



## CONDEMN

UNIQUE SPELL



10

POINTS

If an opponent rolls the 20-sided die for a special power on the Army Card of a figure they control that is within 4 clear sight spaces of this figure and they roll 5 or lower, this figure may cast this spell. If they do, that opponent's figure receives one wound.



## ENCHANT

UNIQUE SPELL



20

POINTS

At the start of any round, before rolling for initiative, this figure may cast this spell and choose a Unique Hero within 4 clear sight spaces. Until the end of the round, whenever any figure within 4 clear sight spaces of the Enchanted figure chooses the Enchanted figure for a special power and rolls the 20-sided die to take temporary control of that figure, add 4 to the roll.



## MESMERIZE

UNIQUE SPELL



30

POINTS

Immediately before an opponent's figure within 3 clear sight spaces of this figure rolls attack dice for a normal attack against this figure, you may cast this spell to subtract 3 dice from that attack, to a minimum of 1 attack die.



## WAKING NIGHTMARE

UNIQUE SPELL



15

POINTS

Before taking a turn, this figure may cast this spell. All opposing figures that are engaged with this figure and do not have the Fearless personality are affected by this spell. All opponents must move each affected figure they control up to 4 spaces. Affected figures must end their movement unengaged, if possible, and you may choose the order in which affected figures are moved. After casting this spell, this figure may not attack during its turn.



## CRIMSON BANDS OF CYTTORAK

UNIQUE SPELL



50

POINTS

Immediately after revealing an Order Marker on this figure's card, this figure may cast this spell to choose a figure within 4 clear sight spaces to be Bound until the end of the round or until it is moved, whichever comes first. That Bound figure cannot roll for leaving engagement attacks and adds 1 automatic shield when defending against non-adjacent attacks. Before any player moves that Bound figure, that player must roll the 20-sided die, subtracting 6 from the roll if this figure is Wise. If that player rolls 10 or lower, the Bound figure may not be moved. Event Heroes and figures with the Unstoppable Force special power cannot be Bound.



## FINAL RUIN

UNIQUE SPELL



10

POINTS

After inflicting one or more wounds on a Unique Hero with this figure's normal attack, if that Unique Hero has only one Life remaining, this figure may cast this spell to destroy that Unique Hero.



## HYPNOTIZE

UNIQUE SPELL



25

POINTS

After revealing an Order Marker on this figure's Army Card and instead of attacking with this figure, you may cast this spell to choose a Unique Hero within 3 clear sight spaces of this figure. If you do, remove 1 Order Marker at random from that figure's Army Card and that figure has the personality of Hypnotized for the remainder of the round.



## VAPORS OF VALTORR

UNIQUE SPELL



35

POINTS

After all Order Markers are placed and before rolling for initiative, if there is at least one Order Marker on the card of this figure, this figure may cast this spell. If they do, for the duration of this round, this figure and any figures within 4 clear sight spaces of this figure have no visible hit zones.

