



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.