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04

SPELL

COUNTER

Attack Phase: 3

Roll a **d12** die and record the value as your *Ingenuity*.

Make an attack roll. Describe the counter spell that you cast to add your *Ingenuity* to your attack rolls. If you fail with **Hope**, you may attack again.

*Study your opponent and prepare a counter spell that will give you the upper hand.*

 Gemini

Daggerheart™ Compatible. Terms at [Daggerheart.com](https://Daggerheart.com) 

