

Light of Truth **Cast on 10+**
(Signature Spell)

Light of Truth is an **Augment** spell that does not have a range. The Caster's army immediately gains a *Light point* as detailed in the event pack missions. The wizard may choose to boost this spell; if he does the spell is changed to **Hex**. The enemy army immediately loses a *Dark point*, and the caster's army immediately gains a *Light point*. If he does so, the spells casting value is increased to 18+.

Words of Protection (Lore Attribute)
Whenever a spell from this lore is successfully cast (and not dispelled) the caster rolls a D6. On a roll of a 5+ the spell's caster gains +1 toughness until the start of the casters next magic phase.

4. Paths of the Ogham Stones
Cast on 10+

Paths of the Ogham Stones is an **Augment** spell that targets a friendly unit within 24". The unit immediately makes a move as if it was the remaining moves sub-phase. This move may not bring the unit into contact with enemy models.

Words of Protection (Lore Attribute)
Whenever a spell from this lore is successfully cast (and not dispelled) the caster rolls a D6. On a roll of a 5+ the spell's caster gains +1 toughness until the start of the casters next magic phase.

1. Blessings of Albion
Cast on 5+

Blessings of Albion is an **Augment** spell which targets a friendly unit within 18". The target unit immediately gains the Magic Resistance (1) special rule. The wizard may choose to boost this spell; if he does the spell confers the Magic Resistance (2) special rule and the casting value is increased to 10+. The wizard may choose to boost this spell even further; if he does, the spell confers the Magic Resistance (3) special rule and the casting value is increased to 15+.

Words of Protection (Lore Attribute)
Whenever a spell from this lore is successfully cast (and not dispelled) the caster rolls a D6. On a roll of a 5+ the spell's caster gains +1 toughness until the start of the casters next magic phase.

5. Glyphs of the Old Ones
Cast on 12+

Glyphs of the Old ones is a **Hex** which targets one enemy model within 24". This may be a character in a unit. Until the start of the casters next magic phase the chosen model cannot use any magic weapons which they may possess. Just treat them as a mundane version of that weapon: i.e. a magic sword is treated as a hand weapon.

Words of Protection (Lore Attribute)
Whenever a spell from this lore is successfully cast (and not dispelled) the caster rolls a D6. On a roll of a 5+ the spell's caster gains +1 toughness until the start of the casters next magic phase.

2. Shroud of the Ogham Stones
Cast on 6+

Shroud of the Ogham Stones is an **Augment** spell that targets the caster and their unit. The caster and their unit is -1 to hit in close combat until the start of the caster's next magic phase.

Words of Protection (Lore Attribute)
Whenever a spell from this lore is successfully cast (and not dispelled) the caster rolls a D6. On a roll of a 5+ the spell's caster gains +1 toughness until the start of the casters next magic phase.

6. Gripped by the Fens
Cast on 18+

Gripped by the Fens is a **Hex** spell that targets one enemy unit within 18" of the caster. The target unit cannot move for any reason until the start of the casters next magic phase. If the unit is in combat they become WS 1 and cannot reform, flee, pursue or overrun. Please note that this does not prevent a unit from fleeing; it just means that they do not move as a result of fleeing, they are still treated as fleeing for the purpose of enemy units making contact with them, etc.

Words of Protection (Lore Attribute)
Whenever a spell from this lore is successfully cast (and not dispelled) the caster rolls a D6. On a roll of a 5+ the spell's caster gains +1 toughness until the start of the casters next magic phase.

3. Ancient Wisdom
Cast on 8+

Remains in play. *Ancient wisdom* is an **Augment** spell that your armies general. Whilst under the effects of this spell the range of your generals 'Inspiring Presence' is increased by 6".

Words of Protection (Lore Attribute)
Whenever a spell from this lore is successfully cast (and not dispelled) the caster rolls a D6. On a roll of a 5+ the spell's caster gains +1 toughness until the start of the casters next magic phase.