



GUILD MAGE

7
COST

5
DF

6
SP

5
WP

2
SZ

Minion (3), Living, Versatile



Aegis: Once per activation. This model may reduce damage dealt to it by 1.

Glory to the Guild: When this model activates, it may discard a card or drain a ♦. If it does so, a friendly model within 6" heals 2.

GUILD MAGE

Attack Actions Rg Skl Rst TN Dmg

Rule of Law	†8"	6	Wp	-	2
--------------------	-----	---	----	---	---

This model may remove a marker within 2" of the target to deal +1 damage.

• **Ember:** Target gains a **Burning** token.

• **Spellbind:** When resolving, this action ignores ♦ abilities.

Disillusion	†6"	6	Wp	-	-
--------------------	-----	---	----	---	---

Move the target up to its **Sp**.

• **Advance:** Move this model 4" toward the target.

• **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

Tactical Actions Rg Skl Rst TN Dmg

Healing Energy	8"	0	-	4	-
-----------------------	----	---	---	---	---

Target heals 2. For each raise this action receives, the target heals an additional +2.

• **Defensive Reflexes:** This model gains a **Shielded** token.

• **Knock Aside:** Move the target up to 3".