Destruction

∞ While Prepared: This spell has Conquer X.

∞ While Prepared: This spell wins any ties against a non-Destruction spell.

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S

Subterfuge

∞ While Prepared: This spell has Conquer X.

Expend: If an opponent's spell is at this zone, move this spell to another zone and immediately activate it.

S

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∞ While Prepared: This spell has Conquer X.

Expend: If an opponent's spell is at this zone, move this spell to another zone and immediately activate it.

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Expend: If an opponent's spell is at this zone, move this spell to another zone and immediately activate it.

S

Wither

Gain Knowledge: Choose X cards randomly from an opponent. Discard 1 of them.

∞ While Prepared: Your opponent's X-effects in this zone are considered 1 level less, to a minimum of 0.

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S

Illumination

Expend: Draw X spells from a library and keep 1 of them.

Gain Knowledge: Search for any one spell in a library and draw it.

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Expend: Draw X spells from a library and keep 1 of them.

Gain Knowledge: Search for any one spell in a library and draw it.

S

Suppression

Expend: Turn an opponent's Level X prepared spell to 180 degrees. That spell no longer has any special abilites.
Gain Knowledge: Choose 1 spell randomly from an opponent. Set it aside until the end of their next turn.

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Gain Knowledge: Choose 1 spell randomly from an opponent. Set it aside until the end of their next turn.

S

Chameleon

Expend: Draw a card from a library. Discard it or place it face up on top of a level X pillar. Gain 1 action this turn.
Gain Knowledge: Gain 1 .

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Gain Knowledge: Gain 1 .

S

## Pillar of the Initiate

This pillar requires a spell with Conquer 1 to gain as a reward.

When gained as a reward:
Gain 1 ☙
OR
Draw 1 spell

## Pillar of the Initiate

This pillar requires a spell with Conquer 1 to gain as a reward.

When gained as a reward:
Gain 1 ☙
OR
Draw 1 spell

## Pillar of the Adept

This pillar requires a spell with Conquer 2 to gain as a reward.

When gained as a reward:
Gain 2 ☙
OR
Gain 1 ☙ and draw 1 spell

## Pillar of the Adept

This pillar requires a spell with Conquer 2 to gain as a reward.

When gained as a reward:
Gain 2 ☙
OR
Gain 1 ☙ and draw 1 spell

## Pillar of the Adept

This pillar requires a spell with Conquer 2 to gain as a reward.

When gained as a reward:
Gain 2 ☙
OR
Gain 1 ☙ and draw 1 spell

## Pillar of the Adept

This pillar requires a spell with Conquer 2 to gain as a reward.

When gained as a reward:
Gain 2 ☙
OR
Gain 1 ☙ and draw 1 spell

## Pillar of the Magi

This pillar requires a spell with Conquer 3 to gain as a reward.

When gained as a reward:
Gain 3 ☙
OR
Gain 2 ☙ and draw 1 spell

## Pillar of the Magi

This pillar requires a spell with Conquer 3 to gain as a reward.

When gained as a reward:
Gain 3 ☙
OR
Gain 2 ☙ and draw 1 spell

| | | | |
|---|---|---|---|
| Magi Point | Magi Point | Magi Point | Magi Point |
| Magi Point | Magi Point | Magi Point | Magi Point |

| | | | |
|---|---|---|---|
| Magi Point | Magi Point | Magi Point | Magi Point |
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On your turn take 2 actions:

1. Prepare a Spell
only prepare at a Library if you are prepared at the adjacent grounds

2. Expend a Spell
Rotate an unexpended spell 90 degrees and perform its Expend effect

3. Activate a Zone
a. Determine Rewards
@Grounds: Highest level gains spell
@Pillar: Highest level gains Pillar if that spell has sufficient Conquer
@Library: Each player draws a spell (activating player first)
b. Activating player casts spell
i. Add spell to spell book if the level of the cast spell is no more than 1 higher than the level of the same school, opposite sphere. Discard the spell otherwise
c. Opponent player casts spell (follow b. above)

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c. Opponent player casts spell (follow b. above)

Gain Knowledge 👪 : This effect triggers if the spell was sent to the spell book and stays.

Expend ↻ : Rotate an unexpended spell to 90 degrees to perform its expend effect. An expended spell can not be expended again.

While Prepared ∞ : This effect is always on until the spell is removed from play

Gain Knowledge 👪 : This effect triggers if the spell was sent to the spell book and stays.

Expend ↻ : Rotate an unexpended spell to 90 degrees to perform its expend effect. An expended spell can not be expended again.

While Prepared ∞ : This effect is always on until the spell is removed from play

Oro's Eidolon

The X effects of spells in this zone are considered 1 level higher.

Lo

Varunyr Guardian

A player, if possible, must discard a spell to prepare in this zone.

Lo

## Uturvir's Eidolon

If a player activates this zone, they may may return the cast spell to their hand after determining rewards. In this case, they do not trigger their 🐾 effects.

Lo

## Thu'Kuk's Eidolon

Rotate all spells in this zone to 180 degrees. They no longer have ny special effects. This effect persists even if a spell is moved out of this zone.

Lo

## Quaz's Eidolon

When this zone is activated and a 🐾 triggers, immediately trigger it again.

Lo

## Vrystul's Eidolon

If not tied, the lowest level spell cast wins the reward in this zone. Pillars still require Conquer to gain as rewards. Libraries no longer give rewards to both players.

Lo

## Thrimstill Plains

Setup Change: There are 2 Arcana and Defile grounds. You can prepare at a library if you have a prepared spell at least one of its 2 grounds.

Se

## Oro's Sanctuary

The top spell of each library is always face up.

Se

## Essence Rift

Setup Change: Shuffle all the pillars and divide them into 2 face up stacks of 4 pillars each.

Se

## Errbyn's Hope

Setup Change: Each player chooses a library and draws a spell from it (Prime first) after normal setup.

Se

## Quaz's Maze

The game end now triggers when a player has 7 magi points (instead of 6) or both libraries run out (instead of 1).

Se

## The Chronoflux

Each player takes 3 actions per turn instead of 2. On their first turn, the Prime may take 2 actions.

Se

## Sivora's Last Refuge

Discard this artifact: Draw the top 3 spells from any library. Keep 2 of them.

Ar

## Uturvir's Lens

Discard this artifact: Look at the top spell of each library. Look at your opponent's hand. Draw 1 of the revealed spells.

Ar

## Thesia's Lost Page

Discard this artifact: You may place Thesia's Lost Page in any stack in your spell book.

Ar

## Vrystul's Scales

Discard this artifact: Select any school of spells. Your opponent discards a spell of the highest level of that school (your choice) from their spell book.

Ar

## Thu'Kuk's Madness

Discard this artifact: Choose 1 spell from your hand. Select 2 spells randomly from your opponent's hand. Trade those spells.

Ar

## Oro's Enlightenment

Discard this artifact: The spell at the next zone you activate this turn is considered 2 levels higher for the purposes of determining rewards.

Ar

Doom

∞ While Prepared: This spell has Conquer X.

Gain Knowledge: You may discard the top reward in any zone except the one this spell was at.

A

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Gain Knowledge: You may discard the top reward in any zone except the one this spell was at.

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Focus

∞ While Prepared: This spell has Conquer X.

Gain Knowledge: You may immediately put this spell in any Arcana stack.

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A

Two Minds

Gain Knowledge: You may prepare a level X spell.

Expend: Replace this spell with one in your hand.

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Two Minds

Gain Knowledge: You may prepare a level X spell.

Expend: Replace this spell with one in your hand.

A

Mirror

Expend: Select a prepared level X spell. This spell gains the X-effect of that spell this turn. Gain 1 action this turn.
Gain Knowledge: Draw 1 spell.

A

Mirror

Expend: Select a prepared level X spell. This spell gains the X-effect of that spell this turn. Gain 1 action this turn.
Gain Knowledge: Draw 1 spell.

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Expend: Select a prepared level X spell. This spell gains the X-effect of that spell this turn. Gain 1 action this turn.
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Gain Knowledge: Draw 1 spell.

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Expend: Select a prepared level X spell. This spell gains the X-effect of that spell this turn. Gain 1 action this turn.
Gain Knowledge: Draw 1 spell.

A

Mirror

Expend: Select a prepared level X spell. This spell gains the X-effect of that spell this turn. Gain 1 action this turn.
Gain Knowledge: Draw 1 spell.

A

Defile Tap

∞ While Prepared: Your red Defile spells have Conquer X.

↻ Expend: You may place a spell from your hand in your spell book.

A

Defile Tap

∞ While Prepared: Your red Defile spells have Conquer X.

↻ Expend: You may place a spell from your hand in your spell book.

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↻ Expend: You may place a spell from your hand in your spell book.

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Defile Tap

∞ While Prepared: Your red Defile spells have Conquer X.

↻ Expend: You may place a spell from your hand in your spell book.

A

Support

∞ While Prepared: Your red Arcana spells have Conquer X.

↻ Expend: You may unexpend a spell. Gain 1 action this turn.

A

Support

∞ While Prepared: Your red Arcana spells have Conquer X.

↻ Expend: You may unexpend a spell. Gain 1 action this turn.

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↻ Expend: You may unexpend a spell. Gain 1 action this turn.

A

Plague

∞ While Prepared: This spell has Conquer X.

∞ While Prepared: Your opponent's spell in this zone is not added to their spell book.

B

Plague

∞ While Prepared: This spell has Conquer X.

∞ While Prepared: Your opponent's spell in this zone is not added to their spell book.

B

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∞ While Prepared: This spell has Conquer X.

∞ While Prepared: Your opponent's spell in this zone is not added to their spell book.

B

Flourish

∞ While Prepared: This spell has Conquer X.

Expend: Discard this spell. Draw a spell. You may immediately add it to your spell book.

B

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∞ While Prepared: This spell has Conquer X.

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Expend: Discard this spell. Draw a spell. You may immediately add it to your spell book.

B

Telekinesis

Gain Knowledge: Place an opponent's level X spell in a different zone.

Expend: Swap two of your prepared spells.

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Telekinesis

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Expend: Swap two of your prepared spells.

B

Illusion

Expend: Select a zone with no prepared spell. Draw X spells, and prepare one of them there. Return the others.
Gain Knowledge: You may discard this spell to gain 1 .

B

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Expend: Select a zone with no prepared spell. Draw X spells, and prepare one of them there. Return the others.
Gain Knowledge: You may discard this spell to gain 1 .

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Expend: Select a zone with no prepared spell. Draw X spells, and prepare one of them there. Return the others.
Gain Knowledge: You may discard this spell to gain 1 .

B

Slow 4

Gain Knowledge: Expend an opponent's level X spell (C effects don't trigger.

Gain Knowledge: Your opponent loses 1 action on their next turn.

B

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Slow 4

Gain Knowledge: Expend an opponent's level X spell (C effects don't trigger.

Gain Knowledge: Your opponent loses 1 action on their next turn.

B

Haste

Gain Knowledge: Show a level X spell from your hand. Perfrom the ↻ of it.

↻ Expend: Activate any zone (even where you are not prepared). Gain 1 action this turn.

B

Haste

Gain Knowledge: Show a level X spell from your hand. Perfrom the ↻ of it.

↻ Expend: Activate any zone (even where you are not prepared). Gain 1 action this turn.

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Strength

∞ While Prepared: This spell has Conquer X.

∞ While Prepared: If you gained a reward with this spell, you may discard a spell to gain 1 .

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Silence

∞ While Prepared: This spell has Conquer X.

∞ While Prepared: Your opponent cannot exercise the option to gain spells from pillar cards.

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Darkness

Gain Knowledge: You may take a level X spell from the discard pile.

Expend: Prepare a spell face down. Reveal when using it's spell effects, when it is targeted, or its zone is activated.

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Scrye

Gain Knowledge: Look at X spells in your opponent's hand and obtain 1 of the shown types from a library.
∞ While Prepared: You may view the top spell of each library.

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Tempest

Gain Knowledge: Take X spells from your hand in a single sphere and shuffle them into their library. Draw X spells.
Expend: Shuffle a stack of pillars. If a Pillar of the Magi winds up on top, gain .

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Familiar

C Expend: Use the C effect of one of your prepared level X spells (it need not be unexpended).

Gain Knowledge: You may immediately prepare this spell in a different zone expended.

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