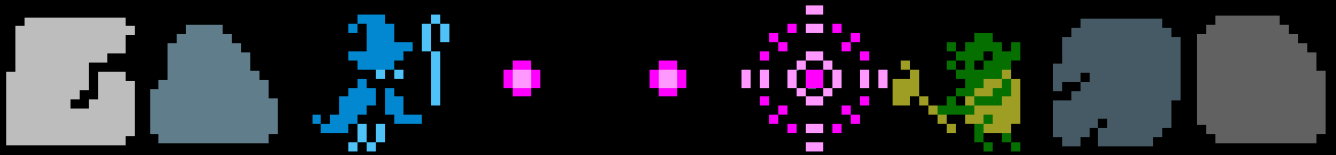




魔法 ウィザード



Spellbook

Build: Sept 10, 2021
Ver. 1.0

Death Bolt



Dark
Sorcery
Conjuration

Level 1
Range 8
Charges: 18/18

Deals 9 dark damage to one target.

Slain living units are raised as skeletons.

Raised skeletons have max HP equal to that of the slain unit, and deal 5 physical damage in melee.

Skeletons of flying units can fly.

Upgrades:
3 - Damage
2 - Max Charges
3 - Minion Damage
2 - Withering
7 - Soul Battery

Lightning Bolt



Lightning
Sorcery

Level 1
Range 10
Charges: 18/18

Deals 12 lightning damage in a beam.

Upgrades:
3 - Damage
2 - Range
2 - Max Charges
3 - Channeling
6 - Judgement Bolt
6 - Energy Bolt

Poison Sting



Nature
Sorcery

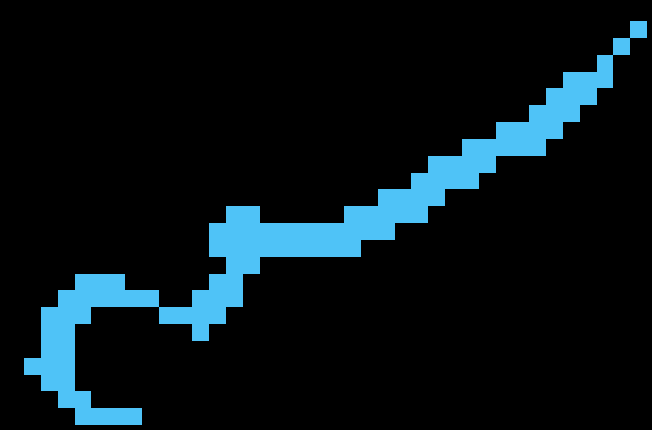
Level 1
Range 12
Charges: 20/20

Deal 9 physical damage to target unit.

That unit is poisoned for 30 turns.

Poisoned units take 1 poison damage each turn.

Upgrades:
4 - Range
3 - Max Charges
2 - Duration
2 - Acidity



Fireball



Fire
Sorcery

Level 1
Range 8
Charges: 18/18

Deals 9 fire damage to units in a 2 tile burst.

Upgrades:
3 - Radius
2 - Damage
2 - Max Charges
1 - Range
3 - Chaos Ball
4 - Energy Ball
5 - Ash Ball

Icicle



Ice
Sorcery

Level 1
Range 9
Charges: 22/22

Deal 6 physical damage to the target.

Then, deal 6 ice to the target and a 1 tile area around it.

Upgrades:
2 - Freezing
2 - Radius
3 - Damage
3 - Icicle Harvest

Magic Missile



Arcane
Sorcery

Level 1
Range 12
Charges: 20/20

Deal 11 arcane damage to the target.

Upgrades:
2 - Max Charges
3 - Damage
1 - Range
1 - Shield Burn
4 - Slaughter Bolt
4 - Holy Bolt
6 - Disruption Bolt

Wolf



Nature
Conjuration

Level 1
Range 5
Charges: 12/12

Summon a wolf.

The wolf has 11 HP.

The wolf has a melee attack which deals 5 physical damage.

Upgrades:
3 - Pounce
1 - Minion Damage
3 - Minion Health
3 - Blood Hound
3 - Ice Hound
6 - Clay Hound
8 - Wolf Pack

Annihilate

Sorcery
Chaos



Level 2
Range 6
Charges: 8/8

Deals **16 fire** damage,
16 lightning damage,
and 16 physical damage
to the target.

Upgrades:

- 3 - Cascade
- 1 - Dark Annihilation
- 1 - Arcane Annihilation
- 2 - Max Charges

Boiling Blood

Fire
Nature
Enchantment



Level 2
Charges: 9/9

All allied units gain
6 damage to their fire
and physical abilities.

Lasts **7 turns**.

Upgrades:

- 3 - Extra Damage
- 2 - Duration
- 3 - Holy Fury
- 3 - Dark Fury

Chaos Barrage

Sorcery
Chaos



Level 2
Range 7
Charges: 8/8

Fire **8 bolts** of
chaotic energy at
random units in a cone.

Each bolt randomly
deals **9 fire**,
9 lightning, or
9 physical damage.

Upgrades:

- 1 - Max Charges
- 5 - Damage
- 4 - Extra Bolts

Fan of Flames

Fire
Sorcery



Level 2
Range 5 (Ignores LOS)
Charges: 18/18

Deal **9 fire** damage to
all units in a cone.

This spell can be
channeled for up to
10 turns. The effect
is repeated each turn
the spell is channeled.

Upgrades:

- 3 - Damage
- 3 - Range
- 3 - Max Charges

Healing Light

Holy
Sorcery



Level 2
Charges: 10/10

Heal all allies in
line of sight for
25 health.

Upgrades:

- 1 - Heal
- 2 - Max Charges
- 2 - Shielding Light

Healing Light

Holy
Sorcery



Level 2
Charges: 10/10

Heal all allies in
line of sight for
25 health.

Upgrades:

- 1 - Heal
- 2 - Max Charges
- 2 - Shielding Light

Invoke Savagery

Nature
Sorcery



Level 2
Charges: 11/11

Each living ally
attacks a random enemy
unit in melee range.

The attack deals
14 physical damage and
inflicts **2 turns** of
stun.

Upgrades:

- 2 - Damage
- 2 - Duration

Melt

Fire
Sorcery



Level 2
Range 6
Charges: 15/15

Target unit takes
22 fire damage and
loses 100 physical
resist.

Upgrades:

- 2 - Damage
- 1 - Max Charges
- 3 - Ice Penetration

Petrify

Arcane
Enchantment



Level 2
Range 8
Charges: 10/10

Inflict petrify on the
target for **10 turns**.

Petrified units cannot
act.

Petrified units gain
100 ice resist.

Petrified units gain
100 lightning resist.

Petrified units gain
75 physical resist.

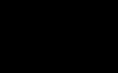
Petrified units gain
75 fire resist.

Upgrades:

- 1 - Max Charges
- 3 - Glassify

Thunder Strike

Lightning
Sorcery



Level 2
Range 10
Charges: 9/9

Deal **24 lightning**
damage to the target.

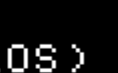
Stun all enemies in a
2 tile burst around
the target.

Upgrades:

- 2 - Duration
- 3 - Blindcasting
- 4 - Damage
- 2 - Storm Power
- 4 - Heaven Strike

Toxin Burst

Nature
Dark
Sorcery



Level 2
Range 12 (Ignores LOS)
Charges: 10/10

Deal **1 poison** damage
and inflict **poison** on
all units in a **4 tile**
radius for **20 turns**.

Poisoned units take 1
poison damage each
turn.

Upgrades:

- 1 - Duration
- 2 - Radius
- 3 - Damage

Blazerip

Fire
Arcane
Sorcery



Level 2
Range 6 (Ignores LOS)
Charges: 8/8

Deals **12 arcane** and
12 fire damage in a
7 tile line
perpendicular to the
caster.

Melts walls in the
affected area.

Upgrades:

- 2 - Damage
- 2 - Radius

Chain Lightning

Lightning
Sorcery



Level 2
Range 9
Charges: 8/8

Fire an arcing bolt of
electricity dealing
8 lightning damage.

The bolt repeatedly
arcs to new targets
within the cascade
range.

Each arc deals damage
to all units along a
beam.

The bolt can arc up to
4 tiles, and cannot
pass through walls.

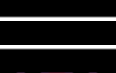
The bolt terminates
when it cannot arc to
any new targets.

Upgrades:

- 4 - Cascade Range
- 3 - Damage
- 3 - Cloud Conductance
- 6 - Lightning Shield

Disperse

Arcane
Sorcery
Translocation



Level 2
Range 6
Charges: 15/15

Teleport all units in
a **3 tile** radius to
random locations

The caster is
unaffected.

Upgrades:

- 2 - Radius
- 2 - Max Charges

Freeze

Ice
Enchantment



Level 2
Range 8
Charges: 20/20

Target unit is **frozen**
for **5 turns**.

Frozen units cannot
act. Frozen units
unfreeze upon taking
fire or physical
damage.

Upgrades:

- 3 - Duration

Hollow Flesh

Dark
Enchantment



Level 2
Range 6
Charges: 9/9

Curse a group of units
with the essence of
undeath.

Affected units become
undead and lose **living**.

Affected units lose
25% of their max HP.

Affected units lose
100 holy resist.

Affected units gain
100 dark resist.

Affected units cannot
be healed.

Upgrades:

- 2 - Max Health Loss
- 2 - Max Charges
- 2 - Fire Vulnerability

Hungry Maw

Arcane
Conjuration



Level 2
Range 7
Charges: 6/6

Summons a hungry maw.

The maw has **8 HP**, **1 SH**,
floats, and is
stationary.

The maw has a
9 physical damage
attack, which pulls
enemies towards it,
with a range of
7 tiles.

The maw vanishes after
15 turns.

Upgrades:

- 3 - Shields
- 2 - Minion Range
- 5 - Minion Damage
- 1 - Range

Regeneration Aura

Nature
Enchantment



Level 2
Charges: 4/4

Each turn for **8 turns**,
all allied units in a
10 tile radius are
healed for **4 HP**.

Upgrades:

- 2 - Heal
- 1 - Duration
- 4 - Global

Soul Swap

Dark
Sorcery
Translocation



Level 2
Range 50 (Ignores LOS)
Charges: 9/9

Swap places with a
friendly **undead** unit.

Upgrades:

- 2 - Forced Transfer
- 2 - Max Charges

Toxic Spores

Nature
Conjuration



Level 2
Range 8
Charges: 16/16

Summons **2** mushbooms.

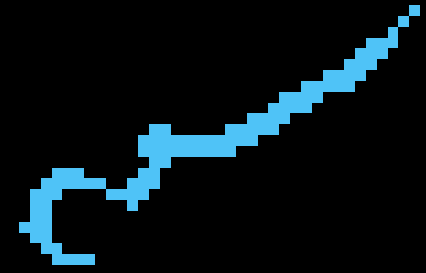
Mushbooms have **11 HP**.

Mushbooms have a
ranged attack dealing
1 poison damage and
inflicting **4 turns** of
poison.

Mushbooms inflict
12 turns of **poison** on
units in melee range
when they die.

Upgrades:

- 3 - Num Summons
- 2 - Grey Mushbooms
- 5 - Red Mushroom
- 6 - Glass Mushroom



Level 3

Aether Swap

Arcane
Sorcery
Translocation

Level 3
Range 7
Charges: 8/8

Swap places with target unit.

That unit takes 16 arcane damage.

Cannot target arcane immune units.

Upgrades:
2 - Blindcasting
1 - Range
3 - Max Charges

Blinding Light

Holy
Sorcery

Level 3
Charges: 4/4

Blind all units in line of sight of the caster for 4 turns.

Blind units have all their spell ranges reduced to 1. Deals 5 holy damage to affected undead and demon units.

Upgrades:
4 - Damage
2 - Duration
2 - Dark Units

Choir of Angels

Holy
Conjuration

Level 3
Range 7
Charges: 5/5

Summons a choir of 3 angelic singers.

The singers have 10 HP, 1 SH, 50% resistance to fire and holy damage, and 100% resistance to dark damage.

The angels can sing, dealing 2 fire and 2 holy damage to all undead, demon, and dark units in a 5 tile radius. Living and holy units in the song's radius are healed for 1 HP.

The angels vanish after 10 turns.

Upgrades:
2 - Shields
4 - Num Summons
2 - Minion Duration
3 - Heal

Death Chill

Ice
Dark
Enchantment

Level 3
Range 8
Charges: 12/12

Deal 11 dark damage to the target each turn for 5 turns.

If the target dies during this time, deals 11 ice damage and inflicts frozen for 5 turns on all enemies within a 3 tiles radius.

Frozen units cannot act. Frozen units unfreeze upon taking fire or physical damage.

Upgrades:
2 - Radius
2 - Damage
3 - Duration

Dominate

Arcane
Enchantment

Level 3
Range 5
Charges: 4/4

Target enemy unit with 40 HP or lower becomes your minion.

Upgrades:
3 - Max Charges
2 - HP Threshold
4 - Brute Force

Earthquake

Nature
Sorcery

Level 3
Charges: 4/4

Invoke an earthquake with a 7 tile radius.

Each tile in the area has a 50% chance to be affected.

Units on affected tiles take 21 physical damage.

Walls on affected tiles are destroyed.

Upgrades:
3 - Radius
3 - Damage
2 - Safety

Eye of Ice

Ice
Enchantment
Eye

Level 3
Charges: 4/4

Every 3 turns, deals 15 ice damage to a random enemy unit in line of sight.

Lasts 30 turns.

Upgrades:
1 - Shot Cooldown
1 - Duration
2 - Damage

Eye of Rage

Nature
Enchantment
Eye

Level 3
Charges: 4/4

Every 3 turns, inflict berserk on a random enemy unit in line of sight for 2 turns.

Lasts 20 turns.

Upgrades:
1 - Shot Cooldown
1 - Duration
5 - Lycanthropy

Flame Gate

Fire
Conjuration
Enchantment

Level 3
Charges: 4/4

Whenever you cast a fire spell, summon a fire elemental at the target of that spell.

Fire elementals have 22 HP, 100 fire resist, 50 physical resist, and -50 ice resist.

Fire elementals have an attack which deals 7 fire damage with a 4 tile range.

Fire elementals vanish after 9 turns.

This effect lasts until you fail to cast a fire spell.

Upgrades:
2 - Minion Range
2 - Minion Duration
4 - Minion Damage

Ghostball

Dark
Sorcery
Conjuration

Level 3
Range 5
Charges: 6/6

Deal 11 dark damage to enemy units in a 1 tile radius.

Summon ghosts at empty tiles in the radius.

Ghosts have 4 HP, fly, 100 physical resist, 50 dark resist, and passively blink.

Ghosts have a melee attack which deals 1 dark damage.

The ghosts vanish after 14 turns.

Upgrades:
3 - Radius
3 - Minion Duration
3 - Minion Damage
4 - Ghost King
4 - Ghost Mass

Glass Orb

Arcane
Conjuration
Orb

Level 3
Range 9 (Ignores LOS)
Charges: 4/4

Summon a glass orb next to the caster.

Each turn the orb inflicts classify on enemy units in a 3 tile area.

Classified units cannot act.

Classified units gain -100 physical resist.

Classified units gain 100 ice resist.

Classified units gain 100 lightning resist.

Classified units gain 75 fire resist.

The orb has no will of its own, each turn it will float one tile towards the target.

The orb can be destroyed by physical damage.

Upgrades:
2 - Duration
3 - Range
1 - Shielding
3 - Radius

Iceball

Ice
Sorcery

Level 3
Range 7
Charges: 11/11

Deals 14 ice damage in a 2 tile burst.

Damaged units are frozen for 3 turns.

Upgrades:
2 - Radius
2 - Duration
2 - Damage
6 - Ice Crush

Mystic Power

Arcane
Enchantment

Level 3
Charges: 7/7

All other spells gain 7 damage.

Lasts 8 turns.

Upgrades:
2 - Duration
4 - Damage Bonus
4 - Intensity

Nightmare Aura

Arcane
Dark
Enchantment

Level 3
Charges: 2/2

Each turn, randomly deals 2 arcane or 2 dark damage to each enemy in a 7 tile radius.

This damage is fixed, and cannot be increased using shrines, skills, or buffs.

Lasts 30 turns.

Upgrades:
2 - Radius
1 - Duration
2 - Max Charges
3 - Dark Dream
3 - Electric Dream
3 - Fever Dream

Prison of Thorns

Nature
Conjuration

Level 3
Range 10
Charges: 6/6

Surround a group of enemies with carnivorous plants.

The plants have 7 HP and cannot move.

The plants have a melee attack which deals 3 physical damage.

The plants vanish after 15 turns.

Upgrades:
2 - Minion Damage
3 - Minion Health
3 - Iron Prison
6 - Icy Prison

Protect Minions

Nature
Conjuration
Enchantment

Level 3
Charges: 5/5

All allied units gain 50 physical resist, 50 fire resist, and 50 lightning resist.

Lasts 10 turns.

Upgrades:
2 - Resist
2 - Duration
2 - Resist Arcane

Shrapnel Blast

Fire
Sorcery

Level 3
Range 7 (Ignores LOS)
Charges: 6/6

Detonate target wall tile.

Enemies adjacent to the wall tile take 12 fire damage.

The explosion fires 16 shards at random tiles in a 4 tile burst.

Each shard deals 12 physical damage.

Upgrades:
3 - More Shrapnel
2 - Puncturing Blast
7 - Magnetized Shards

Touch of Death

Dark
Sorcery

Level 3
Melee Range
Charges: 9/9

Deal 200 dark damage to one unit in melee range.

Upgrades:
1 - Arcane Damage
1 - Fire Damage
1 - Physical Damage
2 - Touch of the Raven
4 - Touch of the Vampire
6 - Touch of the Reaper

Void Orb

Arcane
Conjuration
Orb

Level 3
Range 9 (Ignores LOS)
Charges: 4/4

Summon a void orb next to the caster.

The orb melts through walls along the way, and deals 8 arcane damage each turn to all adjacent units.

The orb has no will of its own, each turn it will float one tile towards the target.

The orb can be destroyed by arcane damage.

Upgrades:
5 - Red Dwarf
2 - Range
3 - Minion Damage
2 - Void Walk

Amplify Venom

Nature
Enchantment

Level 3
Charges: 8/8

All poisoned enemies lose 100 poison resist for 10 turns.

Upgrades:
3 - Resistance Debuff
1 - Duration
2 - Max Charges
2 - Spread Poison

Basilisk Armor

Nature
Arcane
Enchantment

Level 3
Charges: 4/4

Whenever an enemy unit targets you with a spell or attack, that unit is petrified for 2 turns.

Lasts 10 turns.

Upgrades:
1 - Max Charges
1 - Duration

Blink

Arcane
Sorcery
Translocation

Level 3
Range 5
Charges: 6/6

Teleport to target tile

Upgrades:
2 - Blindcasting
3 - Range
2 - Max Charges
4 - Lightning Blink
4 - Dark Blink

Combust Poison

Fire
Nature
Sorcery

Level 3
Charges: 9/9

Consume all poison on enemy units.

Deal fire damage in an 2 tile burst around each affected enemy equal to 1x the amount of poison consumed.

Upgrades:
3 - Radius
2 - Max Charges
4 - Multiplier

Darkness

Dark
Enchantment

Level 3
Charges: 3/3

Each turn, blind all units for 1 turn.

Blind units have all their spell ranges reduced to 1. Demon and undead units are unaffected.

Lasts 5 turns

Upgrades:
2 - Duration
3 - Max Charges

Devour Mind

Arcane
Dark
Sorcery

Level 3
Range 4 (Ignores LOS)
Charges: 7/7

Deal 25 arcane to an enemy unit.

Then, if the target is under 50% HP, deal it an additional 25 dark damage.

Can only target living units.

Upgrades:
3 - Damage
4 - Spirit Eater
2 - Gluttony

Earthen Sentinel

Nature
Conjuration

Level 3
Range 5
Charges: 5/5

Summon an Earth Elemental.

Earth elementals have 120 HP, 50 physical resist, 50 fire resist, 50 lightning resist, and cannot move.

Earth elementals have a melee attack which deals 20 physical. The elemental vanishes after 15 turns.

Upgrades:
3 - Minion Damage
3 - Minion Health
6 - Earthquake Totem
5 - Stinging Totem
7 - Holy Totem

Eye of Fire

Fire
Enchantment
Eye

Level 3
Charges: 4/4

Every 3 turns, deals 15 fire damage to a random enemy unit in line of sight.

Lasts 30 turns.

Upgrades:
1 - Shot Cooldown
1 - Duration
2 - Damage

Eye of Lightning

Lightning
Enchantment
Eye

Level 3
Charges: 4/4

Every 3 turns, deals 15 lightning damage to a random enemy unit in line of sight.

Lasts 30 turns.

Upgrades:
1 - Shot Cooldown
1 - Duration
2 - Damage

Flame Burst

Fire
Sorcery

Level 3
Charges: 6/6

Deal 35 fire damage in a 6 tile burst around the caster.

Upgrades:
2 - Radius
3 - Damage
2 - Max Charges
4 - Melting Flame
5 - Bright Flame
7 - Spreading Flame

Frostfire Hydra

Fire
Ice
Conjuration
Dragon

Level 3
Range 5
Charges: 7/7

Summon a frostfire hydra.

The hydra has 16 HP, and is stationary.

The hydra has a beam attack which deals 7 fire damage with a 9 tile range.

The hydra has a beam attack which deals 7 ice damage with a 9 tile range.

The hydra vanishes after 15 turns.

Upgrades:
2 - Minion Range
2 - Minion Duration
4 - Minion Damage

Giant Bear

Nature
Conjuration

Level 3
Range 5
Charges: 3/3

Summon a giant bear.

The bear has 65 HP.

The bear has a melee attack which deals 10 physical damage.

Upgrades:
2 - Minion Health
4 - Minion Damage
3 - Max Charges
3 - Minion Attacks
4 - Armored Bear
4 - Venom Bear
5 - Blood Bear

Holy Armor

Holy
Enchantment

Level 3
Charges: 6/6

Gain 50 physical resist.

Gain 50 fire resist.

Gain 50 lightning resist.

Gain 50 dark resist.

Lasts 9 turns.

Upgrades:
3 - Duration
1 - Resist

Holy Fire

Fire
Holy
Sorcery

Level 3
Range 7
Charges: 7/7

Deal 22 fire damage in a vertical line and 22 holy damage in a horizontal line.

Stun demon and undead units in the affected area.

Upgrades:
3 - Duration
3 - Damage
2 - Radius

Lightning Halo

Lightning
Enchantment

Level 3
Charges: 5/5

Deal 15 lightning damage to all units in a 3 tile ring each turn.

Lasts 9 turns.

Upgrades:
1 - Radius
2 - Duration
2 - Damage
2 - Max Charges

Mystic Vision

Arcane
Enchantment

Level 3
Charges: 4/4

All other spells gain 5 range.

Lasts 8 turns.

Upgrades:
2 - Max Charges
2 - Duration
4 - Bonus
5 - Vision Aura

Pain Mirror

Dark
Enchantment

Level 3
Charges: 5/5

Whenever you take damage, deal that much dark damage to all enemies in line of sight.

Lasts 10 turns.

Upgrades:
2 - Duration
2 - Max Charges

Plague of Filth

Nature
Dark
Conjuration

Level 3
Range 5
Charges: 5/5

Summon a group of 2 toads and fly swarms.

Toads have 12 HP.

Toads have a ranged tongue attack which deals 2 physical damage and pulls enemies towards it.

Toads can hop up to 4 tiles away.

Fly swarms have 6 HP, 75 dark resist, 75 physical resist, -50 ice resist, and can fly.

Fly swarms have a melee attack which deals 1 physical damage.

The summons vanish after 7 turns.

This spell can be channeled for up to 15 turns.

Upgrades:
4 - Num Summons
3 - Minion Duration
3 - Minion Damage
1 - Max Channel
2 - Serpent Plague

Seal Fate

Dark
Enchantment

Level 3
Range 8
Charges: 13/13

After 4 turns, deal 160 dark damage to target unit.

Upgrades:
1 - Range
2 - Blindcasting
2 - Damage
2 - Spreading Curse

Suspend Mortality

Dark
Holy
Enchantment

Level 3
Range 8 (Ignores LOS)
Charges: 8/8

Target allied unit gains the ability to reincarnate on death for 40 turns.


Upgrades:
2 - Lives

Underworld Passage

Dark
Sorcery
Translocation

Level 3
Range 99 (Ignores LOS)
Charges: 3/3

Level 4

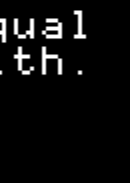
Arc Lightning
Lightning
Sorcery


Level 4
Range 8
Charges: 5/5

Lightning arcs to **3 enemies** visible from the target tile.

Each arc deals **16 lightning** damage to units in a beam.

Upgrades:
4 - Num Targets
4 - Damage
5 - Echo Flash

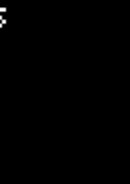
Bone Barrage
Dark
Sorcery


Level 4
Range 14
Charges: 7/7

Your summoned allies in line of sight of the target take physical damage equal to half their health.

Each affected ally deals that much physical damage to the target.

Upgrades:
6 - Bone Spears
5 - Cursed Bones

Call Seraph
Fire
Holy
Conjuration


Level 4
Range 4
Charges: 4/4

Summon a seraph.

Seraphim have **33 HP**, **3 SH**, and can fly.

Seraphim have a cleaving melee attack which deals **14 fire** and **14 lightning** damage.

The seraph vanishes after **14 turns**.

Upgrades:
4 - Minion Damage
2 - Minion Duration
3 - Moonblade
5 - Essence Aura
3 - Heal Aura
5 - Holy Fire Aura

Conductance
Lightning
Enchantment


Level 4
Range 5
Charges: 12/12

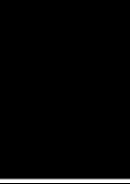
Curse an enemy with the essence of conductivity.

That enemy loses **50 lightning** resist.

Whenever you cast a **lightning** spell targeting that enemy, copy that spell.

Lasts **10 turns**.

Upgrades:
2 - Multicopy
2 - Resistance Debuff
2 - Max Charges

Death Gaze
Dark
Sorcery


Level 4
Charges: 10/10

Each allied unit deals **4 dark** damage to a random enemy in its line of sight.

Upgrades:
3 - Damage
2 - Max Charges
4 - Vampiric Gaze

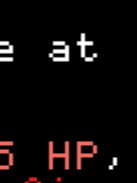
Dispersion Field
Arcane
Enchantment
Translocation


Level 4
Charges: 3/3

Each turn, teleport **3 enemies** in a **6 tile** radius to random locations on the map.

Lasts **7 turns**.

Upgrades:
2 - Num Targets
1 - Duration
4 - Max Charges

Fire Drake
Fire
Conjuration
Dragon


Level 4
Range 4
Charges: 2/2

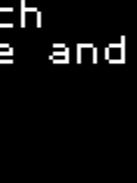
Summon a Fire Drake at target square.

Fire Drakes have **45 HP**, fly, and have **100 fire** resist.

Fire Drakes have a breath weapon which deals **9 fire** damage.

Fire Drakes have a melee attack which deals **8 physical** damage.

Upgrades:
3 - Minion Health
2 - Breath Damage
6 - Dragon Mage

Ice Drake
Ice
Conjuration
Dragon


Level 4
Range 4
Charges: 2/2


Summon an Ice Drake at target square.

Ice Drakes have **45 HP**, fly, and have **100 ice** resist.

Ice Drakes have a breath weapon which deals **8 ice** damage and **freezes** units.

Ice Drakes have a melee attack which deals **8 physical** damage.

Upgrades:
2 - Minion Health
2 - Freeze Duration
5 - Dragon Mage


Ice Vortex
Ice
Arcane
Sorcery


Level 4
Range 10 (Ignores LOS)
Charges: 6/6

Must target a frozen unit.

All enemy units in a **5 tile** radius are pulled towards that unit, **frozen** for **2 turns**, and dealt **11 arcane** and **11 ice** damage.

Upgrades:
3 - Damage
2 - Duration
2 - Radius

Lightning Form
Lightning
Enchantment


Level 4
Charges: 3/3

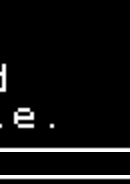
Whenever you cast a **lightning** spell, teleport to that spell's target.

Gain **100 lightning** resistance.

Gain **100 physical** resistance.

This effect ends the first turn that you fail to cast a **lightning** spell.

Upgrades:
2 - Max Charges

Orb Control
Sorcery
Orb


Level 4
Range 9 (Ignores LOS)
Charges: 11/11

Retarget all allied orbs to target tile.

Petrification Aura
Arcane
Enchantment


Level 4
Charges: 3/3

Each turn, inflict petrify on up to **3** unpetrified enemy units in a **7 tile** radius each turn.

Petrified units cannot act.

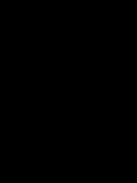
Petrified units gain **100 ice** resist.

Petrified units gain **100 lightning** resist.

Petrified units gain **75 physical** resist.

Petrified units gain **75 fire** resist. Lasts **7 turns**.

Upgrades:
3 - Petrify Duration
2 - Num Targets
2 - Duration
6 - Glassify

Searing Seal
Fire
Enchantment


Level 4
Charges: 6/6

Gain Seal of Searing.


Whenever an enemy takes **fire** damage, the seal gains that many charges.

When the seal expires, it deals **1 fire** damage to all enemies in line of sight for every 4 charges it has.

The seal lasts **6 turns**.

Recasting the spell will expire the current seal and create a new one.

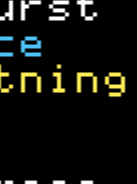
Upgrades:
2 - Max Charges
1 - Duration

Siphon Shields
Arcane
Enchantment


Level 4
Charges: 3/3

Steal up to **1 SH** from all units in line of sight.

Upgrades:
2 - Shield Burn
1 - Shield Steal

Storm Burst
Lightning
Ice
Sorcery


Level 4
Charges: 4/4

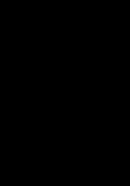
Unleashes a **5 tile** burst of storm energy.

Each tile in the burst takes either **21 ice** damage or **21 lightning** damage.

Units dealt ice damage are **frozen** for **3 turns**.

Units dealt lightning damage are stunned for **3 turns**.

Upgrades:
3 - Duration
2 - Cloud Nova
3 - Radius

The Restless Dead
Dark
Conjuration
Enchantment


Level 4
Charges: 3/3


Whenever a living enemy dies, raise it as a skeleton.

Raised skeletons have max HP equal to that of the slain unit, and deal **5 physical** damage in melee.

Skeletons of flying units can fly.

This effect lasts **15 turns**.

Upgrades:
3 - Minion Damage
2 - Duration
2 - Max Charges
3 - Junk Golems
5 - Elemental Spirits

Volcanic Eruption
Fire
Sorcery


Level 4
Range 10
Charges: 5/5

Create a **6 tile** burst of lava in a chasm.

The burst flows up to **3 tiles** out of the chasm.

The lava deals **46 fire** damage.

Upgrades:
3 - Flow Range
2 - Blindcasting
3 - Damage
4 - Wallcano

Wall of Ice
Ice
Conjuration


Level 4
Range 7
Charges: 6/6

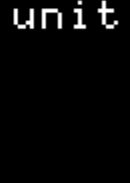
Summons a line of ice elementals with a length of **3 tiles**.

Ice elementals have **36 HP**, **50 physical** resist, **100 ice** resist, **-100 fire** resist, and cannot move.

Ice elementals have a ranged attack which deals **5 ice** damage at a range of up to **3 tiles**.

The elementals vanish after **15 turns**.

Upgrades:
2 - Radius
3 - Minion Range
3 - Minion Damage

Wheel of Death
Dark
Sorcery


Level 4
Charges: 5/5

Deal **200 dark** damage to a random enemy unit.

Upgrades:
4 - Max Charges
7 - Death Roulette

Blizzard
Ice
Nature
Enchantment


Level 4
Range 9
Charges: 4/4

Create a blizzard with a **4 tile** radius.

Each turn, units in the blizzard take **5 ice** damage, and have a **50% chance** to be **frozen**.

Frozen units cannot act. Frozen units unfreeze upon taking **fire** or physical damage. The blizzard lasts **5 turns**.

Upgrades:
2 - Damage
3 - Radius
2 - Duration
3 - Blindcasting

Call Archon
Lightning
Holy
Conjuration


Level 4
Range 5
Charges: 4/4

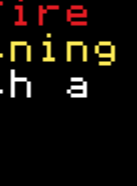
Summon an Archon.

Archons have **77 HP**, **3 SH**, and can fly.

Archons have beam attacks which deal **14 lightning** damage to enemies and shield allies.

The archon vanishes after **14 turns**.

Upgrades:
3 - Minion Range
4 - Minion Damage
2 - Minion Duration

Chimera Familiar
Conjuration
Chaos



Level 4
Range 5
Charges: 2/2

Summon a Chimera Familiar.

The chimera has **6 fire** damage and **6 lightning** damage attacks with a range of **4 tiles**.

The chimera mimics your casts of **fire** or **lightning** or **chaos** **sorcery** spells if the target is in range and line of sight.

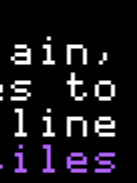
Upgrades:
2 - Minion Resists
3 - Max Charges
1 - Nature Mimicry
1 - Dark Mimicry
1 - Arcane Mimicry

Conjure Memories
Arcane
Conjuration


Level 4
Charges: 1/1

Regain a charge of each of your conjuration spells

Upgrades:
2 - Charges Regained
2 - Max Charges

Death Shock
Lightning
Dark
Sorcery


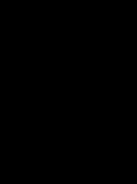
Level 4
Range 9
Charges: 9/9

Deal **17 lightning** damage and **17 dark** damage to the target.

If the target is slain, this effect bounces to a random enemy in line of sight up to **4 tiles** away.

Can hit up to **3 targets**.

Upgrades:
3 - Damage
2 - Cascade Range
4 - Infinite Cascades

Fiery Tormentor
Fire
Dark
Conjuration


Level 4
Range 7
Charges: 7/7

Summon a fiery tormentor.

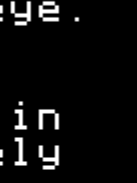
The tormentor has **34 HP**.

The tormentor has a burst attack dealing **7 fire** damage with a **4 tile** radius.

The tormentor has a lifeeal attack dealing **2 dark** damage with a **2 tile** radius.

The tormentor vanishes after **50 turns**.

Upgrades:
2 - Minion Damage
2 - Minion Health
3 - Radius
3 - Frostfire Tormentor
3 - Ghostfire Tormentor

Floating Eye
Arcane
Conjuration
Eye


Level 4
Range 5
Charges: 6/6

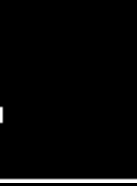
Summon a floating eye.

Floating eyes have **1 HP**, **4 SH**, float in place, and passively blink.

Floating eyes have no attacks of their own, but will cast any other eye spells you know upon being summoned.

Floating eyes vanish after **16 turns**.

Upgrades:
2 - Minion Duration
3 - Max Charges

Ice Orb
Ice
Conjuration
Orb


Level 4
Range 9 (Ignores LOS)
Charges: 5/5

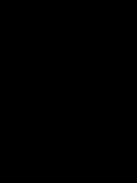
Summon an ice orb next to the caster.

Each turn the orb deals **7 ice** damage to enemy units in a **3 tile** radius.

Frozen units cannot act. Frozen units unfreeze upon taking **fire** or physical damage. The orb has no will of its own, each turn it will float one tile towards the target.

The orb can be destroyed by fire damage.

Upgrades:
3 - Freeze Chance
3 - Radius
2 - Minion Damage

Lightning Storm
Lightning
Nature
Enchantment


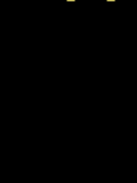
Level 4
Range 9
Charges: 4/4

Create a thunderstorm with a **4 tile** radius.

Each turn, each tile in the storm has a **50% chance** of taking **12 lightning** damage.

The storm lasts for **10 turns**.

Upgrades:
2 - Strikechance
3 - Blindcasting
2 - Radius
1 - Damage

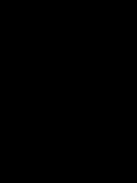
Permenance
Enchantment


Level 4
Charges: 4/4

Your spells and temporary summons last an extra **5 turns**.

This effect lasts **20 turns**.

Upgrades:
3 - Duration

Purity
Holy
Enchantment


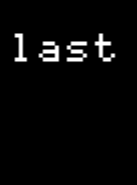
Level 4
Charges: 4/4

Lose all debuffs.

You cannot gain new debuffs.

Lasts **6 turns**.

Upgrades:
3 - Duration
3 - Max Charges

Pyrostatic Pulse
Fire
Lightning
Sorcery


Level 4
Range 8
Charges: 8/8

Deal **16 fire** damage in a beam.

Deal **16 lightning** damage to tiles adjacent to the beam.

Upgrades:
2 - Range
2 - Damage
2 - Max Charges

Sight of Blood
Nature
Enchantment


Level 4
Range 10
Charges: 3/3

Must target a damaged living unit.


The target is stunned for **4 turns**.

Stunned units cannot act.

All living units in line of sight of the target go **berserk** for **4 turns**.

Berserk units are hostile to all other units. They will attack and be attacked by their allies.

Upgrades:
3 - Duration
2 - Demon Frenzy
2 - Blindcasting

Storm Drake
Lightning
Conjuration
Dragon


Level 4
Range 4
Charges: 2/2

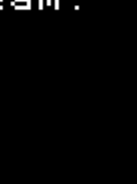
Summon a storm drake at target square.

Storm drakes have **45 HP**, fly, and have **100 lightning** resist.

Storm drakes have a breath weapon which creates storm clouds that deal **10 lightning** damage.

Storm drakes have a melee attack which deals **8 physical** damage.

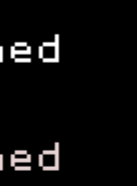
Upgrades:
2 - Minion Health
2 - Cloudform
2 - Drake Swap
2 - Dragon Mage

Void Beam
Arcane
Sorcery


Level 4
Range 15 (Ignores LOS)
Charges: 7/7

Deal **25 arcane** damage and destroy walls in a beam.

Upgrades:
3 - Damage
2 - Range
2 - Max Charges

Void Drake
Arcane
Conjuration
Dragon


Level 4
Range 4
Charges: 2/2

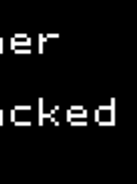
Summon a Void Drake at target square.

Void Drakes have **45 HP**, fly, and have **100 arcane** resist.

Void Drakes have a breath weapon which deals **8 arcane** damage and melts walls.

Void Drakes have a melee attack which deals **8 physical** damage.

Upgrades:
2 - Minion Health
3 - Shields
5 - Dragon Mage
4 - Essence Drake

Watcher Form
Lightning
Arcane
Enchantment


Level 4
Charges: 5/5

Each turn, fire a lightning bolt at the farthest enemy in line of sight dealing **40 lightning** damage in a beam.

You cannot move or cast spells.

Gain **100 physical** resist.


Gain **100 fire** resist.

Gain **100 lightning** resist.

Gain **100 poison** resist.

Lasts **5 turns**.

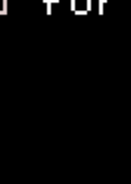
Upgrades:
3 - Damage
2 - Max Charges
1 - Duration

Wheel of Death
Dark
Sorcery


Level 4
Charges: 5/5

Deal **200 dark** damage to a random enemy unit.

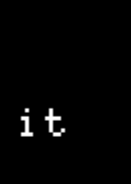
Upgrades:
4 - Max Charges
7 - Death Roulette

Wheel of Death
Dark
Sorcery


Level 4
Charges: 5/5

Deal **200 dark** damage to a random enemy unit.

Upgrades:
4 - Max Charges
7 - Death Roulette

Wheel of Death
Dark
Sorcery


Level 4
Charges: 5/5

Deal **200 dark** damage to a random enemy unit.

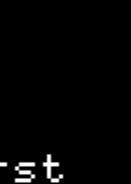
Upgrades:
4 - Max Charges
7 - Death Roulette

Wheel of Death
Dark
Sorcery


Level 4
Charges: 5/5

Deal **200 dark** damage to a random enemy unit.


Upgrades:
4 - Max Charges
7 - Death Roulette

Wheel of Death
Dark
Sorcery


Level 4
Charges: 5/5

Deal **200 dark** damage to a random enemy unit.


Upgrades:
4 - Max Charges
7 - Death Roulette

Wheel of Death
Dark
Sorcery


Level 4
Charges: 5/5

Deal **200 dark** damage to a random enemy unit.

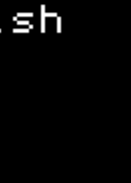
Upgrades:
4 - Max Charges
7 - Death Roulette

Wheel of Death
Dark
Sorcery


Level 4
Charges: 5/5

Deal **200 dark** damage to a random enemy unit.

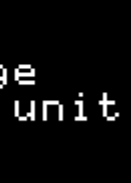
Upgrades:
4 - Max Charges
7 - Death Roulette

Wheel of Death
Dark
Sorcery


Level 4
Charges: 5/5

Deal **200 dark** damage to a random enemy unit.

Upgrades:
4 - Max Charges
7 - Death Roulette

Wheel of Death
Dark
Sorcery


Level 4
Charges: 5/5

Deal **200 dark** damage to a random enemy unit.

Upgrades:
4 - Max Charges
7 - Death Roulette

Ball Lightning

Lightning
Conjuration
Orb



Level 5
Range 9 (Ignores LOS)
Charges: 4/4

Summon a lightning orb next to the caster.

Each turn the orb fires 3 beams of electricity at random enemy units in line of sight. The beams deal 6 lightning damage.

The orb has no will of its own, each turn it will float one tile towards the target.

The orb can be destroyed by lightning damage.

Upgrades:
3 - Num Targets
2 - Range
5 - Minion Damage
1 - Magnetic Pulse

Cantrip Cascade

Arcane
Sorcery



Level 5
Range 7
Charges: 3/3

Cast each of your level 1 sorcery spells on each enemy in a cone.

Upgrades:
2 - Max Charges
3 - Range

Death Cleave

Arcane
Dark
Enchantment



Level 5
Charges: 4/4

Whenever a spell you cast kills its primary target, that spell is recast on a randomly selected nearby valid enemy target up to 4 tiles away.

This process repeats until the target survives the spell, or there are no nearby valid targets.

Lasts 2 turns.

Upgrades:
3 - Cascade Range
3 - Duration
2 - Max Charges

Flock of Eagles

Nature
Holy
Conjuration



Level 5
Charges: 2/2

Summons 4 eagles near the caster.

Eagles have 18 HP and can fly.

Eagles have a melee attack which deals 6 physical damage.

Upgrades:
4 - Dive Attack
3 - Num Summons
4 - Shields
4 - Thunderbirds

Ice Phoenix

Ice
Holy
Conjuration



Level 5
Range 5
Charges: 1/1

Summon an ice phoenix.

The phoenix has 74 HP, flies, and reincarnates once upon death.

The phoenix has a ranged attack which deals 9 ice damage with a 4 tile range.

When the phoenix dies, it explodes in a 6 tile burst, dealing 25 ice damage to enemies and granting 2 SH to allies.

Upgrades:
3 - Reincarnations
2 - Minion Damage

Pillar of Fire

Fire
Holy
Sorcery



Level 5
Range 10 (Ignores LOS)
Charges: 2/2

Deal 50 fire in a 1 tile burst.

Deal double damage to the center tile.

Upgrades:
3 - Radius
2 - Damage
2 - Max Charges
3 - Channeling

Ring of Spiders

Nature
Conjuration



Level 5
Range 8
Charges: 2/2

Summons a ring of giant spiders at the target, surrounded by a ring of webs.

Units blocking the spider ring are poisoned for 10 turns, creatures blocking the web ring are stunned for 1 turn.

Giant spiders have 14 HP and spin webs.

Giant spiders have a melee attack which deals 2 physical and inflicts 5 turns of poison.

Webs stun non spider units which step on them for 1 turn.

Poisoned units take 1 poison damage each turn. Stunned units cannot act.

Upgrades:
3 - Damage
2 - Minion Health
6 - Aether Spiders

Soul Tax

Dark
Holy
Sorcery



Level 5
Range 4
Charges: 4/4

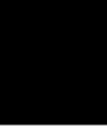
Deal damage to target unit equal to one third of its health as holy damage, and then one third of its remaining health as dark damage.

Heal the caster for the total amount of damage dealt.

Upgrades:
4 - Max Charges
2 - Range
2 - Arcane Taxation

Teleport

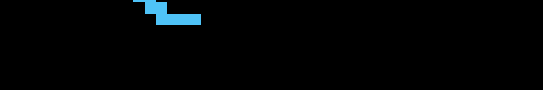
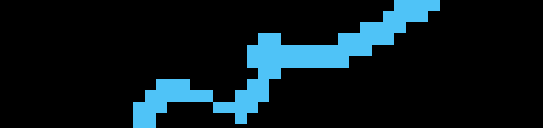
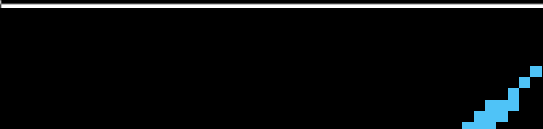
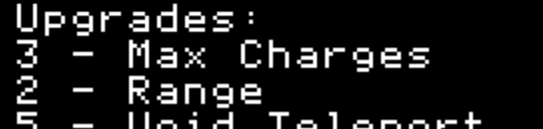
Arcane
Sorcery
Translocation



Level 5
Range 15 (Ignores LOS)
Charges: 1/1

Teleport to target tile

Upgrades:
3 - Max Charges
2 - Range
5 - Void Teleport



Hungry Maw

Arcane
ConjurationLevel 2
Range 7
Charges: 6/6

Summons a hungry maw.

The maw has 8 HP, 1 SH, floats, and is stationary.

The maw has a 9 physical damage attack, which pulls enemies towards it, with a range of 7 tiles.

The maw vanishes after 15 turns.

Upgrades:
3 - Shields
2 - Minion Range
5 - Minion Damage
1 - Range

Gold Drake

Holy
Conjuration
DragonLevel 6
Range 4
Charges: 2/2

Summon a Gold Drake.

Gold drakes have 45 HP, 100 holy resist, and can fly.

Gold drakes have a breath weapon which deals 9 holy damage to enemies and heals allies for 9 HP.

Gold drakes have a melee attack which deals 8 physical damage

Upgrades:
2 - Minion Health
4 - Breath Damage
6 - Dragon Mage
2 - Golden Crusade

Heaven's Wrath

Lightning
Holy
SorceryLevel 6
Charges: 4/4

Deal 22 lightning damage and 22 holy damage to 3 units with the highest current HP.

Does not target friendly units or gates.

Upgrades:
3 - Culling
3 - Damage
3 - Stun Duration

Imp Swarm

Conjuration
Enchantment
ChaosLevel 6
Charges: 3/3

Each turn, summon 2 imps near the caster.

Imps have 5 HP and can fly.

Imps have a ranged attack dealing 4 damage with a 3 tile range.

Each imp is either a fire, iron, or spark imp.

The imps each last 11 turns, and this effect lasts 5 turns.

Upgrades:
3 - Minion Range
2 - Num Summons
2 - Minion Duration
4 - Minion Damage
6 - Metal Swarm
5 - Dark Swarm
7 - Mega Swarm

Mystic Memory

Arcane

Level 6
Charges: 1/1

Regain all charges of a random other spell which currently has no remaining charges.

Upgrades:
2 - Max Charges

Searing Orb

Fire
Conjuration
OrbLevel 6
Range 9 (Ignores LOS)
Charges: 3/3

Summon a searing orb next to the caster.

The orb deals 3 fire damage each turn to all units in line of sight.

The caster is immune to this damage.

The orb has no will of its own, each turn it will float one tile towards the target.

The orb can be destroyed by ice damage.

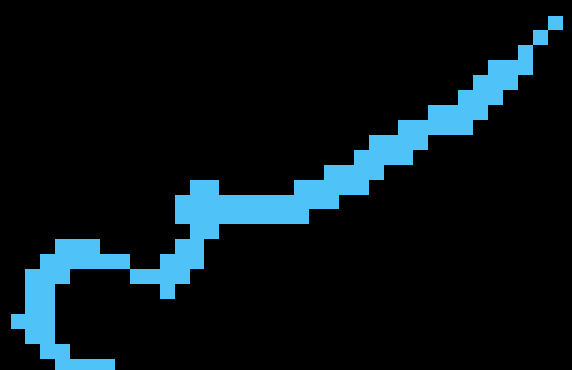
Upgrades:
2 - Range
4 - Matter Melting

Twilight Gaze

Dark
Holy
EnchantmentLevel 6
Charges: 4/4

All enemies in line of sight lose 50 dark resist and 50 holy resist.

Lasts 10 turns.

Upgrades:
3 - Resistance Debuff
2 - Duration
3 - Arcane Gaze

Knightly Oath



Holy
Conjuration

Level 7
Charges: 2/2

Summon a void knight, a chaos knight, and a storm knight.

Each knight has 90 HP, various resistances, and an arsenal of unique magical abilities.

The caster takes 40 holy damage whenever a knight dies.

Upgrades:
5 - Void Court
5 - Storm Court
5 - Chaos Court
3 - Max Charges

Multicast



Arcane
Enchantment

Level 7
Charges: 3/3

Whenever you cast a sorcery spell, copy it.

Lasts 3 turns

Upgrades:
4 - Copies
3 - Duration
2 - Max Charges

Word of Chaos



Word
Chaos

Level 7
Charges: 1/1

Stun each enemy for 6 turns and teleport them to random tiles.

Deal 45 lightning damage to all fire enemies.

Deal 45 fire damage to all lightning enemies.

Each enemy construct loses all physical resist and takes 45 physical damage.

Upgrades:
2 - Max Charges
2 - Damage

Word of Madness



Dark
Word
Chaos

Level 7
Charges: 1/1

Berserk all units except the caster for 5 turns.

Deal dark damage to all construct units equal to half their current HP.

Fully heal all demon units.

Upgrades:
2 - Max Charges
5 - Duration

Meteor Shower



Fire
Sorcery

Level 7
Range 50 (Ignores LOS)
Charges: 1/1

Rains 7 meteors down on random tiles in a 7 tile radius each turn.

Meteors deal 23 physical damage, destroy walls, and inflict stun for 2 turns.

Meteors also deal 23 fire damage in a 2 tile radius.

This spell can be channeled for up to 5 turns. The effect is repeated each turn the spell is channeled.

Upgrades:
4 - Num Targets
2 - Stun Duration
2 - Meteor Size
2 - Max Channel

Word of Beauty



Lightning
Holy
Word

Level 7
Charges: 1/1

Heal yourself and all living units fully.

Deal 25 lightning damage to demon and undead units.

Stun all arcane units for 7 turns.

Upgrades:
2 - Max Charges
1 - Damage

Word of Ice



Ice
Word

Level 7
Charges: 1/1

All non ice immune enemies under 50 HP are frozen for 5 turns.

Deals 50 ice damage to all fire units.

Upgrades:
3 - Duration
2 - Max Charges

Word of Undeath



Dark
Word

Level 7
Charges: 1/1

All undead units have their current and maximum HP doubled.

All other units except the caster lose half their current and maximum HP.

Upgrades:
2 - Max Charges