

Summon Golem

Place the golem in a district controlled by you.
Enemies cannot enter this territory with a move action while the golem is present.
Increase uprising by 1. The golem counts as a goon for the controlling player for all intents and purposes. Remove the golem in the end phase, or if it is ever in a district without any goons.

Mass Charm

Reduce uprising by 1 in any district

Fireball

Remove up to two enemy goons from any district.
The enemy may choose to remove street rats instead.

Shield

Place the shield token in any district.
No spells can target a district with a shield token. Remove the shield token in the end phase.

Cure Wounds

Immediately heal up to two of your goons.

Mind Control

Convert 1 enemy goon into one of your goons.
If this would trigger a battle, your goon is killed without inflicting casualties. If this would grant control of an area, also increase uprising by 1.

Chain Lightning

Remove one goon from any district.
The player controlling the goon may immediately duplicate this spell by paying the same cost. When duplicating this spell, it must target a goon in an adjacent district. A target of a duplicated spell can also choose to duplicate the spell.

Teleport

Move any number of goons from one district to any another district.
This movement may trigger a battle. You may teleport into an area with a golem.
This spell costs 1 extra gold per goon moved, if moving enemy goons.