – Reaction: For each Negation success rolled, negate one success of an opponent's Ritual spell that is cast within range. This spell does not require LOS.

4

RITUAL

UNIQUE SPELLS

Grasping Dead [Ritual, RNG Self, CHAIN] – If this spell is successful, choose a type of casting pool. Your opponents' dice from the chosen type of casting pool cannot Surge this round.

UNLIMITED SPELLS

Teleport [Ritual, RNG Self, CHAIN] – This spell is automatically successful. Do not roll to determine successes. Instead, total all dice rolled when casting and move this model up to that many inches. This spell cannot be countered with Negation.

Divination [Ritual, RNG Self] – If this spell is successful, swap the positions of any two adjacent dice in any player's Foresight Track.

ARCANISTS: INFERNALIST

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STAMINA



FORESIGHT

4

DESTRUCTION

UNIQUE SPELLS

Tainted Lash [Destruction, RNG 12"] – Target enemy model suffers 1 damage for each net success. Gain 3 additional dice when casting this spell. Each opponent adds 1 die to their Destruction casting pool for each of your dice that Surge when casting this spell.

UNLIMITED SPELLS

Arcantrik Bolt [Destruction, RNG 12"] – Target enemy model suffers 1 damage for each net success.

Telekinesis [Destruction, RNG 18", CHAIN] – Roll a die for each net success. Total the results and move the target enemy model up to that many inches. This spell does not require LOS, and the target cannot benefit from Cover.

3

WARDING

UNIQUE SPELLS

Soul Bargain [Warding, RNG Self] – Reaction: For each Soul Bargain success rolled, negate one success of an opponent's Destruction spell targeting this model. Gain 6 additional dice when casting this spell. This model is destroyed if the enemy spell has any net successes.

UNLIMITED SPELLS

Shielding [Warding, RNG Self] – Reaction: For each Shielding success rolled, negate one success from an opponent's Destruction spell targeting this model.

Negation [Warding, RNG 18"] – Reaction: For each Negation success rolled, negate one success of an opponent's Ritual spell that is cast within range. This spell does not require LOS.

4

RITUAL

UNIQUE SPELLS

Dark Deal [Ritual, RNG Self, CHAIN] – If this spell is successful, add 2 dice to each of your casting pools. If this spell is unsuccessful, add 2 dice to each of your opponents' casting pools.

UNLIMITED SPELLS

Teleport [Ritual, RNG Self, CHAIN] – This spell is automatically successful. Do not roll to determine successes. Instead, total all dice rolled when casting and move this model up to that many inches. This spell cannot be countered with Negation.

Divination [Ritual, RNG Self] – If this spell is successful, swap the positions of any two adjacent dice in any player's Foresight Track.

ARCANISTS: ORACLE

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STAMINA



FORESIGHT

2

DESTRUCTION

UNIQUE SPELLS

Ill Omens [Destruction, RNG 12"] – Target enemy model suffers 1 damage for each net success. When casting this spell, gain a number of additional dice equal to the value of the next die in the Foresight Track of the opponent controlling the target.

UNLIMITED SPELLS

Arcantrik Bolt [Destruction, RNG 12"] – Target enemy model suffers 1 damage for each net success.

Telekinesis [Destruction, RNG 18", CHAIN] – Roll a die for each net success. Total the results and move the target enemy model up to that many inches. This spell does not require LOS, and the target cannot benefit from Cover.

2

WARDING

UNLIMITED SPELLS

Shielding [Warding, RNG Self] – Reaction: For each Shielding success rolled, negate one success from an opponent's Destruction spell targeting this model.

Negation [Warding, RNG 18"] – Reaction: For each Negation success rolled, negate one success of an opponent's Ritual spell that is cast within range. This spell does not require LOS.

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RITUAL

UNIQUE SPELLS

Future Sight [Ritual, RNG Self, CHAIN] – If this spell is successful, gain dice equal to the value of the next die in your Foresight Track and distribute them among your casting pools.

Twist of Fate [Ritual, RNG Self] – If this spell is successful, increase or decrease the value of a die in any player's Foresight Track by 2 (to a minimum of 1 and a maximum of 6).

UNLIMITED SPELLS

Teleport [Ritual, RNG Self, CHAIN] – This spell is automatically successful. Do not roll to determine successes. Instead, total all dice rolled when casting and move this model up to that many inches. This spell cannot be countered with Negation.

Divination [Ritual, RNG Self] – If this spell is successful, swap the positions of any two adjacent dice in any player's Foresight Track.

ARCANISTS: PYROMANCER

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STAMINA



FORESIGHT

6

DESTRUCTION

UNIQUE SPELLS

Blazing Inferno [Destruction, RNG 3", CHAIN] – Target enemy model suffers 1 damage for each net success. Your opponent's dice cannot Surge when casting a Warding spell against this spell.

Immolate [Destruction, RNG 12", CHAIN] – Target enemy model suffers 1 damage for each net success. If this spell deals damage, remove 1 die from each of the casting pools of the opponent controlling the target model.

UNLIMITED SPELLS

Arcantrik Bolt [Destruction, RNG 12"] – Target enemy model suffers 1 damage for each net success.

Telekinesis [Destruction, RNG 18", CHAIN] – Roll a die for each net success. Total the results and move the target enemy model up to that many inches. This spell does not require LOS, and the target cannot benefit from Cover.

2

WARDING

UNLIMITED SPELLS

Shielding [Warding, RNG Self] – Reaction: For each Shielding success rolled, negate one success from an opponent's Destruction spell targeting this model.

Negation [Warding, RNG 18"] – Reaction: For each Negation success rolled, negate one success of an opponent's Ritual spell that is cast within range. This spell does not require LOS.

3

RITUAL

UNIQUE SPELLS

Warm Up [Ritual, RNG Self] – If this spell is successful, your dice Surge on a roll of 5 or 6 when casting Destruction spells this round.

UNLIMITED SPELLS

Teleport [Ritual, RNG Self, CHAIN] – This spell is automatically successful. Do not roll to determine successes. Instead, total all dice rolled when casting and move this model up to that many inches. This spell cannot be countered with Negation.

Divination [Ritual, RNG Self] – If this spell is successful, swap the positions of any two adjacent dice in any player's Foresight Track.

ARCANISTS: STORMLORD

8

STAMINA



FORESIGHT

4

DESTRUCTION

UNIQUE SPELLS

Chain Lightning [Destruction, RNG 12", CHAIN] – Target enemy model suffers 1 damage for each net success. If this spell deals damage, you can have the opponent controlling the target model reroll the next die in their Foresight Track.

Windstorm [Destruction, RNG 12"] – Target enemy model suffers 1 damage for each net success. If this spell deals damage, the target model's next spell this round cannot be a Destruction spell.

UNLIMITED SPELLS

Arcantrik Bolt [Destruction, RNG 12"] – Target enemy model suffers 1 damage for each net success.

Telekinesis [Destruction, RNG 18", CHAIN] – Roll a die for each net success. Total the results and move the target enemy model up to that many inches. This spell does not require LOS, and the target cannot benefit from Cover.

4

WARDING

UNLIMITED SPELLS

Shielding [Warding, RNG Self] – Reaction: For each Shielding success rolled, negate one success from an opponent's Destruction spell targeting this model.

Negation [Warding, RNG 18"] – Reaction: For each Negation success rolled, negate one success of an opponent's Ritual spell that is cast within range. This spell does not require LOS.

3

RITUAL

UNIQUE SPELLS

Flash Flood [Ritual, RNG Self] – If this spell is successful, choose a table edge and move any number of models up to 12" in the most direct line toward that table edge. All models must be moved the same distance. A model stops if it contacts terrain or another model.

UNLIMITED SPELLS

Teleport [Ritual, RNG Self, CHAIN] – This spell is automatically successful. Do not roll to determine successes. Instead, total all dice rolled when casting and move this model up to that many inches. This spell cannot be countered with Negation.

Divination [Ritual, RNG Self] – If this spell is successful, swap the positions of any two adjacent dice in any player's Foresight Track.