

# BLOOD MAGE







*The Blood Mages take dark and lonely paths. Only their greed for everlasting power unites them under the Red Covenant. Regardless of the consequences, they nurture their burning ambitions and commit horrors throughout the Warlands.*




# BLOOD MAGE

## BLOOD TRADE

Exile up to X Reserve Dice (min. 1) and get 1  + 1 more  for each Reserve Dice exiled on this way. X is thereby equivalent to the number of your Blood Mages in the Warlands.

Then, use any number of  to upgrade friendly Creatures.  
Unused  lapse at the end of the turn.

*Note: For every used upgrade, the Indicator Dice on the  - Bar has to be moved downwards by 1 field.*

*Important: The Spell can't be used on the Blood Mage casting it.*

## POWER HIERARCHY

