Shem's Burning Gaze

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

Effect

Shem's Burning Gaze is a magic missile with a range of 24" and causes D6 Strength 4 hits (which count as Flaming Attacks). The Wizard can choose to extend the range of this spell to 48" and increase the Strength from 4 to 6. If he does so, the casting value is increased to 15+.

1. Apprentice Spell

Phâ's protection

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

Effect

Phâ's Protection is an augment spell with a range of 24". All attacks against the target unit (shooting or close combat) suffer a -1 penalty to hit until the start of the caster's next Magic phase. Shooting attacks that do not use Ballistic Skill must roll 4+ on a D6 before firing, or the shot(s) is lost. The Wizard can choose to have this spell affect all friendly units within 12". If he does so, the casting value is increased to 12+.

2. Adept Spell

The Speed of Light

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

Effect

The Speed of Light is an augment spell with a range of 24". The target unit has Weapon Skill 10 and Initiative 10 until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell affect all friendly units within 12". If he does so, the casting value is increased to 16+.

3. Adept Spell

Light of Battle

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

Effect

Light of Battle is an augment spell with a range of 12". If fleeing, the target rallies immediately. Additionally, the target will pass all Leadership tests (regardless of modifiers) until the start of the caster's next Magic phase. The Wizard can instead choose to have his spell target all friendly units within 12". If he does so, the casting value is increased to 18+.

4. Adept Spell

Net of Amyntok

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

Effect

Net of Amyntok is a hex with a range of 24". The target unit must pass a Strength test every time it moves (included moving as a charger, fleeing, pursuing, moving compulsorily, etc.) or shoots or casts spells until the start of the caster's next Magic phase. If the test is passed, the target acts normally. If the test is failed, the unit is unable to perform the desired action, remaining in place and taking D6 Strength 4 hits from the net's barbs of light. 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

Banishment

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

Effect

Banishment is a magic missile with a range of 24" – the target suffers 2D6 hits. The Strength of the hits is equal to 4 plus the number of Wizards that know spells from the Lore of Light within 12" of the caster (not counting the caster himself). Successful ward saves taken against Banishment must be re-rolled. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.

6. Master Spell

Birona's Timewarp

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

Effect

Birona's Timewarp is an augment spell with a range of 12". The target's Movement is doubled, and its Attacks increased by 1 until the start of the caster's next Magic phase. The unit also gains the Always Strikes First 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 24+.


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