

Alpha 8

## Acid Splash

Play 1 Intellect Card to Play this Spell Card on Rounds 3-6

You spit acid at an Opponent. One other Opponent within Melee Distance of them is also splashed by the Acid.

Match ^v on this Card or Play a Shield Card for half Damage, or Play an Agility Card to reduce all Damage.

Mage

Spell 1

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## Ethereal Claw

Play 1 Intellect Card to Play this Spell Card on Rounds 4-6, 1

An ethereal claw reaches out to an opponent and strikes them. Does double damage to Undead

Match the ^v symbol on this Card for half Damage, or Play an Agility Card to reduce all Damage.

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Alpha 8

## Blinding Light

2  
N3  
4

1

2  
6B

Play 1 Intellect Card to Play this Spell Card on Rounds 5-6, 1-2

White light streaks hits your Opponent, damaging them and stunning them briefly. Opponent skips their next Turn. This can only happen to that Opponent once per Count. A successful Counter negates the stunned effect.

Match the ^v symbol on this Card or Play a Shield Card for half Damage, or Play an Agility Card to reduce all Damage.

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## Lightning Hand

2  
N  
54

1

2  
6B3

Play 1 Intellect Cards to Play this Spell Card on Rounds 6, 1-3

A lightning arc travels from your hand to the Opponent. If they are wearing Medium/Heavy Armor or wielding a Weapon then they take 2 extra points of damage.

Match the ^v symbol of this Card or Play an Agility Card to Counter.

Mage

Spell 1

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## Lightning Hand

2  
N  
54

1

2  
6B3

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### Ethereal Absorb

Halve Ethereal Damage that affects you. On your next Turn add +2 Ethereal Damage to your next Physical Melee Attack.

✓ Mage, Druid, Ranger

Spell 2

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Alpha 8

### Fan of Flames

Play 2 Intellect Cards to Play this Spell Card on Rounds 3-6

Flames fan out from your hands and scorch 3 Foes in melee distance.

Match the ^v symbol of this Card or Play an Agility or Shield Card to Counter.

✓ Mage

Spell 2

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## Ethereal Sphere

1/2

Rx2

2

Play 2 Intellect Cards to Play this Spell Card on Rounds 3-6

A glowing Ethereal Sphere forms in your hands and launches towards an Opponent.

Match the ^v symbol of this Card or Play an Agility or Shield Card to Counter.

2

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1/2

Rx2

2

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2

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## Dazzling Burst

1/2

6/3

5/4

3

Play 2 Intellect Cards to Play this Spell Card on Rounds 3-6

Every Opponent in Melee/Thrown Range is briefly blinded and loses any Reactions this Round and their Actions on the following Round.

Match the ^v symbol on this Card to avoid the effect

Spell

2

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## Dazzling Burst

1/2

6/3

5/4

3

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Spell

2

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### Ethereal Armor

3

2 3 4

3

6B

Play 2 Intellect Cards to Play this Spell Card on Rounds 6, 1

Negate Physical and Ethereal Damage by 3

✓ Mage

Spell

2

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### Ethereal Armor

3

2 3 4

3

6B

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Spell

2

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### Energy Bolt

R+1

12 N

R+1

6B 3 4

Play 2 Intellect Cards to Play this Spell Card on Rounds 3-6

Hurl a bolt of energy at your Opponent for R+1 Damage. You can divide the Damage from Energy Bolt between up to R+1 Opponents

Match the ^v symbol on this Card or Play a Shield Card for half Damage, or Play an Agility Card to reduce all Damage.

✓ Mage

Spell

2

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Spell

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**Sleep**



Play R/2 Intellect Cards to Play Sleep on Round R.

Put Rx5 total Health of Targets to sleep, starting with the Target that has the lowest Health, starting from those closest to you first. Sleep lasts for 1 Count. Any Damage or Healing awakens Targets. Undead are unaffected by Sleep.

Match the ^v symbol on this Card or Play a Fortitude Card.

*Mage*

**Spell** 2

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**Spell Card Maximum**

Maximum Spell Cards allowed per Caster (Mage, Priest, etc.) Level in your Combat Deck

Level 1 Spells	12 total Spell Cards
Level 2 Spells	8 total Spell Cards
Level 3 Spells	6 total Spell Cards
Level 4 Spells	5 total Spell Cards
Level 5 Spells	4 total Spell Cards
Level 6 Spells	3 total Spell Cards
Level 7 Spells	2 total Spell Cards
Level 8 Spells	2 total Spell Cards
Level 9 Spells	2 total Spell Cards
Level 10 Spells	2 total Spell Cards

The maximum number of duplicate Spell Cards you can have in a Combat Deck is 4. You can have multiple and varying Spells in your Combat Deck. After Level 5, the maximum number of Spell Cards per Level decreases, including duplicates of the same Spell.

**Information Card**

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