Spirit Leech

CV	*Type*	*Duration*
7+	Range	Inst.

Effect

Spirit Leech is a direct damage spell with a range of 12" that targets a single enemy model (even a character in a unit). Both caster and target roll a D6 and add their respective unmodified Leadership values. For every point the caster wins by, the target suffer a wound, with no armour saves allowed. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 10+.

1. Apprentice Spell

Aspect of the Dreadknight

CV	*Type*	*Duration*
4+	Range	Inst.

Effect

Aspect of the Dreadknight is an augment spell with a range of 24". The target unit causes Fear until the start of the caster's next Magic phase. The Wizard can choose to make the target even more horrifying if he wishes, and cause Terror, rather than Fear. If he does so, the casting value is increased to 9+.

2. Adept Spell

The Caress of Laniph

CV	*Type*	*Duration*
6+	Range	Inst.

Effect

The Caress of Laniph is a direct damage spell with a range of 12" that targets a single enemy model (even a character in a unit). If successfully cast, the target suffers a number of hits equal to 2D6 minus his own Strength. Hits from the Caress of Laniph cause a wound on a roll of 4+, with no armour saves allowed. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 12+.

3. Adept Spell

Soulblight

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

Effect

Soulblight is a hex spell with a range of 24". The target has -1 Strength and -1 Toughness (to a minimum of 1) until the start of the caster's next Magic phase. The Wizard can choose to have this spell target all enemy units within 24" – in which case the casting value is 18+.

4. Adept Spell

Doom and Darkness

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

Effect

Remains in play. Doom and Darkness is a hex spell with a range of 24". The target suffers a - 3 penalty to its Leadership. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.

5. Master Spell

The Fate of Bjuna

CV	*Type*	*Duration*
13+	Range	Inst.

Effect

The Fate of Bjuna is a direct damage spell with a range of 12" and targets a single enemy model (even a character in a unit). The target suffers a number of hits equal to 2D6 minus his own Toughness. Hits from the Fate of Bjuna cause a wound on a roll of 2+, with no armour saves allowed. If the target survives, he is subject to Stupidity for the remainder of the game.

6. Master Spell

The Purple Sun

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

Effect


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Remains in play. The Purple Sun is a magical vortex that uses the small round template. Once the template is placed, the player then nominates the direction in which the Purple Sun will move.

To determine how many inches the template moves, roll an artillery dice and multiply the result by 3. Any model touched by the template must pass an Initiative test or be slain outright with no saves of any kind allowed. If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice and a D6. The template moves the number of inches equal to the result of the D6, in the direction shown on the scatter dice (if you roll a Hit!, use the little arrow shown on the Hit! symbol). In either event, in subsequent turns, the Purple Sun travels in a random direction and moves a number of inches equal to the roll on an artillery dice. If a misfire is rolled in subsequent turns, the Purple Sun collapses in upon itself and is removed. A particularly brave Wizard can infuse the Purple Sun of Xereus with more power, so that it uses the large round template instead. If he does so, the casting value is 25+.