

#### AUGUR

Level:

Target: Special

**Duration:** Current Turn

Difficulty: Special

Range: Special

**Description:** If the Spell is cast successfully, the player sets aside one dice for each Success rolled (to a maximum of 3 dice). These dice can be used to re-roll any dice rolled this Turn. Re-roll dice not used are lost during the End Phase of the

Current Turn.



## BIND ENEMY

Level: 2

Target: Friendly Section

**Duration:** Current Turn

Difficulty: 2 Range: 12"

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**Description:** Enemy models cannot target the affected Section.



## DEATH SPELL

Difficulty: Special

Range: 9"

Level: 3

Target: Enemy Model

**Duration:** Instant

**Description:** The target immediately loses I Life Point per Success rolled.



## FLESH WARD

Level: 2

Target: Caster

Difficulty: 2 Range: Caster

**Duration:** Rest of the Game

**Description:** The Spellcaster increases their **IR** by **+1**. A model can only benefit from this Spell once per game.



## HANDS OF COLUBRA

Level:

Target: Caster

**Duration:** Current Turn

Difficulty: 2

Range: Caster

**Description:** The Spellcaster increases their **MAD** by **+2**. A Model can only benefit from this spell once per Turn.



#### IMPLANT FEAR

Level:

Target: Enemy Section

**Duration:** Instant

Difficulty:

Range: 12"

**Description:** The target gains **I Shaken Marker**. A Section may be affected by this Spell more than once per Turn.



#### SEVER CONTROL

Level:

**Difficulty**: Special

Target: Summoned Creature

Range: 12"

**Duration:** Instant

**Description:** Make an opposed Command Check against the model that summoned the target creature. If you are successful, the target becomes *Uncontrolled*. Both models involved in the Command Check can use their Spellcasting Quality. Only the Summoned Creature, not the Spell Caster that Summoned it, needs to be in range to cast this spell.



#### SHRIVELLING

Level:

Difficulty: Special Range: 12"

Target: Enemy Section

**Duration:** Instant

**Description:** The target immediately suffers one point of damage per Success rolled. The Shrivelling Spell acts as an attack against the Target Section, with a number of Hits equal to the Successes rolled when casting the spell. Hits are applied as per the normal process of applying Damage to a Section. Target Sections may not roll a Defensive Pool against the Shrivelling Spell.



#### SELF-WARD

Level: 2

Difficulty: 2 Target: Caster Range: Caster

**Duration:** Rest of the Game

**Description:** The Spellcaster increases their **LP** by +1. A model can only benefit from this Spell once per Game.



## SLIP THROUGH ANGLES

Level:

Difficulty: 2 Range: 12"

Target: Caster

**Duration:** Instant

**Description:** If the Spell is successfully cast, the caster can immediately perform a Slip Through Angles special Movement Action as described by the MAR of the same name. If successful, the model may not take a Movement Action this Turn.



## SUMMON BYAKHEE

Level: 2

Difficulty: 3

Target: Special

Range: 12"

**Duration:** Rest of the Game

**Description:** If this Spell is successfully cast, the controlling player gains a unit of **3 Byakhee** models that is immediately put into play within 12" of the caster. These models do not act this Turn but activate normally beginning on the next turn. These models gain the **Controlled [Spelleaster]** and **Summoned MARS**.



## SUMMON CHTHONIAN

Level: 3

Difficulty: 5

Target: Special

Range: 12"

**Duration:** Rest of the Game

**Description:** If this Spell is successfully cast, the controlling player gains **I Chthonian** model that is immediately put into play within 12" of the caster. This model does not act this Turn but activates normally beginning on the next Turn. This model gains the **Controlled [Spellcaster]** and **Summoned** MARs.



## SUMMON HOUNDS OF TINDALOS

Level: 2

Difficulty: 4

Target: Special

Range: 12"

**Duration:** Rest of the Game

**Description:** If this Spell is successfully cast, the controlling player gains a unit of **3 Hounds of Tindalos** models that is immediately put into play within 12" of the caster. These models do not act this turn but activate normally beginning on the next Turn. These models gain the **Controlled [Spellcaster]** and **Summoned** MARs



# SUMMON NIGHT GAUNTS

Level: 2

Difficulty: 3 Range: 12"

Target: Special

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**Duration:** Rest of the Game

**Description:** If this Spell is successfully cast, the controlling player gains a unit of **3 Night Gaunt** models that is immediately put into play within 12" of the caster. These models do not act this Turn but activate normally beginning on the next Turn. These models gain the **Controlled [Spellcaster]** and **Summoned** MARs.