

6 **MOLDORF BIBLIOTHECARY**

2
1

CONFUSION RANGE 12 **POISON AND LOSE DODGE TOKENS**

DAZZLING VISIONS RANGE 8 **MOVE UP TO 3 MODELS 1"**

ILLUSORY HORROR **SUMMON ILLUSORY HORROR WITHIN 8"**

ILLUSION WIZARD **23**

2 **ILLUSORY HORROR**

3
0

SUMMON: PLACE ANYWHERE WITHIN 8" OF ILLUSIONIST. EACH SUMMONER MAY ONLY HAVE ONE HORROR AT A TIME. IF HORROR TAKES DAMAGE, IT IS REMOVED.

UPKEEP: IN FOLLOWING ROUNDS THE SUMMONER MAY SPEND 1 AD DURING ITS ACTIVATION TO UPKEEP THE ILLUSORY HORROR. WHEN UPKEEP IS PERFORMED IMMEDIATELY ACTIVATE THE HORROR. THE HORROR IS REMOVED DURING THE RECOVERY PHASE IF UPKEEP WAS NOT PERFORMED THAT ROUND.

ILLUSORY HORROR MAY PERFORM BASIC AND SPECIAL SCENARIO ACTIONS.

TERROR **BIND 4 ON ALL ENEMIES WITHIN 3"** CHARACTERS WHO BREAK THE BIND GAIN ANOTHER BIND IF THEIR MOVE ENDS WITHIN 3" OF HORROR.

4 **MOLDORF HEARTHGUARD**

3
2

WAR SPEAR RANGE 1 **+4**

VICIOUS STRIKE **+5**

REDOUBT **IF A MELEE ATTACK FAILS TO DAMAGE YOU, PUSH THE ATTACKER 1" DIRECTLY AWAY**

SHIELD FIGHTER **23**

4 **MOLDORF SHADOWFOOT**

3
1

DAGGER X2 RANGE 6 **+2**

DUAL STRIKE **+4+2** ROLL DAMAGE SEPARATELY

RAZOR SHARP **WHILE YOU HAVE A DODGE TOKEN ROLL A BONUS DAMAGE DIE AND DISCARD THE LOWEST RESULT**

ROGUE **23**

ARCANE PROTECTION

WIZARD

TARGET GAINS ONE DODGE TOKEN

ARCANE PROTECTION RANGE 10 **TARGET GAINS ONE DODGE TOKEN** **1**

MIRROR IMAGE

ILLUSION

TARGET GAINS TWO MIRROR IMAGES UNTIL THE CASTERS NEXT ACTIVATION

CHARACTERS WITH A MIRROR IMAGE ROLL A BONUS DIE WHEN HIT BY AN ATTACK. ON A 3+ THE ATTACK FAILS AND ONE MIRROR IMAGE IS REMOVED.

MIRROR IMAGE RANGE 8 **TARGET GAINS MIRROR IMAGES** **2**

COSMIC ESSENCE

TWO USES

BEHOLD ALL OF TIME AND SPACE!

MAGIC SPELL ACTIONS ARE -2 DIFFICULTY DURING THIS ACTIVATION

COSMIC EXPANSE **MODIFY MAGIC SPELL ACTIONS** **1**

SPELLBOOK

WITCH AND WIZARD ONLY.

MAY PERFORM THE FOCUS BASIC ACTION ONE ADDITIONAL TIME PER ACTIVATION

SPELLBOOK **PERFORM FOCUS ONE ADDITIONAL TIME** **1**

COMBAT SUPERIORITY

FIGHTER ONLY

WHEN ROLLING DAMAGE DICE ADD A BONUS DIE AND DISCARD THE LOWEST RESULT

COMBAT SUPERIORITY **ROLL A BONUS DAMAGE DIE AND DISCARD THE LOWEST RESULT** **3**

