Melkoth's Mystifying Miasma

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

Effect

1. Apprentice Spell

Steed of Shadows

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

Effect

Steed of Shadows is an augment spell that can be cast on the Wizard or a friendly character within 12". The target immediately makes a move using the Fly special rule as if it were the Remaining Moves sub-phase.

2. Adept Spell

The Enfeebling Foe

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

Effect

Remains in play. The Enfeebling Foe is a hex spell with a range of 18". All models in the target unit have their Strength reduced by D3 (to a minimum of 1) for the duration of the spell. The Wizard can choose to extend the range of this spell to 36". If he does so, the casting value of the Enfeebling Foe is increased to 13+.

3. Adept Spell

The Withering

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

Effect

Remains in play. The Withering is a hex with a range of 18". All models in the target unit have their Toughness reduced by D3 (to a minimum of 1) for the duration of the spell. The Wizard can extend the range of this spell to 36". If he does so, the casting value is increased to 16+.

4. Adept Spell

The Penumbral Pendulum

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

Effect

The Penumbral Pendulum is a direct damage spell. Extend a straight line, 6D6" in length, directly away from the caster. Each model in the way (determined as for a bouncing cannonball) must pass an Initiative test or suffer a Strength 10 hit causing Multiple Wounds (D3). The Wizard can choose to double the Penumbral Pendulum's range (making the distance twice the total rolled). If he does so, the casting value of the spell is increased to 18+.

5. Master Spell

Pit of Shades

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

Effect

Pit of Shades is a direct damage spell. Place the small round template anywhere within 24" – it then scatters D6". All models underneath the template must pass an Initiative test or be dragged to their DOOM! (remove them as casualties with no saves of any kind allowed). The Wizard can choose to create a vaster portal, using the large template rather than the small template. If he does so, the casting value is increased to 17+ and the template scatters 2D6" rather than D6".

6. Master Spell

Okkam's Mindrazor

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

Effect

Okkam's Mindrazor is an augment spell with a range of 18" and lasts until the start of the caster's next Magic phase. Models in the target unit use their Leadership instead of Strength when rolling to wound with all close combat attacks whilst the spell remains in effect (any Strength bonuses from weapons are ignored). The Wizard can choose to extend the range of this spell to 36". If he does so, the casting value of Okkam's Mindrazor is increased to 21+.


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Melkoth's Mystifying Miasma is a hex with a range of 48". The target unit's Weapon Skill, Ballistic Skill, Initiative or Movement (you choose which) is reduced by D3 (to a minimum of 1) until the start of the caster's next Magic phase. The Wizard can choose to cast a more powerful version of this spell that instead reduces all four characteristics (don't roll a D3 for each – make one roll and apply it to all four characteristics). If he does so, the casting value of Melkoth's Mystifying Miasma is increased to 10+.