



# WIZARD KINGS

## CLERIC SPELLS PLAYTEST BY CARLOS DE LA TORRE

### Event Description Heading

These rituals 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)

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## Goddess of Order (*Feudals, Elves, Amazons, Dwarves*)

**1 – Healing:** Heal 1 step in a chosen friendly unit in the same hex as the cleric, if it has suffered any hits in this battle.

**1 – Blessing:** One chosen friendly unit in the cleric hex gains +1 combat ability until the end of battle. For instance, C1 would become C2, B2 would become B3, and so on.

**1 – Martyrdom:** Choose 1 friendly unit in the cleric hex. All the hits dealt to this unit are dealt to the cleric instead, until the end of battle or until the cleric dies.

**2 – Divine Shield:** Negate the next 3 hits on friendly units in the cleric hex, until the end of battle.

**2 – Confound Evil:** All enemy units in the cleric hex roll -1 attack die (with a minimum of 1) until the end of battle. The ritual only works against Orcish, Undead and Barbarian units.

**3 – Life and Death Cycle:** Sacrifice the cleric unit to increase a friendly unit's Strength up to 3 steps in the same hex, but only if the unit has been hit this round.

## Goddess of Nature (*Elves, Amazons, Dwarves*)

**1 – Healing Sap:** Restore up to 2 steps in a friendly unit in the same hex as the cleric, if they are in wood terrain. Perform this ritual only once per turn.

**1 – Protection of Nature:** The cleric is invulnerable (except for spell damage) until the end of battle while in wood or mountain terrain.

**1 – Talk to Mountains:** Reveal all enemy units in a mountain hex, regardless of the distance to the cleric.

**2 – Forbidden Shrine:** Choose an enemy army. This army cannot end its movement in a wood or mountain hex, unless there is a city in it (*The spell prevents the army to end its movement there, but not to pass through*).

**2 – Sandstorm:** 6d6@F3 – No targeting. The ritual can only be performed if the battle takes place on a desert hex.

**3 – Nature's Blessing:** All friendly units in the cleric hex become Wood, Desert, Mountain and Swamp peoples in addition to their native terrain, until end of turn. The spell affects both movement and battle.

## God of Death (*Undead, Orcs*)

**1 – Death Touch:** Score 1 hit on an enemy unit in the same hex as the performer of the ritual. Targeting allowed.

**1 – The Weak Shall Perish:** 8d6@F2 upon the enemy and 8d6@F1 on your own army. There must be other friendly units in the same hex in addition to the cleric in order to perform the ritual. No targeting.

**1 – Baneful Prayer:** Anytime the cleric unit is hit in this battle, score 1 hit on an enemy unit in the same hex. Targeting allowed.

**2 – Ghastly Sacrifice:** Destroy 1 friendly 4 step unit and cause up to 5 hits to enemy units in the same hex as the cleric. No targeting.

**2 – Ritual of the Ghoul:** Until the end of 1 battle, for each destroyed unit the cleric adds 1 step to one chosen friendly unit in the same hex. The cleric may perform the ritual to heal himself.

**3 – Ashes to Ashes:** Destroy the cleric unit to score 2 hits on an enemy unit, or 1 hit each to 2 enemy units. Targeting Allowed.

## God of Chaos and War (*Undead, Orcs, Barbarians*)

**1 – Ominous Visions:** Reveal 1 friendly unit in the same hex as the cleric, and 1 enemy unit anywhere on the board. If your revealed unit has the same initiative letter as the chosen enemy unit, that unit receives 1 hit. Otherwise, score 1 hit upon you revealed unit.

**1 – Curse of the Dancing Blade:** 6d6@F3 – No targeting. Also, the performer of the ritual (*or any friendly unit in the same hex*) receives 1 hit for each result of 1.

**1 – Warp Discharge:** 6d6@F3 upon the enemy and 5d6@F3 upon your own army. There must be other friendly units in the same hex in addition to the cleric in order to perform the ritual. No targeting.

**2 – Rally the Troops:** All friendly units in the cleric hex roll +1 additional die in the next battle round.

**2 – Wreak Havoc:** In the next battle round, all units (enemy and friendly) receiving 1 hit, will lose 1 additional step.

**3 – Warpath:** In the next battle round all friendly units roll +1 attack die, and all enemy units roll -1 attack die.

## Demigod of Balance (*Feudals, Barbarians*)

**1 – An Eye for An Eye:** If a friendly unit in the cleric hex (or the cleric himself) receives 1 hit in the next round of battle, score 1 hit on an enemy unit in the same hex. No targeting.

**1 – Even the Odds:** The enemy army may have a maximum number of units equal to yours + 1. Any excess units must retreat from battle. No targeting.

**1 – Shared Visions:** Reveal as many friendly units as you wish. For each unit revealed, reveal 1 enemy unit regardless of where they are. This ritual may be performed only once in the game.

**2 – Shared Wealth:** The richest player must give gp to the poorest player until they both have the same gp (or, if not possible, the richest has only 1 gp more). This ritual may be performed only once in the game.

**2 – Mirror Strength:** The cleric acquires the combat ability (letter, number and no. of dice rolled) of a chosen enemy unit until the end of battle. If the chosen enemy unit loses any steps, the number of dice rolled by the cleric changes accordingly.

**3 – Universal Balance:** 1 opponent of your choice must sacrifice his own units one by one until he has as many units left as the player with less units in game, or else has sacrificed 3 units, whichever happens first. No Targeting. After the ritual ends, the performer is permanently removed from the game.