



DISPEL

COMMON SPELL



Whenever an opponent's Common or Unique figure within 4 clear sight spaces would cast a spell, this figure may immediately cast this spell. You and that opponent must both roll the 20-sided die. If you roll higher than your opponent, that player may not cast any spells before the start of the next player's turn or the start of the next round, whichever comes first. If you also roll a 16 or higher, remove that spell from the game.