

Bone Mages

Overview

Role: Bone Mages are the mystical support of the Undead Court's skeletal ranks. Unlike the warriors who march at the front of the Bone Legion, Bone Mages remain behind the battle line, manipulating dark energies to weaken enemies, disrupt their movements, and prepare them for the relentless advance of the Undead.

Individually, Bone Mages are fragile, but destroying them is rarely the end of the problem. Like the rest of the Bone Legion, they can Rise Again, returning to continue their unnatural work as long as the Undead Court has the Fate to sustain them.

Core Information

Summon Points: 1 — Companion x2

Alignment: Dark

Affiliation: Undead Court

Keywords:

- Companion
- Undead Court
- Undead

Statistics

- Health: 3
- Armor: 0
- Speed: 4
- Defense: 4
- Dodge: 4
- Willpower: 5
- Special

Special

Universal Rules

The Bone Mages possess the following Universal Rules:

- Undead
- Only Bones
- Rise Again
- Bound Servants
- Controlled Unit

These rules function exactly as described in the Dual Fates V3 Universal Rules.

Masters of Manipulation

The Bone Mages are intended to work together to weaken the enemy rather than concentrate purely on damage.

When the Bone Mages activate as a Controlled Unit, both must choose the same Mystic Manipulation effect, but **each Bone Mage resolves its own Fate Roll separately and may choose a different legal target.**

This allows the pair to spread the same debilitating effect across multiple enemies or concentrate their efforts against a single important target.

Abilities:

Mystic Manipulation

Type: Ranged

Range: 10"

Fate Roll: Fate vs Willpower

The Bone Mages channel dark mystical energy into their enemies, weakening their bodies and disrupting their ability to fight effectively.

Before making the Fate Roll, choose one of the following effects:

Dark Energy — Light Damage

On a successful Fate Roll, the target suffers Light Damage.

Withering Grasp — Slow

On a successful Fate Roll, the target suffers -1 Speed until the end of the round.

Mystic Weakness — Debuff

On a successful Fate Roll, choose Defense, Dodge, or Willpower. The chosen statistic suffers -1 until the end of the round.

Because the Bone Mages are a Controlled Unit, both Bone Mages must select the same Mystic Manipulation effect when they activate, although they may select different legal targets.

The Speed reduction and statistic reduction caused by Mystic Manipulation do not stack with themselves. A unit may only suffer each effect from Mystic Manipulation once per round.

Fate Generation

Each successful Mystic Manipulation generates 1 Fate.

The Bone Mages may generate a maximum of 2 Fate per round through Mystic Manipulation.

Tactics and Strategies

Bone Mages should rarely be placed at the front of the Bone Horde. With only 3 Health and no Armor, they are considerably easier to destroy than many of the Undead units advancing in front of them.

Instead, use the Bone Horde as a moving wall between the Bone Mages and the enemy.

Dark Energy allows the Bone Mages to contribute additional damage when the Undead Court needs to finish an enemy.

Withering Grasp is useful against fast opponents, particularly when reducing their Speed can prevent them from reaching a Pillar, vulnerable Summoner, or another important position.

Mystic Weakness is the Bone Mages' primary setup tool. Reducing Defense, Dodge, or Willpower can make an important enemy considerably easier for the rest of the Undead Court to attack.

Their Fate generation is equally important. Two successful Mystic Manipulation attacks can generate 2 Fate in a round, helping fuel the Undead Court's abilities and its powerful ability to continually return destroyed members of the Bone Horde through Rise Again.

This creates the central dilemma of dealing with Bone Mages:

Ignore them, and they continue weakening your forces and feeding Fate into the Undead Court.

Destroy them, and the Undead Court may simply spend that Fate to bring them back.

The Bone Horde wears the enemy down through numbers and persistence. The Bone Mages make sure every enemy becomes a little easier to kill along the way.