

AUGUR

Level: 1 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"

Description: Enemy models cannot target the affected Section.



DEATH SPELL

Level: 3 Target: Enemy Model Duration: Instant Difficulty: Special Range: 9"

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



FLESH WARD

Level: 2 Target: Caster Duration: Rest of the Game Difficulty: 2 Range: Caster

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



HANDS OF COLUBRA

Level: 1 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: 1 Target: Enemy Section Duration: Instant Difficulty: | Range: |2"

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



SEVER CONTROL

Level: I Target: Summoned Creature Duration: Instant Difficulty: Special Range: 12"

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: 1 Target: Enemy Section Duration: Instant Difficulty: Special Range: 12"

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 Target: Caster Duration: Rest of the Game Difficulty: 2 Range: Caster

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



SLIP THROUGH ANGLES

Level: I Target: Caster Duration: Instant Difficulty: 2 Range: 12"

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 Target: Special Duration: Rest of the Game Difficulty: 3 Range: 12"

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 [Spellcaster]** and **Summoned** MARs.



SUMMON CHTHONIAN

Level: 3 Target: Special Duration: Rest of the Game Difficulty: 5 Range: 12"

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 Target: Special Duration: Rest of the Game Difficulty: 4 Range: 12"

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 Target: Special Duration: Rest of the Game Difficulty: 3 Range: 12"

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.