

# DOMAIN OF ENERGY

## Bolt

Choose an enemy unit within **L** and line of sight of your Sorcerer.

Roll 2 dice and apply one of the following effects:

 The targeted unit suffers a casualty for each roll that exceeds its Armour against shooting attacks.

 The targeted unit suffers a casualty for each roll that matches or exceeds its Armour against shooting attacks.

 The targeted unit suffers a casualty for each roll of 3 or more. If there is at least one 6, the target suffers an additional casualty.

## Elemental Barrier

Choose a unit within **S** of the Sorcerer. They cannot activate again this turn.

Until the start of your next turn, they benefit from one of the following effects:

 The chosen unit counts as being in light cover, even if they cannot normally benefit from cover.

 The chosen unit counts as being in solid cover, even if they cannot normally benefit from cover.

 The chosen unit gains *Resilience (4)*.

## Breath

Every enemy unit within **M** and line of sight of the Sorcerer rolls 3 dice and suffers one of the following effects:

 The targeted unit suffers a fatigue for each 6 rolled.

 The targeted unit suffers a casualty for each 6 rolled.

 The targeted unit suffers a casualty for each roll of 4 or more.

## Transmutation

Until the start of your next turn, your Sorcerer benefits from one of the following effects:

 They gain *Resilience (2)*.

 They gain *Resilience (3)*.

 They gain *Resilience (3)* AND increase their Armour by +2 against both melee and shooting attacks.

## Tempest

Choose a point within **L** and line of sight of the Sorcerer. All units within **S** of that point must roll a die and suffer one of the following effects:

  The unit takes a fatigue on a 6.

  The unit takes a fatigue on a roll of 5 or more.

  The unit takes a casualty and a fatigue on a roll of 4 or more.

## Mists

Until the start of your next turn, line of sight is limited according to one of the following effects:

  Line of sight cannot be drawn further than **L**.

  Line of sight cannot be drawn further than **M**.

  Line of sight cannot be drawn further than **VS**.

# DOMAIN OF LIGHT

## Blinding

Choose a unit within **L** and line of sight of the Sorcerer.

Until the start of your next turn, that unit rolls a die each time it activates and suffers one of the following effects:

 The activation is cancelled on a roll of 5 or more.

 The activation is cancelled on a roll of 4 or more.

 The activation is cancelled on a roll of 3 or more.

## Burning

Until the start of your next turn, before any melee is resolved against a friendly unit within **YS** of the Sorcerer, the enemy unit must...

 ...roll a die and suffer a fatigue on a roll of 5 or more.

 ...roll a die and suffer a fatigue on a roll of 4 or more.

 ...immediately suffer a fatigue.

## Banishment

Choose an enemy unit within **M** of the Sorcerer.  
That unit must make a withdrawal move directly away from the Sorcerer.  
That move is to a distance of...

 ...**YS**.

 ...**S**.

 ...**M** AND the enemy unit suffers a fatigue after the move.

## Shield of Light

Until the start of your next turn, your Sorcerer or a friendly unit within **YS** gets...

 ...an Armour of 5 against shooting attacks.

 ...an Armour of 5 against shooting attacks and in melee.

 ...an Armour of 6 against shooting attacks and in melee.

## Spear of Light

Place the end of an **L** ruler in contact with the Sorcerer. Each enemy unit with at least one figure in contact with the ruler must roll two dice and...

  ...take a casualty for each 6 rolled.

  ...take a casualty for each roll of 5 or more.

 ...the closest unit to the Sorcerer takes casualties equal to the lower of the two dice AND every other unit takes one casualty.

## Laying on Hands

Choose a friendly unit within **YS** (other than the Sorcerer themselves) and apply one of the following effects:

 Roll a die.  
 On a 3 or more, the unit removes a fatigue.

 Remove a fatigue from the unit and roll a die.  
 On a 6, remove a second fatigue.

 Roll a die for each of the chosen unit's fatigues.  
 For each roll of a 3 or more, remove one of their fatigues.

# DOMAIN OF EARTH

## Chrysalis

Until the start of your next turn, your Sorcerer can re-roll one Magic Die each time he casts a spell and he...

 ...counts as being in solid cover during melee, but only if they can normally benefit from cover.

 ...cannot be targeted by charges.

 ...cannot be targeted by charges or shooting attacks.

## Transformation

Until the end of the turn, the Sorcerer cannot cast spells **AND** replaces their characteristics and special rules with one of those below:

 The Sorcerer becomes the Creature of your choice.

 The Sorcerer becomes a Warlord mounted on a beast.

 The Sorcerer becomes the Monster of your choice.

## Animal Prowess

Choose a unit of Monsters or Creatures within **S** of your Sorcerer and apply one of the following effects:

 Activate the unit to rest for free.

 Activate the unit to rest for free, then activate it to move for free.

 Remove up to two fatigues from this unit, then activate it for free.

## Wall of Thorns

Choose a small area of uneven terrain providing light cover within **L** of the Sorcerer.

Until the start of your next turn...

 ...this terrain piece provides solid cover instead of light cover.

 ...this terrain piece provides solid cover instead of light cover. It also counts as dangerous terrain for enemy units.

 ...enemy units count this terrain piece as impassable **AND** cannot draw line of sight to units within the terrain piece.

## Choking Weeds

Choose a unit in the Sorcerer's line of sight, within **S** of an area of uneven terrain offering light cover. Apply one of the following effects:

 Until the start of your next turn, all the targeted unit's moves and charge moves count as taking place entirely within uneven terrain.

 The targeted unit cannot be activated again until the start of your next turn.

 The targeted unit immediately suffers enough fatigues to become exhausted.

## Verdant Wakening

Deploy a terrain piece in open terrain within **S** of your Sorcerer. It cannot be placed on friendly or enemy units. The terrain piece has the following characteristics:

 Small, low, uneven, provides light cover.  
 It disappears at the start of your next turn.

 Small, high, dangerous, provides light cover.  
 It disappears at the start of your next turn.

 Small, high, dangerous, provides light cover.  
 It stays in play until the end of the game.

# ☠ DOMAIN OF DEATH



## Drain Life

Choose a unit within **L** and line of sight of the Sorcerer.

Roll a die.

On a score of 4 or more, inflict a fatigue on the targeted unit **AND** remove a fatigue from your Sorcerer.

Roll a die.

On a score of 3 or more, inflict a fatigue on the targeted unit **AND** remove a fatigue from your Sorcerer.

**Inflict a fatigue and a casualty on the target unit AND remove all your Sorcerer's fatigues.**



## Shadows

Until the start of your next turn, all friendly units within **S** of your Sorcerer benefit from one of the following effects:

They benefit from light cover against shooting attacks.

They benefit from light cover during shooting attacks, even if they can't usually benefit from cover.

**They cannot be targeted by shooting attacks.**



## Ritual

When you cast the next spell of the turn...

...you can re-roll up to 2 Magic dice of your choice.

...your Sorcerer can take a fatigue before rolling their dice. They may then choose the face of one die instead of rolling it.

**...you do not need to roll the magic dice. Simply choose the spell's effect.**



## Eruptions

Choose a unit generating at least one Saga die and within **VS** of the Sorcerer. That unit gains the *Flight* special rule...

...for their next movement activation of the turn.

...until the end of the turn.

**...until the end of the game.**



## Bane

Choose an enemy unit within **L** of the Sorcerer. Until the start of your next turn...

...it must re-roll all attack dice that roll a 6 (after modifiers).

...it suffers a -1 penalty to all its attack dice.

**...it suffers a -1 penalty to all their attack dice AND counts as *Primitive* during melees.**



## Nightmares

Choose an enemy unit in your Sorcerer's line of sight. Until the start of your next turn, the unit rolls a die before each of its activations and suffers a fatigue on a score of...

...4 or more.

...3 or more.

**...2 or more. Also, on the roll of a 6, the unit immediately takes enough fatigue to become exhausted and the activation is cancelled.**

# ⌚ DOMAIN OF TIME

## Decay

Choose up to 3 units within **L** and line of sight of your Sorcerer. Each one rolls a die and applies one of the following effects:

The targeted unit suffers a fatigue on a roll that exceeds their melee Armour value.

The targeted unit suffers a casualty on a roll that exceeds their Armour against shooting attacks.

The targeted unit suffers a casualty AND a fatigue on a roll equal to or higher than their lowest Armour value.

## Slowed Time

Choose a friendly unit equipped with ranged weapons within **S** of the Sorcerer. It benefits from one of the following effects:

It ignores the first fatigue it suffers after a shooting activation this turn.

It is activated for free for a shooting attack that does not generate fatigue.

It is activated for free for a shooting attack that doesn't generate fatigue AND gets a +1 bonus to all its attack dice during said shooting attack.

## Aging

Choose a unit within **L** and line of sight of your Sorcerer. During the next turn, they suffer an additional fatigue after every...

...melee.

...move or charge activation.

...activation. The unit also suffers an additional fatigue at the end of the turn.

## Erosion

Choose a small area of uneven terrain in the Sorcerer's line of sight. This terrain piece counts as low and open terrain until...

...the start of your next turn.

...the end of the turn.

...the end of the game.

## Precognition

Choose a friendly unit within **S** of your Sorcerer. During the next melee the unit is engaged in this turn, it can...

...re-roll all 1s and 2s scored on its defence dice.

...re-roll its defence dice.

...increase its melee Armour by +1 AND re-roll all its defence dice.

## Rush

Choose a friendly unit within **S** of the Sorcerer. Their next move or charge activation is...

...free.

...free AND is ignored when calculating fatigue inflicted by subsequent activations.

...free. After it is resolved, you can activate the unit a second time to move or charge. This activation is free and does not generate fatigue.

# ⊗ DOMAIN OF METAL

## Cleaving Blades

Choose a friendly unit within **S** of the Sorcerer.  
During their next melee of the turn against a unit with the *Imposing* special rule, they get the following bonus:

They can re-roll any attack dice which score a 1 or a 2 (after modifiers).

 They get a +1 to each of their attack dice.

 They inflict 3 additional automatic hits on their *Imposing* opponent.

## Stoke Fury

Choose a friendly unit within **S**.  
During their next charge that takes place entirely across open terrain, they get...

...a move bonus of **S**.

 ...a move bonus of **S** AND 2 bonus attack dice.

 ...a move bonus of **S**, 3 bonus attack dice AND the charged unit suffers a fatigue after the charge is resolved.

## Violence

Choose a friendly unit within **S** of the Sorcerer.  
During the next melee they engage in this turn, they...

...get 2 bonus attack dice.

 ...inflict an additional automatic hit on the enemy unit.

 ...get a +1 bonus to all their attack dice.

## Strengthen

Choose another friendly unit within **S** of the Sorcerer.  
This unit may not activate again this turn, but until the start of your next turn...

...it can re-roll any 1s or 2s rolled on its defence dice during melees.

 ...it can re-roll all its defence dice during melees.

 ...all the chosen unit's defence dice get a +1 bonus during melees.

## Rust

Choose an enemy unit within **L** and line of sight of your Sorcerer.  
Until the start of your next turn...

...it must re-roll all attack dice that score a 6 (after modifiers) in melees and shooting attacks.

 ...it must re-roll all attack dice that score 5s or 6s (after modifiers) in melees and shooting attacks.

 ...all the unit's attack dice and defence dice suffer a -1 penalty.

## Rites of Battle

Until the start of your next turn, every friendly unit gets 2 bonus attack dice during every melee they are part of within...

...**M** of your Sorcerer.

 ...**L** of your Sorcerer.

 ...**L** of your Sorcerer AND they get 2 bonus defence dice.