

Illusion

Range: 15"

Casting On: 7+

### 1. Mind Razor

*Magic Missile*

Your Shooting phase

The target enemy unit must immediately make a Leadership test. If this test is passed, it suffers D3 Strength 3 hits, each with an AP of -. If, however, this test is failed, it suffers D3+3 Strength 4 hits, each with an AP of -3.

Illusion

Range: 12"

Casting On: 8+

### 2. Shimmering Dragon

*Conveyance*

Your Remaining Moves sub-phase

This spell can only target friendly characters. If the target friendly character is not fleeing and has not already moved during this Movement phase, it gains the Fly (10) special rule until the end of this turn.

Illusion

Range: 9"

Casting On: 10+

### 3. Column of Crystal

*Magical Vortex*

Your Shooting phase

**Remains in Play.** Place a large (5") blast template so that its central hole is within 9" of the caster. Whilst in play, the template does not move and is treated as impassable terrain over which no line of sight can be drawn.

Illusion

Range: 9"

Casting On: 8+

### 4. Confounding Convocation

*Hex*

Your (Strategy) Conjuraton sub-phase

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**Remains in Play.** Whilst this spell is in play, the target enemy unit becomes subject to the Stupidity special rule.

Illusion

Range: Combat

Casting On: 9+

### 5. Spectral Doppelganger

*Assailment*

Any Fight Combat sub-phase

A single enemy unit the caster is engaged in combat with suffers 2D6 hits, resolved using the characteristics and special rules of the caster and of any weapon they carry.

Illusion

Range: 15"

Casting On: 10+

### 6. Miasmic Mirage

*Hex*

Your (Strategy) Conjuraton sub-phase

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Until your next Start of Turn sub-phase, the target enemy unit suffers a -2 modifier to its Movement characteristic (to a minimum of 1) and cannot march or charge. If this spell is cast, the effects of any other Hex previously cast on the target unit immediately expire.

Illusion

Range: Self

Casting On: 8+

### Glittering Robe

*Enchantment*

Your (Strategy) Conjuraton sub-phase

Until your next Start of Turn sub-phase, enemy units suffer a -1 modifier to any rolls To Hit made against the caster and any unit they have joined. If this spell is cast, the effects of any other Enchantment previously cast on any of the affected models immediately expire.

*Signature Spell*

**Illusion**



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