



# WIZARD KINGS

## NEW SPELLS PLAYTEST BY CARLOS DE LA TORRE

### Event Description Heading

These spells created by Carlos De La Torre for the game Wizard Kings, is playtest material and not official for tournament play.

We would love to hear feedback on these spells. Please discuss this online at BoardGameGeek or the official Wizard Kings Facebook group.

More formal feedback compilations can be sent directly to [orders@columbiagames.com](mailto:orders@columbiagames.com)

Wizard Kings is a registered Trademark of Columbia Games, Inc.  
Copyright 2019.

## Amazons

### Way of the Panther

- 1 - **Fleet of Foot:** One friendly unit doubles its movement rate until end of turn.
- 1 - **Nimble:** One friendly unit ignores the first hit on each battle round until end of battle.
- 1 - **Dance of the Panther:** One friendly unit becomes A(initiative) until end of battle.
- 2 - **Furies:** All friendly units in the wizard hex attack immediately instead of doing it normally (as per their initiative letter). The spell lasts 1 round of battle.
- 2 - **Terrain Mastery:** All friendly units in the wizard hex become Wood, Desert and Mountain peoples in addition to their native terrain, until end of turn. The spell affects both movement and battle.
- 3 - **Relentless March:** All friendly units in the wizard hex gain 1 Movement Point and become Wood, Desert, Mountain and Swamp peoples in addition to their native terrain, until end of turn. This spell affects both movement and battle.

### Way of the Tiger

- 1 - **Cat Strike:** 3d6@F2 – Targeting allowed.
- 1 - **Hellcat:** 8d6@F1 – No targeting.
- 1 - **Rage:** One friendly unit rolls 1 additional attack die until end of battle.
- 2 - **Eye of the Tiger:** All friendly units roll 1 additional attack die for 1 battle round.
- 2 - **Deadly Claws:** 3d6@F3 – Targeting allowed.
- 3 - **Fierceness:** Immediately inflict 2 hits on an enemy unit OR 1 hit on each 2 enemy units. Targeting allowed.

### Way of the Serpent

- 1 - **Poison Blade:** Choose one friendly unit. Any successful attack from that unit causes 1 additional hit until end of battle.
- 1 - **Lure:** Enchant one friendly unit for 1 round of battle. All hits inflicted against your army are inflicted upon this unit instead. If the unit dies, distribute any remaining hits normally.
- 1 - **Ambush:** Choose one friendly unit. If that unit is in a Wood or Mountain hex, and has not entered battle this turn, its combat initiative becomes A until end of battle.
- 2 - **Serpent Staff:** 3d6@F2 - Any impact causes double damage. Targeting allowed.
- 2 - **Seduce:** One enemy unit does not battle this turn. Targeting allowed. Enemy wizards are not affected by this spell.
- 3 - **Act of Treason:** One enemy unit attacks its own army immediately as if it was your ally. That attack counts as its action this battle round. Enemy wizards are not affected by this spell.

## Barbarians

### Clan of the North

**1 - Plunder:** Take all gold from a besieged enemy city. The casting wizard must be part of the besieging army. The besieged city does not have to be taken for the spell to take effect. Put the captured gold in any friendly city.

**1 - War Party:** One friendly unit attacks immediately, regardless of initiative.

**1 - Skirmishers:** Immediately inflict 1 hit on 1 enemy unit in the wizard hex. Targeting allowed.

**2 - Horde:** Up to 2 friendly units adjacent to a battle hex join the battle ignoring hexside and stacking limits.

**2 - Ravage:** Destroy a conquered enemy city in the wizard hex. The city is effectively eradicated and no longer score victory points, or produce gold or new units.

**3 - Fearful Legends:** Roll 1 die for each enemy unit adjacent to or in the wizard hex. For each result of 3 or less, the enemy player must retreat 1 unit. No targeting. Undead are not affected by this spell.

### Clan of the Black Bear

**1 – Power of the Beast:** The wizard becomes a C3 unit with combat ability until end of battle. He can still cast spells with C initiative.

**1 – Onslaught:** 4d6@F2 - No targeting.

**1 – Forest Brotherhood:** One friendly unit becomes Wood native during movement phase OR until end of combat.

**2 – Wolf Pack:** Roll a F4 attack with as many d6 as friendly units within the wizard hex (*including the wizard block*). No targeting.

**2 – Vicious Attack:** 4d6@F3 – No targeting.

**3 – Bear Form:** The wizard becomes a C6 unit with combat ability until end of battle. He can still cast spells with C initiative.

### Clan of Thunder

**1 – Roaring Thunder:** 6d6@F2 - Only affects flying units in the wizard hex. No targeting.

**1 – Lightning Bolt:** 4d6@F1 - Targeting allowed.

**1 – Typhoon:** 6d6@F2 - Only affects aquatic units (*not amphibian*) in the wizard hex. No targeting.

**2 - Blizzard:** Units with A initiative cannot battle this turn (*both enemy and friendly*). Wizards are not affected by this spell.

**2 – Snow Storm:** All units in the wizard hex (both friendly and enemy) receive 1d6@F3. The casting wizard is not affected by this spell.

**3 – Chain Lightning:** 1d6@F5 - Targeting allowed. For each hit, select a different enemy unit and roll again with Firepower-1. For instance: roll 1d6@F5 first and you get 3(1 hit), then roll again 1d6@F4 and you get 4(1 hit), then roll a third time 1d6@F3 and get 4(fail); as this time the spell failed, you are not allowed more rolls.

## Dwarves

### Elders of the Hammer

**1 - Magic Hammer:** 1d6@F3. If the Magic Hammer scores a hit, roll again until you fail. No targeting.

**1 - Stun:** 2d6@F4. This spell does not cause combat damage. Instead, the chosen enemy unit cannot battle for as many battle rounds as successful hits. Targeting allowed.

**1 - Battering Ram:** 3d6@F3. Cast only on castles.

**2 - Rune Hammer:** All dwarven units (*not wizards or chaos units*) in the wizard hex get 1 additional attack die until end of battle.

**2 - Skullcrusher:** 3d6@F3. Targeting allowed.

**3 - Cry Havoc!:** All friendly units in the wizard hex attack immediately with 1 additional attack die each for 1 battle round.

### Rune Sages

**1 - Underground Caves:** One friendly unit may cross any terrain without stopping (*save for sea/lake*) during its movement phase.

**1 - Mountain Lore:** The wizard must be in a mountain hex to cast this spell. Reveal one enemy unit anywhere on the board.

**1 - Battle Omens:** Force one enemy unit to roll again all successful hits. Ignore the first roll and apply any hits of the second roll. Targeting allowed.

**2 - Stonewall:** The wizard hex is considered mountain terrain until next turn. In addition, choose any hexsides to be impassable except for flying units.

**2 - Stone Shields:** Ignore the next 3 hits inflicted on any friendly units in the wizard hex.

**3 - Embrace of the Mountain:** All friendly units in the wizard hex are invulnerable for 1 battle round if they are in mountain terrain. This invulnerability does not protect against spell damage.

### Revered Ancestors

**1 - Landslide:** 9d6@F1. Cast on a mountain hex during battle. No targeting.

**1 - Battle Savvy:** Count all hits caused by your army until end of 1 battle round. In the next round, one friendly unit gets as many additional attack dice (*not chaos units*).

**1 - Ancestral Lore:** Reduce up to 3 steps from 1 or more Low Guard units and add them to 1 or more High Guard units. All units must be in the wizard hex.

**2 - Guardian Spirits:** One dwarven unit (*not chaos*) add 2 steps to its Strength.

**2 - Arcane Lore:** Roll 1 die. For a result of 4 or less, the wizard adds 3 steps to his Strength.

**3 - Worship the Fallen:** The wizard inflicts 1 hit on an enemy unit for each friendly unit destroyed this battle round, and the wizard adds 1 step to its strength. Targeting allowed.

## Elves

### Moon Wardens

**1 - Blinding Light:** One enemy unit cannot battle until end of turn. No targeting.

**1 - Mother Moon:** Change from one moon phase to another of your choice.

**1 - Selene's Blessing:** If the current moon phase is Full Moon, the wizard adds 2 steps to her Strength.

**2 - Song of the Night:** Roll 1 die for each enemy unit in the wizard hex. For each 1-2 result, one enemy unit cannot battle nor retreat until end of battle. No targeting. The spell does not affect Undead. If the affected units are the only enemy ones remaining at the end of battle, they are immediately destroyed.

**2 - Mirror:** One friendly unit acquires the combat ability (*letter and number*) of a chosen enemy unit until end of battle. Both units must be in the wizard hex.

**3 - Moonlight Beam:** If the moon phase is other than New Moon, all friendly units in the wizard hex double their attack dice until the end of this battle round.

### Mystic Weavers

**1 - Spirit Surge:** One friendly Cleric unit gains +1 step.

**1 - Fly:** One friendly unit gains +1 movement point and flying ability until the end of its movement phase.

**1 - Meditation:** Roll 1 die. In a result of 1-2, the wizard gains +2 steps.

**2 - Summon:** Bring one unengaged friendly **Chaos** unit to Wizard's hex. That unit may overstack.

**2 - Energy Blast:** 3d6@F3 – Targeting allowed.

**3 - Majestic Aura:** All friendly units in the Wizard's hex roll +1 die in battle and cannot retreat under any circumstances (normal *or* magical). The spell works as long as the Wizard is alive and doesn't leave that hex.

### Druid Circle

**1 - Wood Growth:** The wizard hex is wood terrain until end of turn.

**1 - Living Trees:** 10d6@F1 - No targeting. Cast this spell on a wood hex.

**1 - Root and Branch Maze:** Enemy units cannot enter the wizard hex until end of turn.

**2 - Rain of Thorns:** 5d6@F3 - No targeting. Cast this spell on a wood hex.

**2 - Forest Lore:** All friendly units in the wizard hex (*must be a wood hex*) attack immediately with 1 additional attack die.

**3 - Embrace of the Forest:** All friendly units in the wizard hex are invulnerable for 1 battle round if they are in wood terrain. This invulnerability does not protect against spell damage.

## Feudals

### Order of the White Shield

- 1 - **Shield:** One friendly unit in the wizard hex ignores the first hit on each battle round.
- 1 - **Stand Firm Soldiers!:** One chosen friendly unit cannot be forced to retreat under any circumstances, be it battle or spell.
- 1 - **Blaze:** All enemy units roll -1 attack die until the end of this battle round.
- 2 - **Wall of Spears:** For each Spear unit present in the wizard hex, they add +1 to their own combat value until end of battle, *only when defending*. For instance: if there is one Spear unit, its combat ability goes from C1 to C2; if there are two Spear blocks, they become C3, and so on.
- 2 - **Shield Wall:** Ignore the next 3 hits on your units within the wizard hex.
- 3 - **Unassailable Fortress:** All your units within a hex are invulnerable until end of this battle round if there is a friendly Castle block present. Spell damage is not affected by this spell.

### Order of the Holy Light

- 1 - **Divine Word:** [1d6@F1](#) - No targeting. Only affects Undead.
- 1 - **Peace of Soul:** One friendly Cleric unit adds 1 step to its Strenghth.
- 1 - **In the Name of God:** One friendly Templar or Knight unit gets 1 additional attack die until end of battle.
- 2 - **Celestial Healing:** One friendly unit adds up to 2 steps to its Strenghth.
- 2 - **Prayer:** Each friendly unit in the wizard hex may reroll 1 failed attack die just once.
- 3 - **Wrath of God:** [6d6@F3](#). No targeting.

### Order of Eternal Victory

- 1 - **Heroism:** The wizard becomes a unit with A4 combat ability and may only roll 1 attack die, until the end of battle. The wizard cannot cast spells while in this state.
- 1 - **Volley of Arrows:** [4d6@F2](#) - No targeting.
- 1 - **Battle Cry:** [3d6@F2](#) - Instead of scoring a hit, each succesful result forces one enemy unit to retreat from battle. No targeting. This spell does not affect Undead.
- 2 - **Holy Banner:** All feudal units in the wizard hex add +1 **attack die** until end of battle.
- 2 - **Crusade:** All Templar and Knight units add +2 **attack dice** until end of battle.
- 3 - **Glorious Charge:** Roll 1 die for each friendly unit within the wizard hex (*not counting the wizard*). Score a hit for each result of 5 or less. No targeting.



## Orcs

### Iron Fist Clan

**1 - Headbutt:** 3d6@F2 – Targeting allowed.

**1 - Mayhem:** All Orc, Great Orc and Goblin units in the wizard hex attack immediately with 1 less attack die.

**1 - Trollskin:** Choose one friendly unit. The unit recovers 1 step of Strength at the end of each battle round if it was hit. The spell lasts until the end of battle.

**2 - Unruly Assault:** Lose 2 steps of Strength in 1 chosen friendly unit and cause 2 hits on an enemy unit. No targeting.

**2 - Bonecrusher:** 2d6@F4 - Targeting Allowed.

**3 - Summon Chaos:** Place a chosen friendly chaos unit (*not pinned in battle*) in the wizard hex. This unit attacks immediately with 1 additional attack die.

### Broken Fang Clan

**1 - Trample:** 8d6@F1 - No targeting.

**1 - Attack of the Horde:** Roll 1 die for each Orc, Great Orc or Goblin unit within the wizard hex. Cause a hit for each result of 4 or less. No targeting.

**1 - Racial Hate:** Orc, Great Orc and Goblin units roll 1 additional attack die until end of battle if the enemies are Elven or Dwarven units (*not chaos units*).

**2 - Fanatism:** Orcish units (*not chaos*) in the wizard hex do not retreat under any circumstances if they are attacking.

**2 - Rolling Boulder:** 4d6@F4 - No targeting. This spell only works in mountain terrain.

**3 - Brain Burst:** Roll 1 die. With a result of 1-3, kill 1 enemy unit. Otherwise, the casting wizard dies. Targeting Allowed.

### East Horde Clan

**1 - Painkiller:** Until the end of one battle, One chosen friendly unit always rolls as many attack dice as it had when the spell was cast, regardless of steps lost afterwards.

**1 - Taunt:** One enemy unit adjacent to the wizard must move immediately into the wizard hex and attack. The combat resolves normally, except that the affected unit may not retreat under any circumstances. No targeting.

**1 - Battle Spirit:** 8d6@F2 on the enemy, and 8d6@F1 on your own troops. Cast only if there are any other friendly units with the wizard.

**2 - Fire Arrows:** 4d6@F3. No targeting.

**2 - Ravage:** Destroy a conquered enemy city in the wizard hex. The city is effectively eradicated and no longer score victory points, or produce gold or new units.

**3 - March of the Horde:** All friendly units in the wizard hex attack immediately and roll 1 additional die in this battle round.

# Undead

## Harbingers of the Skull

**1 - Panic:** One enemy unit in battle is forced to retreat. No targeting.

**1 - Inspire Fear:** One enemy unit cannot attack until the end of battle. No targeting.

**1 - Inspire Terror:** Roll 4 dice. For each result of 1, one enemy unit must retreat from battle. No targeting.

**2 - Essence Drain:** 2d6@F3. If the enemy unit is destroyed, the caster adds 1 step to his Strength. Targeting allowed.

**2 - Summon Skeletons:** Add 2 steps to a Skeleton unit in the same hex as the wizard.

**3 - Breath of the Dead:** Roll 2 dice for each Undead unit (*not chaos*) in the wizard hex. Score a hit for each result of 3 or less. No targeting.

## Dealers of Death

**1 - Siphon Life:** Score a hit on an enemy unit in the wizard hex. Targeting allowed.

**1 - Death Stench:** 4d6@F2 – No targeting.

**1 - Devourer of Pain:** At the end of battle, the wizard adds 1 step to his Strength for each enemy unit destroyed (up to 3).

**2 - Ghastly Wind:** 6d6@F3 – It only affects flying units. No targeting.

**2 - Summon Zombies:** Add up to 3 steps to the Strength of a Zombie unit in the same hex as the wizard.

**3 - Cavalcade of Death:** 6d6@F3 - No targeting.

## Servants of the Unholy Crypt

**1 - Wraith Form:** The wizard is invulnerable until the end of battle. Does not apply to spell damage.

**1 - Animate Dead:** Place a new Zombie unit in the wizard hex, with Strength 2.

**1 - Rotten Flesh:** Transform one Zombie unit in the wizard hex into a Skeleton unit with the same Strength.

**2 - Command the Dead:** Place a new Skeleton unit in the wizard hex, with Strength 2.

**2 - Summon the Fallen:** After battle, place a new Zombie unit with Strength 2 for each destroyed enemy units OR a new Skeleton unit with Strength 2 for each 2 enemy units destroyed. All units must be placed in the wizard hex.

**3 - Path of the Unholy Crypt:** 3d6@F3. Divide the results between enemy units as you wish. For each destroyed enemy unit, place a new Zombie unit with Strength 1 in the wizard hex.