

Self

Aura of Command

2+

Calling on his magical ability and strength of mind, the caster strengthens the resolve of the fighters around him, banishing fear and dread with words of courage and conviction.

While this power is in effect, the caster and all friendly models within 6" of him automatically pass any courage tests they are required to take.

Channelled.

The range of the spell is increased to 12".

Self

Aura of Dismay

5+

Whether he utters foul curses and incantations, or weaves shadows and mysteries to deceive his foe, the caster causes his enemy to see that which they most fear on the visages of his allies.

All friendly models within 6" of the caster cause Terror, including the caster himself.

Channelled.

The range of the spell is increased to 12".

Banishment

Unleashing a blast of pure and brilliant light, the caster assails the fell creatures of undeath.

The power can only affect Spirits and Undead. The target model automatically suffers 1 Wound.

Channelled.

The target models suffers D3 Wounds instead.

Self

Blinding Light

2+

Unleashing a glowing aura of incandescent light from the tip of a staff or the palm of an outstretched hand, the caster illuminates the area all around him. Whilst this allows the caster's friends to see as clear as day, any nearby foes are dazzled by the stark and sudden brightness.

Whilst this power is in effect, any shots directed at the caster, or a model within 6" of him, only hit on a To Hit roll of a 6. Additionally, an area with a 12" radius around the caster is illuminated as if it were daylight (perfect when your Wizard is underground).

Channelled.

The duration becomes Exhaustion.

12"

Call Winds

2+

Unleashing the power of the air, the cast is able to conjure powerful gusts and gales of wind, which can buffet a foe and drive them first in one direction and then in another. Stunned and disoriented by the arcane attack, the confused victim will be able to offer little opposition.

A single model within range is blown 2D6" directly away from the caster. If this brings the target into contact with another model or an area of impassable terrain, it stops 1" away from the obstacle. In either case, the model is knocked to the ground and may not move, for any reason, later in the turn.

18"

Command

3+

Using the mental strength of the caster, this power overwhelms the mind of its victim to force the will of the caster upon them. Those who fall prey to this power find themselves losing control of their own bodies, inexorably moving at the whim of another, unable to defend themselves.

The caster can move the target model up to half its maximum move distance. He can do this even if the model has already moved that turn. The move cannot force the victim to jump, leap, climb or lie down, but can take it in difficult terrain and even make it Charge an enemy. No Courage tests are required to Charge terror-causing foes, in this instance. It can even force the victim to drop an item that it is holding or to put on the One Ring (if he carries it). Once the model has finished the move, he may not move further that turn, for any reason.

Finally, the victim suffers the effects of the Immobilise/Transfix magical powers.

Channelled.

The target model also reduces his Fight value and Attacks to 1.

12"

Command

3+

Using the mental strength of the caster, this power overwhelms the mind of its victim to force the will of the caster upon them. Those who fall prey to this power find themselves losing control of their own bodies, inexorably moving at the whim of another, unable to defend themselves.

The caster can move the target model up to half its maximum move distance. He can do this even if the model has already moved that turn. The move cannot force the victim to jump, leap, climb or lie down, but can take it in difficult terrain and even make it Charge an enemy. No Courage tests are required to Charge terror-causing foes, in this instance. It can even force the victim to drop an item that it is holding or to put on the One Ring (if he carries it). Once the model has finished the move, he may not move further that turn, for any reason.

Finally, the victim suffers the effects of the Immobilise/Transfix magical powers.

Channelled.

The target model also reduces his Fight value and Attacks to 1.

12"

Command

4+

Using the mental strength of the caster, this power overwhelms the mind of its victim to force the will of the caster upon them. Those who fall prey to this power find themselves losing control of their own bodies, inexorably moving at the whim of another, unable to defend themselves.

The caster can move the target model up to half its maximum move distance. He can do this even if the model has already moved that turn. The move cannot force the victim to jump, leap, climb or lie down, but can take it in difficult terrain and even make it Charge an enemy. No Courage tests are required to Charge terror-causing foes, in this instance. It can even force the victim to drop an item that it is holding or to put on the One Ring (if he carries it). Once the model has finished the move, he may not move further that turn, for any reason.

Finally, the victim suffers the effects of the Immobilise/Transfix magical powers.

Channelled.

The target model also reduces his Fight value and Attacks to 1.

3"

Hey! Come Merry Dol!

2+

Sometimes the power of music is enough to rejuvenate and can instantly heal the body and mind of his friends with a simple act of will and merry song.

This power can be used on a single friendly model. The affected model instantly regains a single lost Wound, as well as a single expended point each of Might, Will and Fate. It also immediately recovers from the effects of any enemy magical power.

12"

Immobilise

2+

An unassuming power that can nonetheless turn the tide of an entire battle, the ability to transfix or immobilise a foe leaves the victim unaware of the battle swirling around them and unable to either fight back or run away. Those most unfortunate are rendered completely defenceless.

Whilst this power is in effect, the target model may not move (except to Back Away, should he lose a Fight) or shoot. Additionally, whilst this power is in effect, he halves his Fight and Attacks characteristics (rounding up) and may not Strike if he wins a Duel roll.

Channelled.

The target model's Fight and Attacks characteristics are reduced to 1.

18"

Immobilise

2+

An unassuming power that can nonetheless turn the tide of an entire battle, the ability to transfix or immobilise a foe leaves the victim unaware of the battle swirling around them and unable to either fight back or run away. Those most unfortunate are rendered completely defenceless.

Whilst this power is in effect, the target model may not move (except to Back Away, should he lose a Fight) or shoot. Additionally, whilst this power is in effect, he halves his Fight and Attacks characteristics (rounding up) and may not Strike if he wins a Duel roll.

Channelled.

The target model's Fight and Attacks characteristics are reduced to 1.

12"

Immobilise

3+

An unassuming power that can nonetheless turn the tide of an entire battle, the ability to transfix or immobilise a foe leaves the victim unaware of the battle swirling around them and unable to either fight back or run away. Those most unfortunate are rendered completely defenceless.

Whilst this power is in effect, the target model may not move (except to Back Away, should he lose a Fight) or shoot. Additionally, whilst this power is in effect, he halves his Fight and Attacks characteristics (rounding up) and may not Strike if he wins a Duel roll.

Channelled.

The target model's Fight and Attacks characteristics are reduced to 1.

Self

Nature's Wrath

4+

Unleashing the power of nature around him, the caster buffers and blasts his foes. Whether it is the raging torrent of a river or gale, or the shaking of the very ground beneath their feet, even the sturdiest foes are thrown to the ground.

All enemy models within 6" of the caster are knocked Prone. Cavalry models are automatically treated as having suffered a Rise from the Dust result on the Thrown Rider chart - both rider and mount are then knocked Prone.

Channelled.

All enemy models within 6" suffer a Strength 2 hit after being knocked Prone.

12"

Panic Steed

2+

Reaching into the mind of a simple beast is far easier than overcoming the willpower of a determined warrior. By using his magical powers, the caster can create a strong sense of panic in a steed, causing it to buck and throw its rider to the ground.

This power may only target mounted models (even those on Monstrous mounts). The rider is immediately thrown from the saddle and his mount bolts from the field of battle. Remove the mount from play and roll on the Thrown Rider chart to determine the effects of the fall.

Channelled.

All enemy models within 3" of the initial target are also affected.

3"

Refreshing Song

2+

Sometimes the power of music is enough to rejuvenate and can instantly heal the body and mind of his friends with a simple act of will and merry song.

This power can be used on a single friendly model. The affected model instantly regains a single lost Wound, as well as a single expended point each of Might, Will and Fate. It also immediately recovers from the effects of any enemy magical power.

12"

Renew

3+

Wounds heal, bones knit back together and weary, injured warriors find themselves once again hale and hearty.

The target regains a single Wound lost earlier in the battle.

Channelled.

The model instead recovers D3 lost wounds.

12"

Sorcerous Blast

4+

With a flourish, the caster hurls his foe aside, bowling over any unfortunate enough to be nearby.

The target model is blasted D6" directly away from the caster and knocked Prone. Roll a dice and move the target that number of inches. Other models in the path of the blasted model are moved aside and knocked Prone. If the target, or one of the models that is knocked Prone, is engaged in combat, then all the models (friend and foe) in the same Fight are also knocked Prone. The target model suffers a Strength 5 hit, and any other model knocked Prone suffers a Strength 3 hit.

If the blasted model hits an Obstacle or a model that has a Strength of 6 or above, the blasted model's move immediately ends. The Obstacle or model (if it has a Defence value) suffer a Strength 3 hit.

Move any models underneath the target model's final position by the minimum distance that allows them to be placed Prone on the board. Note, even Transfixed/Compelled or otherwise immobilised models will be blasted by Sorcerous Blast.

Channelled.

The affected model instead suffers a Strength 6 hit, and other models knocked Prone suffer Strength 4 hits instead.

12"

Sorcerous Blast

5+

With a flourish, the caster hurls his foe aside, bowling over any unfortunate enough to be nearby.

The target model is blasted D6" directly away from the caster and knocked Prone. Roll a dice and move the target that number of inches. Other models in the path of the blasted model are moved aside and knocked Prone. If the target, or one of the models that is knocked Prone, is engaged in combat, then all the models (friend and foe) in the same Fight are also knocked Prone. The target model suffers a Strength 5 hit, and any other model knocked Prone suffers a Strength 3 hit.

If the blasted model hits an Obstacle or a model that has a Strength of 6 or above, the blasted model's move immediately ends. The Obstacle or model (if it has a Defence value) suffer a Strength 3 hit.

Move any models underneath the target model's final position by the minimum distance that allows them to be placed Prone on the board. Note, even Transfixed/Compelled or otherwise immobilised models will be blasted by Sorcerous Blast.

Channelled.

The affected model instead suffers a Strength 6 hit, and other models knocked Prone suffer Strength 4 hits instead.

12"

Strengthen Will

3+

For those who find themselves near the limits of their courage and fortitude, this magical power offers rejuvenation.

The caster can use this spell to give one Will point to a friendly Hero within range. The target's Will can be increased past their starting amount, and this power can be used even if they started the game without any will points.

Channelled.

The target receives D3 Will points instead of 1.

12"

Strengthen Will

4+

For those who find themselves near the limits of their courage and fortitude, this magical power offers rejuvenation.

The caster can use this spell to give one Will point to a friendly Hero within range. The target's Will can be increased past their starting amount, and this power can be used even if they started the game without any will points.

Channelled.

The target receives D3 Will points instead of 1.

Self

Terrifying Aura

2+

Drawing on his magical ability, the caster fools those around him. His visage becomes suddenly more ferocious, his physique more intimidating – causing his foes to quake in fear.

Whilst this power is in effect, the caster causes Terror.

Channelled.

Models wishing to Charge the caster whilst this power is in effect must take their Courage test on 3D6, discarding the highest dice.

6"

Wrath of Bruinen

4+

The very power of the waters of the Ford of Bruinen is at the casters command, causing the waters to rise up and crash down upon enemies.

Only one foe within range may attempt to resist this power. If the foe fails to resist, all enemies within range are knocked to the ground. Cavalry models are automatically thrown and both the steed and the rider are knocked to the ground. All affected models then suffer a Strength 2 hit, or a Strength 8 hit if they are in a stream, river or other similar terrain feature.

12"

Your Staff is Broken!

3+

A rare magical power that can shatter the formidable Staffs of Power belonging to the Wizards, only the greatest of sorcerers and Wizards can master this.

This power destroys the staff of the target model. All the advantages associated with the staff are immediately lost (including the two-handed weapon bonus).

Channelled.

The target model also suffers a Strength 7 hit.

12"

Your Staff is Broken!

4+

A rare magical power that can shatter the formidable Staffs of Power belonging to the Wizards, only the greatest of sorcerers and Wizards can master this.

This power destroys the staff of the target model. All the advantages associated with the staff are immediately lost (including the two-handed weapon bonus).

Channelled.

The target model also suffers a Strength 7 hit.

