Wyssan's Wildform

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

Effect

Wyssan's Wildform is an augment spell with a range of 12". The target unit gains +1 Strength and +1 Toughness until the start of the caster's next Magic phase. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 13+.

1. Apprentice Spell

The Flock of Doom

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

Effect

The Flock of Doom is a magic missile with a range of 24" and causes 2D6 Strength 2 hits. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 8+.

2. Adept Spell

Pann's Impenetrable Pelt

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

Effect

Pann's Impenetrable Pelt is an augment spell that is cast upon the Wizard or another friendly character within 12". The target gains +3 Toughness until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell target all friendly characters within 12" (including himself). If he does so, the casting value is increased to 16+.

3. Adept Spell

The Amber Spear

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

Effect

The Amber Spear is a magic missile with a range of 24". It inflicts a single Strength 6 hit that causes Multiple Wounds (D3) and then penetrates ranks in the same manner as a shot from a bolt thrower if the first model is slain – the Strength of the hit is reduced by 1 for each subsequent rank. Armour saves are not permitted against wounds caused by the Amber Spear. The Wizard can attempt to call forth a larger, deadlier spear that inflicts a Strength 10 hit, causing Multiple Wounds (D6). If he does so, the casting value is increased to 15+.

4. Adept Spell

The Curse of Anraheir

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

Effect

The Curse of Anraheir is a hex with a range of 36". The target unit suffers a -1 penalty to its To Hit rolls (to both its shooting and close combat attacks) until the start of the caster's next Magic phase. In addition, the unit treats all terrain (other than impassable terrain) as dangerous terrain and will fail Dangerous Terrain tests on a 1 or 2, rather than a 1. The Wizard can choose to extend the range of this spell to 72". If he does so, the casting value is increased to 13+.

5. Master Spell

The Savage Beast of Horros

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

Effect

The Savage Beast of Horros is an augment spell with a range of 12" and is cast on a friendly character, which can be the Wizard himself. The model gains +3 Strength and +3 Attacks until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell target all friendly characters within 12" (including himself). If he does so, the casting value is increased to 20+.

6. Master Spell

Transformation of Kadon

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

Effect


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Remains in play. The Transformation of Kadon is an augment spell that can only be cast upon the Wizard, and only if he is on foot. Whilst the spell is in effect, the Wizard transmogrifies himself into one of the following monsters: Feral Manticore, Black Hydra, or Horned Dragon. If the Wizard is in a unit, he can remain within the unit, even though he is now technically a monster (although you may have to reorder the unit a little to make him fit – see the Characters chapter for some guidance). If he cannot be placed because there is not enough room, the spell does not work. Whilst transformed, the Wizard cannot channel or cast spells, and all of his magic items and mundane equipment (armour, weapons, etc.) temporarily stop working. Any wounds suffered by the Wizard are carried over between transformations. The Wizard can choose to cast a more powerful version of the spell, and become a Mountain Chimera or a Great Fire Dragon. If he does so, the casting value increases to 20+.

Black Hydra
M WS BS S T W I A Ld Type
6 4 0 5 5 5 2 7 8 Mo
Special Rules: Large Target, Terror, Scaly Skin (4+), Regenerate, Breath Weapon (Strength 4)
Mountain Chimera
M WS BS S T W I A Ld Type
6 7 0 7 7 10 5 4D6 6 Mo