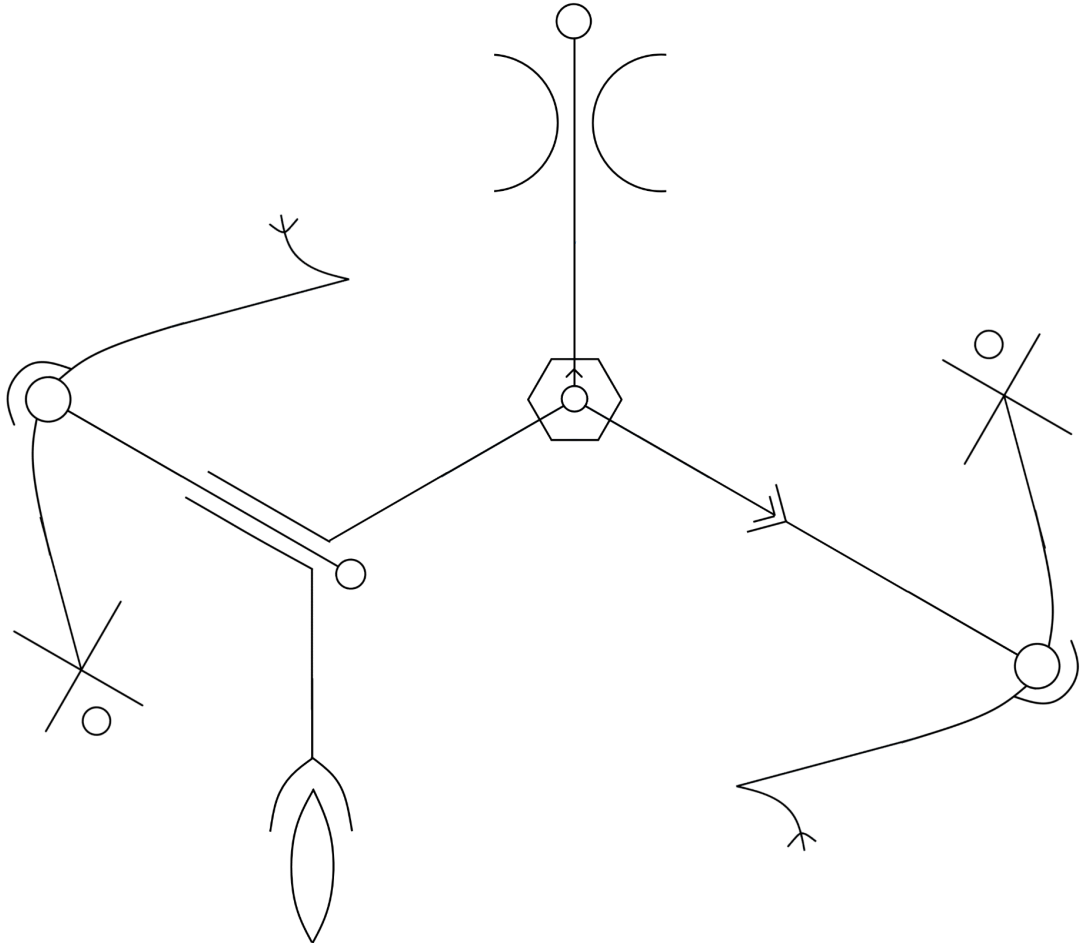


# Second Circle Magic



Cost: 6 hit points.

Effect: Initiates a target as a Second-Circle mage.