Level I

Alternation
MP: 3
Effect: Target one Disk within 12" of Spellcaster. Target Disk's Attack and Defense Values are reversed for the remainder of the round. (Leave Spell Disk on target Disk to remember effect.)

Call to Arms
MP: 3
Effect: Immediately bring two reinforcements into play from the top of your Reinforcement Stack. These reinforcements must be placed so that each is touching your staging area. These reinforcements may be activated this Activation Segment.

Cure Plaque
MP: 2
Effect: Remove one Plaque Counter from target Disk within 12" of Spellcaster.

Feet of Clay
MP: 2
Effect: One Unactivated target Disk within 18" of Spellcaster gains -2 Movement this Activation Segment. (Leave Spell Disk on target Disk to remember effect.)

Flight
MP: 2
Effect: Target one Disk within 12" of Spellcaster. The target Disk has the Flying skill for the rest of the round. (Place Spell Disk on target Disk to remember effect.)

Heal
MP: 3
Effect: Immediately remove a 'Wound' counter from a target Disk within 12" of Spellcaster. May only be cast on Disks that can sustain multiple Wounds.

Hold
MP: 3
Effect: Target Disk within 12" may not Activate to move this Activation Segment (but may be activated for other reasons). The Hold spell only prevents the disk from using its Activation for movement. (Leave Spell Disk on target Disk to remember effect.)

Liquid Shield
MP: 4
Effect: Target one Disk within 12" of Spellcaster . The target Disk, and all Disks within 6" of the target Disk, are immune to damage from Fireballs (Missiles and Spells) for the rest of the round. (Place Spell Disk on target Disk to remember effect.)

Magic Missile
MP: 3
Effect: Place one Arrow Counter on one unpinned target enemy Disk within 12" of Spellcaster.
While this Spell uses Missile Counter to enact its effect, it is not Missile. Therefore, it may not be affected by rules, Disk abilities, or other Spells that affect Missiles.

Reflect
MP: 4
Effect: Target one unpinned Disk within 12" of Spellcaster. During the Combat Segment, the target receives a positive modifier to its D equal to the total AT of any enemy Disks attacking it. (Leave Spell Disk on target Disk to remember effect.)

Shield
MP: 3
Effect: Target Disk within 12" of the Spellcaster receives +3 Toughness for the remainder of this round. (Leave Spell Disk on target Disk to remember effect.)

Speed
MP: 2
Effect: Target Disk within 12" of Spellcaster gains +3 Movement this Activation Segment. (Leave Spell Disk on target Disk to remember effect.)

Sure Aim
MP: 4
Effect: One target Archer Disk within 6" of Spellcaster will automatically hit a single Disk with half of its Missiles this turn (rounded down, thus having no effect on Archers with only one missile). During the Missile Segment the owner of the enchanted Disk drops half of the missiles normally, then simply places the second half (rounded down) on the same target Disk within range. (Leave Spell Disk on target Archer Disk to remember effect.)

Ward
MP: 3
Effect: Target Disk within 12" of Spellcaster is immune to Missiles this round. (Leave Spell Disk on target Disk to remember effect.)

Level II

Calm
MP: 5
Effect: All Disks within 12" of the Spellcaster that have the Berserk skill and are "Berserking" (i.e., receiving a +2 bonus) have their Berserk status canceled. Disks affected by this Spell may regain their Berserking status normally.

Charm
MP: 7
Effect: Target one Unactivated, unpinned enemy Disk within 12" of the Spellcaster. Initiate the target's Special Ability as if that Disk's controller were doing so, then place an Activation Marker on the target.

Dispel
MP: 5
Effect: Remove one Spell Disk from one target Disk within 18" of Spellcaster.

Evil Ward
MP: 4
Effect: Target one Disk within 12" of Spellcaster. Evil Disks may not Activate to Attack the target Disk for the remainder of the round. (Leave Spell Disk on target Disk to remember effect.)

Fireball
MP: 5
Effect: Place one Fireball Counter on one unpinned target enemy Disk within 12" of Spellcaster.
While this Spell uses Missile Counter to enact its effect, it is not Missile. Therefore, it may not be affected by rules, Disk abilities, or other Spells that affect Missiles.

Gate
MP: 4
Effect: Place Gate Spell Disk on an empty space within 12" of Spellcaster. Disks (that are not Immune to Spells) touching a Gate Spell Disk may Activate to Ambush any other unpinned Gate Spell Disk in play. Gate Spell Disks are not removed during the Remove Counters Segment.

Good Ward
MP: 4
Effect: Target one Disk within 12" of Spellcaster. Good Disks may not Activate to Attack the target Disk for the remainder of the round. (Leave Spell Disk on target Disk to remember effect.)

Incite
MP: 6
Effect: All Disks within 6" of the Spellcaster that have the Berserk skill are now "Berserking." (i.e., receive +2 bonuses). Place Berserk Counters on these Disks. Disks affected by this Spell may lose and regain their Berserking status normally.

Invisibility
MP: 5
Effect: For the remainder of the round, The target Unactivated Disk within 12" may not Activate except to move, and may not Attack. Other Disks may not Activate to Attack the target Disk. During the Combat Segment, the target is immune to damage from Attacking Disks. The target may not be the target of Missiles, but is damaged normally by them. (Leave Spell Disk on target Disk to remember effect.)

Mind Block
MP: 5
Effect: One Unactivated target enemy Disk within 18" of Spellcaster may not activate its Special Ability(ies) this round. (Place Spell Disk on target Disk to remember effect.)

Summon
MP: 4
Effect: Immediately take ANY Disk from your Reinforcement Stack and place this unit touching the Spellcaster. The summoned Disk may be Activated this round.

Vigor
MP: 5
Effect: Remove one Activation Marker from a friendly Disk within 12" of spellcaster. Target Disk may Activate again this Activation Segment.

Wind Gale
MP: 5
Effect: Place Activation Markers on all Disks with the Flying skill within 6" of the Spellcaster.

Zip
MP: 5
Effect: Adds +2 Movement to ALL Disks within 12" of Spellcaster this Activation Segment. (Leave Spell Disk on Spellcaster to remember effect.)

Level III

Banish
MP: 8
Effect: Target one enemy Disk within 12" of the Spellcaster. This Disk immediately returns to the bottom of its Army's Reinforcement Stack.

Control
MP: 8
Effect: Spellcaster may initiate a "Movement" action for a target enemy unactivated Disk within 12". (Spellcaster moves the enemy Disk). Place an Activation Marker on the enemy Disk after the movement. The enemy Disk may not be moved off the table.

Dust to Dust
MP: 7
Effect: All Disks with the Reanimate skill within 6" of the Spellcaster are immediately removed from play. They are NOT placed in their Armies' Reinforcement Stacks.

Firestorm
MP: 10
Effect: Owner of Spellcaster may immediately drop 8 Fireball Counters (in one drop) on any location within 12" of Spellcaster. The Firestorm must be dropped from 24" above the table. Immediately remove any casualties.
While this Spell uses Missile Counters to enact its effects, they are not Missiles. Therefore, they may not be affected by rules, Disk abilities, or other Spells that affect Missiles.

Foresight
MP: 7
Effect: For the rest of the round, the Spellcaster's player may Activate two, three, or four Disks each turn. If the player Activates only two Disks, he may continue to Activate Disks the next turn. (Place Spell Disk on Spellcaster to remember effect.)

Mass Hold
MP: 10
Effect: Choose up to 5 Disks within 6" of Spellcaster and immediately place an Activation Marker on each.

Mass Vigor
MP: 8
Effect: Remove all Activation Markers from up to three Disks within 6" of the Spellcaster.

Meteor Rain
MP: 12
Effect: Owner of Spellcaster may immediately drop 6 Boulder counters (in one drop) on any location within 12" of Spellcaster. The Meteor Shower must be dropped from 36" above the table. Immediately remove any casualties.
While this Spell uses Missile Counters to enact its effects, they are not Missiles. Therefore, they may not be affected by rules, Disk abilities, or other Spells that affect Missiles.

Powerbolt
MP: 8
Effect: Choose a Disk within 6" of Spellcaster. This Disk and all Disks touching it (and touching those) receive a "5" Instant Blow. Immediately remove any destroyed Disks.

Ressurect
MP: 10
Effect: Bring ANY Disk that has been destroyed back to life. The Disk is now under your control. Place the resurrected Disk touching (pinning) the Spellcaster, and place an Activation Marker on the Disk. Immediately after this Spell has been cast, Spellcaster receives one Wound. Remove Spellcaster immediately if he has been destroyed.

Surge
MP: 10
Effect: THIS SPELL MAY BE CAST OUT OF TURN BY AN UNACTIVATED LEVEL THREE SPELLCASTER. The Spell that an opponent has just played is nullified. Place an Activation Counter on the Spellcaster that cast "Surge". Casting "Surge" cannot cancel another "Surge" Spell.

Teleport
MP: 7
Effect: Move any one friendly unpinned Disk within 12" of Spellcaster instantly to any spot within 12" of its original location.

Whirlwind
MP: 10
Effect: Target one unpinned enemy Disk (with T of 4 or less) within 12" of Spellcaster. Choose up to three other unpinned enemy Disks (with T of 4 or less) within 3" of the target Disk. The target and chosen Disks are now dropped (like Missiles) anywhere within 12" of the target's original position from a height of 24". If dropped Disk lands in an illegal position (such as in a Lake Terrain), the Disk is redropped. All dropped Disks are activated.

Instead of taking certain spells, player can leave remaining AP (army point) as „mana". Each AP is exactly one MP (mana point). Use any fancy-looking tokens as mana points. During game players can activate spellcaster to cast any spell from *this* spellbook (according to spell level limitations) and decrease his MP by the MP cost of the spell. When players MPs are depleted, he cannot cast any more spells.

Variant 1 : Mana recharge - If all players agree upon, there can be constant MP raise, for instance one or two MP, at the end of each round.
Variant 2 : Limited spellbooks – Also players can agree upon „limited" spellbooks. Right before the beginning of battle each player marks his own number of spells in list (or writes them down on separate piece of paper) which he will use in battle (not showing other players). Then he can't use any other spells than the marked ones. For each Level 1 spellcaster in player's army he can mark three spells, for each Level 2 spellcaster five spells and for each Level 3 spellcaster seven spells.

I recommend to play with both variants, with mana recharge 1 MP for small skirmishes and 2 MP for larger battles (or even more if you'd like to play a 'magic-heavy' battle).

This spellcasting system may also alter some Disk's abilities (possibly some few others):

Alchemist Apprentice – SA: If a friendly Spellcaster within 6" has cast Level I Spell this round, activate Apprentice to increase your MP by the cost of the casted spell.

Scroll Slave – Level I Spellcaster. When Slave first comes into play, you may place a Spell Disk of any Level I Spell in your Spellbook on Slave. This is the only Spell Slave may cast. If Slave A to cast this Spell, flip a coin. If it lands Slave-side up, the Spell is cast free of MP charge. The Spell Disk remains on the Slave and may be cast again. If not, Slave is instantly destroyed after casting the Spell.

Spell Scribe – If pinning a friendly Spellcaster, A to unmark one Spell in your Spellbook and mark one with equal or lesser cost and Level.

Tyrnask X'ru – Level III Spellcaster. If Tyrnask casts a Level III Spell, place Spell Disk of same type on a friendly UA Disk within 6" that does not have a Spell Disk on it. This Disk receives a Wound. If the friendly Disk is killed, the Spell Disk on it is removed from play. Tyrnask may cast a Spell (that is on the Disk) from friendly Disk within 6" free of MP charge and then the Spell Disk is removed from the Disk.