## Searing Doom

| *CV* | *Type* | *Duration* |
|---|---|---|
| 10+ | Range | Inst. |

*Effect*

Searing Doom is a magic missile with a range of 24" and causes D6 hits. The Wizard can choose to have the spell instead inflict 2D6 hits. If he does so, the casting value is increased to 20+.

*1. Apprentice Spell*

## Plague of Rust

| *CV* | *Type* | *Duration* |
|---|---|---|
| 7+ / 10+ | Range | Inst. |

*Effect*

Plague of Rust is a hex with a range of 24". The target's armour save is lowered by one point for the rest of the game (e.g. a model with light armour and shield will only have a 6+ save). Plague of Rust can be repeatedly cast on the same target, reducing its armour save by a further -1 each time. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 10+.

*2. Adept Spell*

## Enchanted Blades of Aiban

| *CV* | *Type* | *Duration* |
|---|---|---|
| 9+ | Range | Inst. |

*Effect*

Enchanted Blades of Aiban is an augment spell with a range of 24". The target unit has a +1 bonus when rolling to hit with all shooting and close combat attacks until the start of the caster's next Magic phase. All of their attacks also count as both magical attacks and have the Armour Piercing special rule. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 12+.

*3. Adept Spell*

## Glittering Robe

| *CV* | *Type* | *Duration* |
|---|---|---|
| 9+ | Range | Inst. |

*Effect*

Glittering Robe is an augment spell with a range of 12". The target unit has the Scaly Skin (5+) special rule until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell target all friendly units within 12". If he does so, the casting value is increased to 16+.

*4. Adept Spell*

## Gehennas's Golden Hounds

| *CV* | *Type* | *Duration* |
|---|---|---|
| 9+ | Range | Inst. |

*Effect*

Gehenna's Golden Hounds is a direct damage spell with a range of 12". Choose a single enemy model within range – it suffers D6 hits. This spell can be used to single out a character in a unit, although the character is allowed to make a "Look Out Sir!" roll for each of the hits (representing his comrades defending him from the hounds). The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 12+.

*5. Master Spell*

## Transmutation of Lead

| *CV* | *Type* | *Duration* |
|---|---|---|
| 12+ | Range | Inst. |

*Effect*

Transmutation of Lead is a hex with a range of 24". The target suffers a -1 penalty to its Weapon Skill, Ballistic Skill and armour saves until the start of the caster's next Magic phase. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 15+.

*6. Master Spell*

## Final Transmutation

| *CV* | *Type* | *Duration* |
|---|---|---|
| 15+ | Range | Inst. |

*Effect*


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Final Transmutation is a direct damage spell with a range of 18". Roll a D6 for every model in the target unit – on a 5+ it has been turned to gold and is removed as a casualty, with no saves of any kind allowed. Models with more than one wound on their profile are only affected on a roll of 6. In addition, any enemy unit within 12" of the target at the start of their following turn (including the target itself) must test for Stupidity in order to overcome the lure of the riches that have appeared in their vicinity. The Wizard can choose to extend the range of this spell to 36". If he does so, the casting value of the Final Transmutation is increased to 18+.