



7
COST

GUILD MAGE

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
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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
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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".