

 7
COSTM
GUILD MAGE5
DF6
SP5
WP2
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
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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	-	-
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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	-
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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".