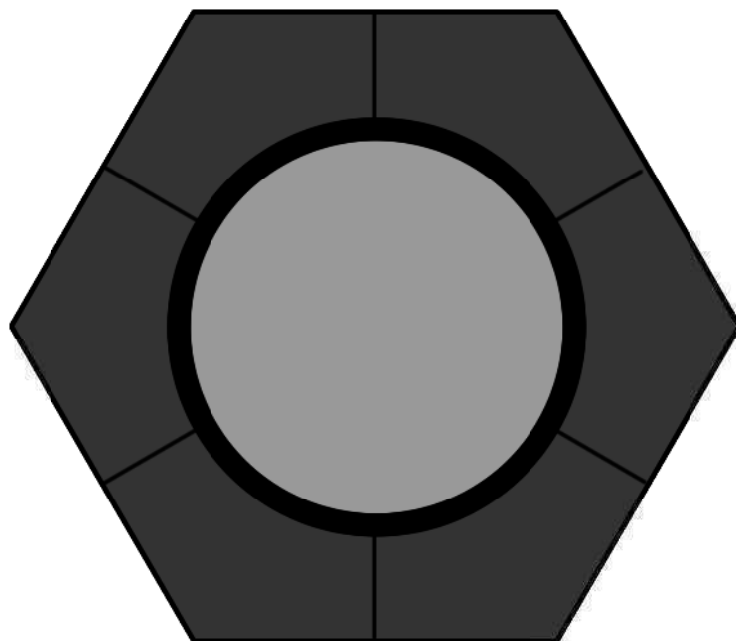
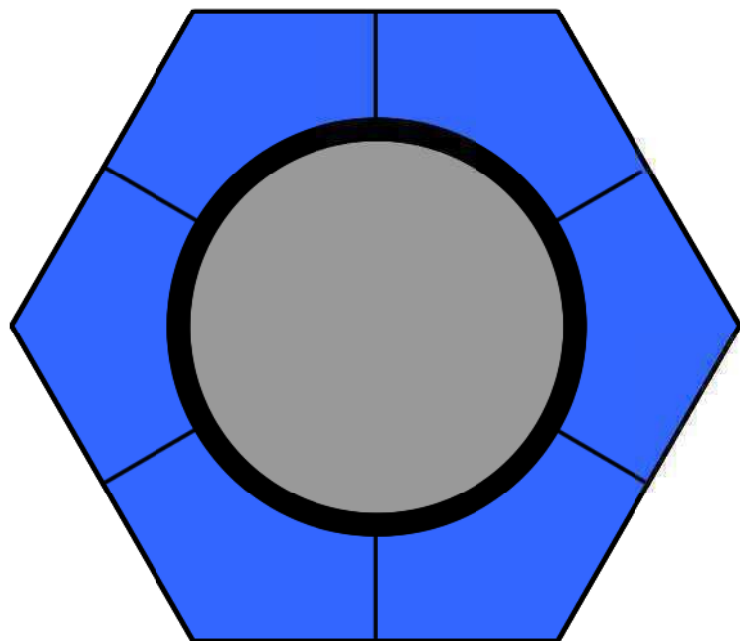
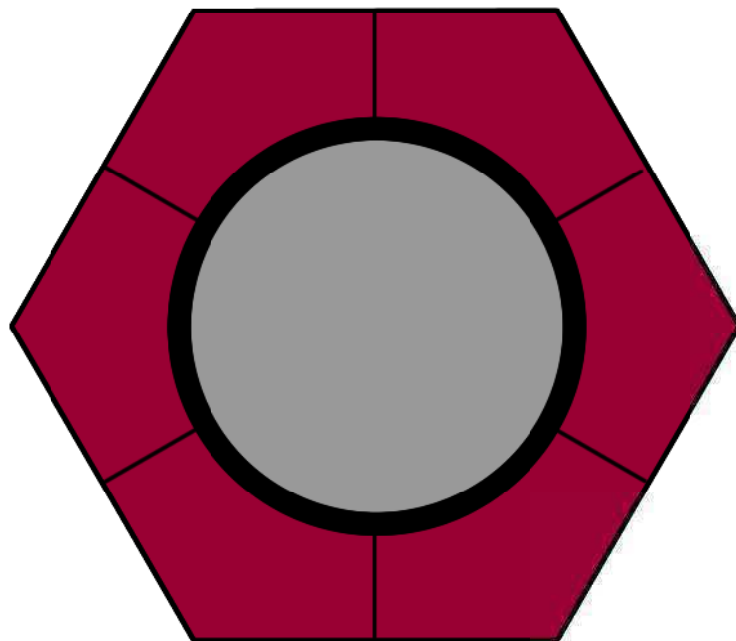
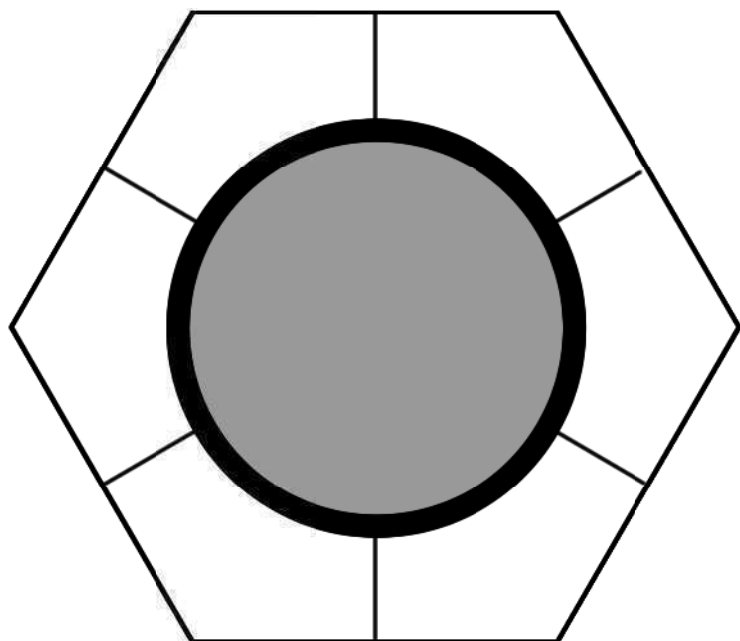
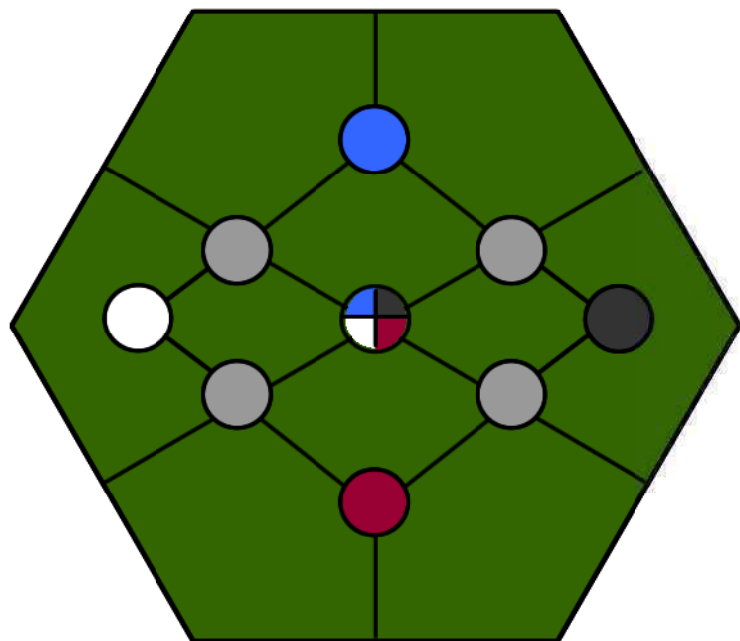
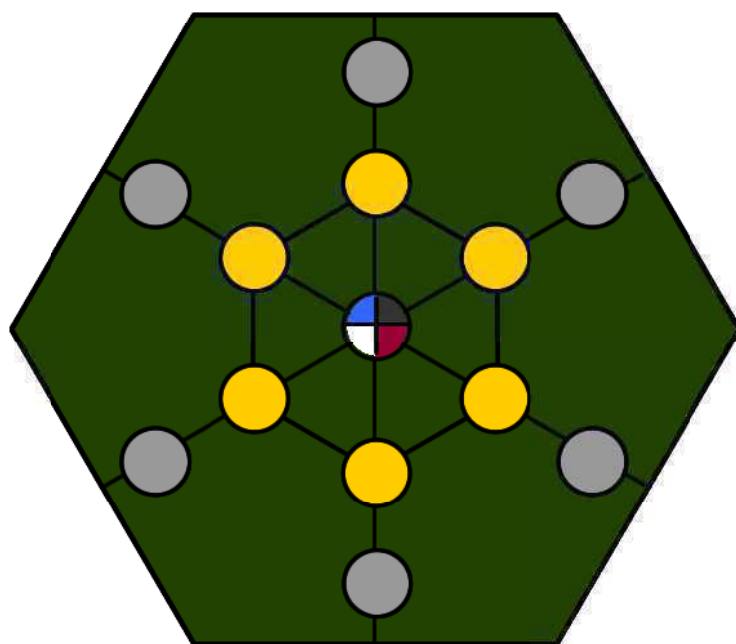
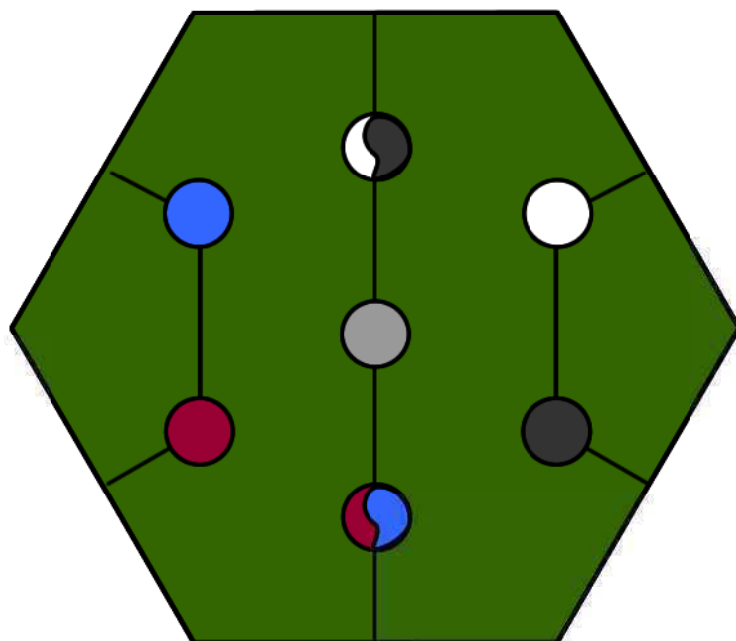
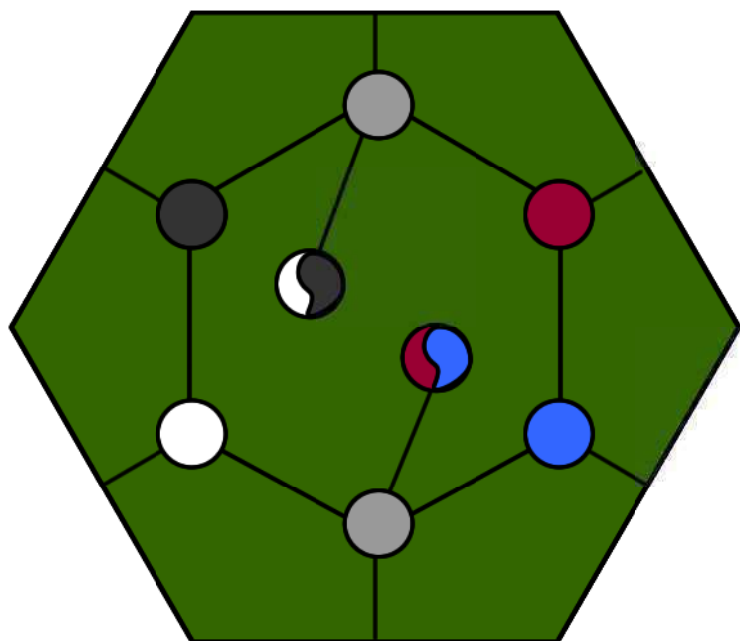
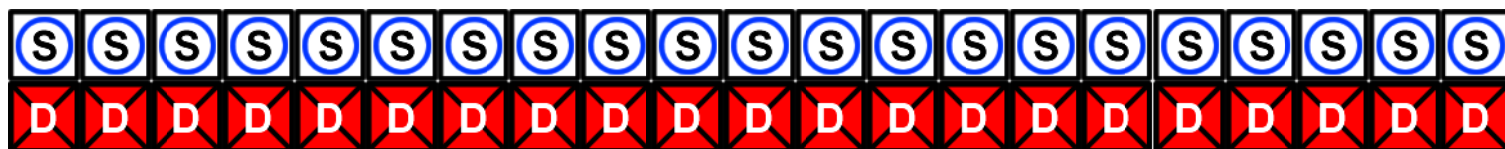
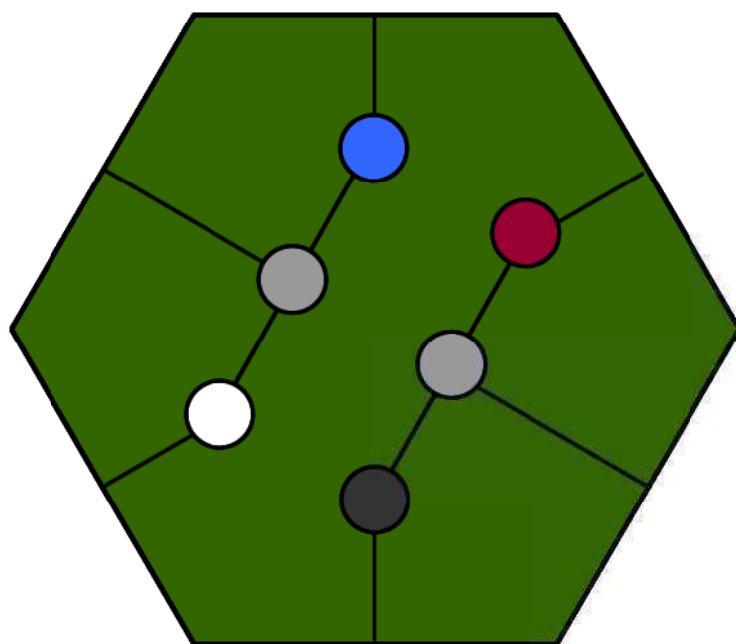
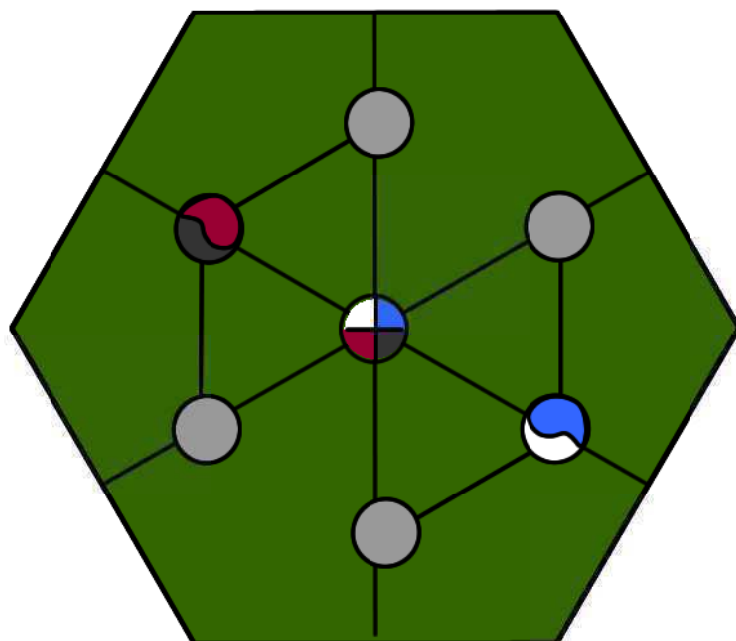
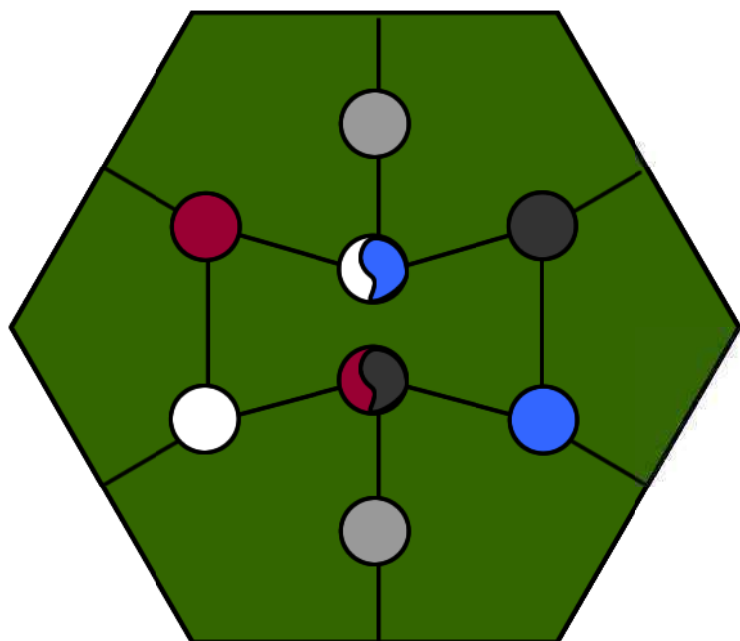


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<p><b><u>Barrier</u></b> Cost: 1 White</p> <p>Create a barrier on any path.</p> <p>Place a Shield marker on the selected path. Familiars must expend a die to dispel it and move past</p> <p>A single path between two points can only contain one Shield marker.</p>	<p><b><u>Barrier</u></b> Cost: 1 White</p> <p>Create a barrier on any path.</p> <p>Place a Shield marker on the selected path. Familiars must expend a die to dispel it and move past</p> <p>A single path between two points can only contain one Shield marker.</p>	<p><b><u>Barrier</u></b> Cost: 1 White</p> <p>Create a barrier on any path.</p> <p>Place a Shield marker on the selected path. Familiars must expend a die to dispel it and move past</p> <p>A single path between two points can only contain one Shield marker.</p>	<p><b><u>Summon</u></b> Cost: 1 Blue</p> <p>Summon one of your familiars to another.</p> <p>Move any active familiar you control to any unoccupied point adjacent to a point occupied by one of your familiars.</p>
<p><b><u>Summon</u></b> Cost: 1 Blue</p> <p>Summon one of your familiars to another.</p> <p>Move any active familiar you control to any unoccupied point adjacent to a point occupied by one of your familiars.</p>	<p><b><u>Summon</u></b> Cost: 1 Blue</p> <p>Summon one of your familiars to another.</p> <p>Move any active familiar you control to any unoccupied point adjacent to a point occupied by one of your familiars.</p>	<p><b><u>Pierce</u></b> Cost: 1 Black</p> <p>Dismiss a barrier from a path, potentially at no cost.</p> <p>Select a single Shield marker blocking a path and immediately dismiss it. Roll your black mana die; if you rolled a 9, return it to your pool.</p> <p>This cannot be used to dismiss a Shield marker being used for any purpose other than blocking a path.</p>	<p><b><u>Pierce</u></b> Cost: 1 Black</p> <p>Dismiss a barrier from a path, potentially at no cost.</p> <p>Select a single Shield marker blocking a path and immediately dismiss it. Roll your black mana die; if you rolled a 9, return it to your pool.</p> <p>This cannot be used to dismiss a Shield marker being used for any purpose other than blocking a path.</p>
<p><b><u>Pierce</u></b> Cost: 1 Black</p> <p>Dismiss a barrier from a path, potentially at no cost.</p> <p>Select a single Shield marker blocking a path and immediately dismiss it. Roll your black mana die; if you rolled a 9, return it to your pool.</p> <p>This cannot be used to dismiss a Shield marker being used for any purpose other than blocking a path.</p>	<p><b><u>Transmute</u></b> Cost: 1 Red</p> <p>Add one die of any color to your mana pool.</p> <p>Your red die is consumed in exchange for one die of another color.</p>	<p><b><u>Transmute</u></b> Cost: 1 Red</p> <p>Add one die of any color to your mana pool.</p> <p>Your red die is consumed in exchange for one die of another color.</p>	<p><b><u>Transmute</u></b> Cost: 1 Red</p> <p>Add one die of any color to your mana pool.</p> <p>Your red die is consumed in exchange for one die of another color.</p>
<p><b><u>Safeguard</u></b> Cost: 2 White</p> <p>Temporarily protect one familiar from spell effects.</p> <p>Select one active familiar and place a Shield marker under it. That familiar is immune to spell effects until the start of your next turn.</p> <p>This familiar must still treat barriers as obstacles and can be defeated by a hostile familiar.</p>	<p><b><u>Safeguard</u></b> Cost: 2 White</p> <p>Temporarily protect one familiar from spell effects.</p> <p>Select one active familiar and place a Shield marker under it. That familiar is immune to spell effects until the start of your next turn.</p> <p>This familiar must still treat barriers as obstacles and can be defeated by a hostile familiar.</p>	<p><b><u>Safeguard</u></b> Cost: 2 White</p> <p>Temporarily protect one familiar from spell effects.</p> <p>Select one active familiar and place a Shield marker under it. That familiar is immune to spell effects until the start of your next turn.</p> <p>This familiar must still treat barriers as obstacles and can be defeated by a hostile familiar.</p>	<p><b><u>Rectify</u></b> Cost: 2 Blue</p> <p>Clear a disruption from a point.</p> <p>Select any disrupted point on the board. The Disruption is immediately cleared.</p> <p>This cannot be used to dismiss a Disruption marker being used for any purpose other than disrupting a point.</p>

<p><b><u>Rectify</u></b> Cost: 2 Blue</p> <p>Clear a disruption from a point.</p> <p>Select any disrupted point on the board. The Disruption is immediately cleared.</p> <p>This cannot be used to dismiss a Disruption marker being used for any purpose other than disrupting a point.</p>	<p><b><u>Rectify</u></b> Cost: 2 Blue</p> <p>Clear a disruption from a point.</p> <p>Select any disrupted point on the board. The Disruption is immediately cleared.</p> <p>This cannot be used to dismiss a Disruption marker being used for any purpose other than disrupting a point.</p>	<p><b><u>Smite</u></b> Cost: 2 Black</p> <p>Destroy a familiar or barrier.</p> <p>Select any familiar or barrier currently in play and immediately destroy it.</p> <p>This cannot be used to destroy a safeguarded familiar or dismiss a Shield marker being used for any purpose other than blocking a path.</p>	<p><b><u>Smite</u></b> Cost: 2 Black</p> <p>Destroy a familiar or barrier.</p> <p>Select any familiar or barrier currently in play and immediately destroy it.</p> <p>This cannot be used to destroy a safeguarded familiar or dismiss a Shield marker being used for any purpose other than blocking a path.</p>
<p><b><u>Smite</u></b> Cost: 2 Black</p> <p>Destroy a familiar or barrier.</p> <p>Select any familiar or barrier currently in play and immediately destroy it.</p> <p>This cannot be used to destroy a safeguarded familiar or dismiss a Shield marker being used for any purpose other than blocking a path.</p>	<p><b><u>Disrupt</u></b> Cost: 2 Red</p> <p>Disrupt a single point's mana generation.</p> <p>Select any point which is not already disrupted, and add a Disruption marker to it. That point no longer generates mana.</p> <p>This can be used to stop a gold point from generating attunement.</p>	<p><b><u>Disrupt</u></b> Cost: 2 Red</p> <p>Disrupt a single point's mana generation.</p> <p>Select any point which is not already disrupted, and add a Disruption marker to it. That point no longer generates mana.</p> <p>This can be used to stop a gold point from generating attunement.</p>	<p><b><u>Disrupt</u></b> Cost: 2 Red</p> <p>Disrupt a single point's mana generation.</p> <p>Select any point which is not already disrupted, and add a Disruption marker to it. That point no longer generates mana.</p> <p>This can be used to stop a gold point from generating attunement.</p>
<p><b><u>Trailblaze</u></b> Cost: 1 White, 1 Blue</p> <p>Move one of your familiars anywhere within its region.</p> <p>Select any active familiar under your control and immediately move it to any unoccupied point within the same region.</p> <p>Any barriers between the starting point and destination have no effect on this movement.</p>	<p><b><u>Trailblaze</u></b> Cost: 1 White, 1 Blue</p> <p>Move one of your familiars anywhere within its region.</p> <p>Select any active familiar under your control and immediately move it to any unoccupied point within the same region.</p> <p>Any barriers between the starting point and destination have no effect on this movement.</p>	<p><b><u>Trailblaze</u></b> Cost: 1 White, 1 Blue</p> <p>Move one of your familiars anywhere within its region.</p> <p>Select any active familiar under your control and immediately move it to any unoccupied point within the same region.</p> <p>Any barriers between the starting point and destination have no effect on this movement.</p>	<p><b><u>Suppress</u></b> Cost: 1 Blue, 1 Black</p> <p>Destroy one isolated familiar.</p> <p>Select any one familiar currently in play that does not have a familiar on an adjacent point belonging to the same mage. That familiar is immediately destroyed.</p>
<p><b><u>Suppress</u></b> Cost: 1 Blue, 1 Black</p> <p>Destroy one isolated familiar.</p> <p>Select any one familiar currently in play that does not have a familiar on an adjacent point belonging to the same mage. That familiar is immediately destroyed.</p>	<p><b><u>Suppress</u></b> Cost: 1 Blue, 1 Black</p> <p>Destroy one isolated familiar.</p> <p>Select any one familiar currently in play that does not have a familiar on an adjacent point belonging to the same mage. That familiar is immediately destroyed.</p>	<p><b><u>Destabilize</u></b> Cost: 1 Black, 1 Red</p> <p>Force a mage to choose attunement or a familiar.</p> <p>Choose one mage. They must immediately destroy one of their own familiars or lose one attunement.</p> <p>Safeguarded familiars can be destroyed by their controlling mage to satisfy this condition. Mages with no attunement can ignore this effect.</p>	<p><b><u>Destabilize</u></b> Cost: 1 Black, 1 Red</p> <p>Force a mage to choose attunement or a familiar.</p> <p>Choose one mage. They must immediately destroy one of their own familiars or lose one attunement.</p> <p>Safeguarded familiars can be destroyed by their controlling mage to satisfy this condition. Mages with no attunement can ignore this effect.</p>

<p><b><u>Destabilize</u></b> Cost: 1 Black, 1 Red</p> <p>Force a mage to choose attunement or a familiar.</p> <p>Choose one mage. They must immediately destroy one of their own familiars or lose one attunement.</p> <p>Safeguarded familiars can be destroyed by their controlling mage to satisfy this condition. Mages with no attunement can ignore this effect.</p>	<p><b><u>Drift</u></b> Cost: 1 White, 1 Red</p> <p>Relocate one barrier or disruption.</p> <p>Move one disruption to any other point in the same region that isn't already disrupted,</p> <p>- or -</p> <p>Move one barrier to any other path in the same region that doesn't already have a barrier.</p>	<p><b><u>Drift</u></b> Cost: 1 White, 1 Red</p> <p>Relocate one barrier or disruption.</p> <p>Move one disruption to any other point in the same region that isn't already disrupted,</p> <p>- or -</p> <p>Move one barrier to any other path in the same region that doesn't already have a barrier.</p>	<p><b><u>Drift</u></b> Cost: 1 White, 1 Red</p> <p>Relocate one barrier or disruption.</p> <p>Move one disruption to any other point in the same region that isn't already disrupted,</p> <p>- or -</p> <p>Move one barrier to any other path in the same region that doesn't already have a barrier.</p>
<p><b><u>Renew</u></b> Cost: 1 White, 1 Black</p> <p>Replace one unoccupied region with a new one.</p> <p>Select any of the six variable regions of the map which is not currently occupied by any familiars. Remove it from play, and replace it with a new region.</p> <p>Any barriers or disruptions in the affected region are dismissed.</p>	<p><b><u>Renew</u></b> Cost: 1 White, 1 Black</p> <p>Replace one unoccupied region with a new one.</p> <p>Select any of the six variable regions of the map which is not currently occupied by any familiars. Remove it from play, and replace it with a new region.</p> <p>Any barriers or disruptions in the affected region are dismissed.</p>	<p><b><u>Renew</u></b> Cost: 1 White, 1 Black</p> <p>Replace one unoccupied region with a new one.</p> <p>Select any of the six variable regions of the map which is not currently occupied by any familiars. Remove it from play, and replace it with a new region.</p> <p>Any barriers or disruptions in the affected region are dismissed.</p>	<p><b><u>Reshape</u></b> Cost: 1 Blue, 1 Red</p> <p>Rotate one unoccupied region to any orientation.</p> <p>Select any of the six variable regions of the map which is not currently occupied by any familiars. Rotate it to a different orientation from its current one, and return it to the board.</p> <p>Any barriers or disruptions in the affected region are dismissed.</p>
<p><b><u>Reshape</u></b> Cost: 1 Blue, 1 Red</p> <p>Rotate one unoccupied region to any orientation.</p> <p>Select any of the six variable regions of the map which is not currently occupied by any familiars. Rotate it to a different orientation from its current one, and return it to the board.</p> <p>Any barriers or disruptions in the affected region are dismissed.</p>	<p><b><u>Reshape</u></b> Cost: 1 Blue, 1 Red</p> <p>Rotate one unoccupied region to any orientation.</p> <p>Select any of the six variable regions of the map which is not currently occupied by any familiars. Rotate it to a different orientation from its current one, and return it to the board.</p> <p>Any barriers or disruptions in the affected region are dismissed.</p>	<p><b><u>Balance</u></b> Cost: 1 White, 2 Blue</p> <p>Punish mages who do not embrace the balance.</p> <p>All mages, including the caster, reveal their dice pools. For every color present, they may keep one familiar in play. The rest are immediately destroyed.</p> <p>A mage may use safeguarded familiars wisely as a defense against this effect.</p>	<p><b><u>Balance</u></b> Cost: 1 White, 2 Blue</p> <p>Punish mages who do not embrace the balance.</p> <p>All mages, including the caster, reveal their dice pools. For every color present, they may keep one familiar in play. The rest are immediately destroyed.</p> <p>A mage may use safeguarded familiars wisely as a defense against this effect.</p>
<p><b><u>Reckon</u></b> Cost: 1 Blue, 2 Black</p> <p>Punish those who are ill-prepared to challenge you.</p> <p>All mages roll their dice pools. Any mage rolling a lower total than the caster must select two active familiars they control, which are immediately destroyed.</p> <p>A mage may use safeguarded familiars wisely as a defense against this effect.</p>	<p><b><u>Reckon</u></b> Cost: 1 Blue, 2 Black</p> <p>Punish those who are ill-prepared to challenge you.</p> <p>All mages roll their dice pools. Any mage rolling a lower total than the caster must select two active familiars they control, which are immediately destroyed.</p> <p>A mage may use safeguarded familiars wisely as a defense against this effect.</p>	<p><b><u>Sever</u></b> Cost: 1 Black, 2 Red</p> <p>A setback for others is a victory for you.</p> <p>All mages select one die from their pool, then all mages roll. Any mage rolling lower than the caster, or who has no die available to roll, loses one attunement. The dice rolled are not expended.</p> <p>Mages with no attunement can ignore this effect, and do not roll.</p>	<p><b><u>Sever</u></b> Cost: 1 Black, 2 Red</p> <p>A setback for others is a victory for you.</p> <p>All mages select one die from their pool, then all mages roll. Any mage rolling lower than the caster, or who has no die available to roll, loses one attunement. The dice rolled are not expended.</p> <p>Mages with no attunement can ignore this effect, and do not roll.</p>

<p><b><u>Confuse</u></b> Cost: 1 Red, 2 White</p> <p>Command another mage's familiar to do your bidding.</p> <p>Select one familiar currently in play which is controlled by another mage. Take one familiar action of your choice with that familiar.</p> <p>You cannot take an action that requires a die if the controlling mage has none available. If they have a die, they must supply one of their choice if your action requires it.</p>	<p><b><u>Confuse</u></b> Cost: 1 Red, 2 White</p> <p>Command another mage's familiar to do your bidding.</p> <p>Select one familiar currently in play which is controlled by another mage. Take one familiar action of your choice with that familiar.</p> <p>You cannot take an action that requires a die if the controlling mage has none available. If they have a die, they must supply one of their choice if your action requires it.</p>	<p><b><u>Meditate</u></b> Cost: 1 White, 1 Blue, 1 Black, 1 Red</p> <p>Gain one attunement immediately.</p> <p>You may take control of the manaspire and win the game with this spell.</p>	<p><b><u>Meditate</u></b> Cost: 1 White, 1 Blue, 1 Black, 1 Red</p> <p>Gain one attunement immediately.</p> <p>You may take control of the manaspire and win the game with this spell.</p>
<p><b><u>Fortify</u></b> Cost: 3 White, 1 Attunement</p> <p>Shelter all those loyal to you from the spells of others.</p> <p>Place a Shield marker in your lair. Until the start of your next turn, all of your familiars are immune to spell effects.</p> <p>This counts as a Safeguard effect on all of your familiars.</p>	<p><b><u>Purify</u></b> Cost: 3 Blue, 1 Attunement</p> <p>Force all mages to remain pure in their craft.</p> <p>All mages, including the caster, must immediately expend all dice from their pool that are not of the mage's primary color.</p> <p>The caster may still cast this spell even if the effect forces them to expend the dice necessary to cast it.</p>	<p><b><u>Purge</u></b> Cost: 3 Black, 1 Attunement</p> <p>Destroy all who stand where you do not permit it.</p> <p>Select one region of the board. All active familiars in the region are destroyed. All barriers and disruptions in the region are dismissed. This includes the caster's familiars, if any are in the chosen region.</p>	<p><b><u>Bewilder</u></b> Cost: 3 Red, 1 Attunement</p> <p>Sow fear and doubt in one who dares oppose you.</p> <p>Place a Disruption marker in the lair of a mage who is not already bewildered. On that mage's next turn, they may not take any familiar actions.</p> <p>At the end of that mage's turn, remove the marker from their lair. They are no longer bewildered.</p>
<p><b><u>Manifest</u></b> Cost: 4 White, 1 Attunement</p> <p>The only thing more powerful than you is two of you.</p> <p>At the end of your current turn, immediately take another turn.</p> <p>All normal rules for the start and end of a turn still apply.</p>	<p><b><u>Dominate</u></b> Cost: 4 Blue, 1 Attunement</p> <p>All foes must defer to your superior command.</p> <p>Place three Disruption markers on this card. When a spell is cast, you may expend one marker to cancel it. Any spell cards used are still discarded, but no mana is consumed. Also remove one marker from the card at the start of your turn.</p> <p>When no markers remain, discard this card.</p>	<p><b><u>Ruin</u></b> Cost: 4 Black, 1 Attunement</p> <p>Moving forward may require burning the bridge on which you stand.</p> <p>All familiars currently in play are destroyed, including the caster's.</p> <p>All barriers and disruptions in play are dismissed.</p> <p>Even safeguarded familiars are not exempt from this effect.</p>	<p><b><u>Flare</u></b> Cost: 4 Red, 1 Attunement</p> <p>Do you wield power, or does power wield you?</p> <p>Draw three spells from the deck. Immediately play them, in any order. You are the caster for the purposes of resolving any spell effects.</p> <p>You do not have to meet the mana requirements for them, and no mana is expended when you cast them.</p>
<p>Cost: _____</p>	<p>Cost: _____</p>	<p>Cost: _____</p>	<p>Cost: _____</p>

# Creation – The Conjurer

From swirling nothingness, you create anew, shaping mana to suit your purpose.

Chaos resists your aims, while Order relies on your works.

You are strongest when using your power to shield and protect your allies while obstructing the aims of others.

Signature spell:

**Barrier**  
Cost: 1 White

Create a barrier on any path.

Place a Shield marker on the selected path. Familiars must expend a die to dispel it and move past

A single path between two points can only contain one Shield marker.

This spell is available for you to cast on every turn. No corresponding spell card is required.

White > Blue > Black > Red > White

# Order – The Thaumaturge

From the building blocks of all things, you create structure and lend purpose.

Creation can limit your potential, but your works stand defiant against the decay of Destruction.

Your strength lies in balance, control, and tactical forethought.

Signature spell:

**Summon**  
Cost: 1 Blue

Summon one of your familiars to another.

Move any active familiar you control to any unoccupied point adjacent to a point occupied by one of your familiars.

This spell is available for you to cast on every turn. No corresponding spell card is required.

Blue > Black > Red > White > Blue

# Destruction – The Necromancer

What has been built, you will put asunder, and gain strength as it falls to ruin.

Order can resist your work, but Chaos cannot exist without the fuel you supply it.

Your strength is found where others falter – destroy, dismiss, and raze all that stands between you and your desires.

Signature spell:

**Pierce**  
Cost: 1 Black

Dismiss a barrier from a path, potentially at no cost.

Select a single Shield marker blocking a path and immediately dismiss it. Roll your black mana die; if you rolled a 9, return it to your pool.

This cannot be used to dismiss a Shield marker being used for any purpose other than blocking a path.

This spell is available for you to cast on every turn. No corresponding spell card is required.

Black > Red > White > Blue > Black

# Chaos – The Sorcerer

You thrive on the unmaking of all things, tearing reality itself apart to fuel your works.

You rely on Destruction preceding you, while Creation can only manifest from the nothingness in your wake.

Your strength is in recklessness and unpredictability – spellcraft and mana bend to your whims.

Signature spell:

**Transmute**  
Cost: 1 Red

Add one die of any color to your mana pool.

Your red die is consumed in exchange for one die of another color.

This spell is available for you to cast on every turn. No corresponding spell card is required.

Red > White > Blue > Black > Red