

Bring the Dark **Cast on 10+**
(Signature Spell)

Bring the Dark is an **Augment** spell that does not have a range. The Caster's army immediately gains a *Dark 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 *Light point*, and the caster's army immediately gains a *Dark point*. If he does so, the spells casting value is increased to 18+.

Raw Power **(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 strength until the start of the casters next magic phase.

4. The Darkness of the Deepwood
Cast on 12+

The Darkness of the Deepwood is a **Hex** spell that targets one enemy unit within 18" of the caster. Until the start of the casters next magic phase the target unit must roll 3D6 for any leadership tests they take, discarding the lowest dice.

Raw Power **(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 strength until the start of the casters next magic phase.

1. Strength of the Giants
Cast on 7+

Strength of the giants is an **Augment** spell which targets a friendly unit within 12". The target unit gains +1 strength until the start of the casters next magic phase.

Raw Power **(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 strength until the start of the casters next magic phase.

5. Corruption of the Emissary
Cast on 15+

Corruption of the Emissary is a **Hex** which targets one enemy unit within 18" of the caster. Until the start of the casters next magic phase the chosen unit loses **ONE** of the following special rules; chosen by the caster:

- Always Strikes First
- Frenzy
- Hatred
- Devastating Charge

Raw Power **(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 strength until the start of the casters next magic phase.

2. The mists of Albion
Cast on 7+

The mists of Albion is an **Augment** spell that targets the caster and their unit. The caster and their unit gain the Fear special rule and are -1 to hit with shooting attacks until the start of the caster's next magic phase.

Raw Power **(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 strength until the start of the casters next magic phase.

6. Reality Shred
Cast on 18+

Reality Shred is a **Magical Vortex** which uses the small round template. To determine how many inches the template moves roll an artillery dice and multiply the result by 3. Any model touched by or passed over by the template must take a toughness test. If the test is passed the model suffers no ill effects, however if the test is failed the model immediately takes a strength 10 hit with Multiple Wounds (D3).

If the result of the artillery dice is a misfire place the template on the casters head and roll a D6 and the scatter dice. The template moves a number of inches equal to the result of the D6 in a direction shown on the scatter dice. If a Hit! is rolled do not scatter the template.

In subsequent turns the template moves in a random direction, a number of inches equal to the result of an artillery dice. If a misfire is rolled the spell collapses in on itself and is removed from play.

3. Dark Fury
Cast on 11+

Dark Fury is an **Magic Missile** with a range of 24". *Dark Fury* inflicts D6 strength 6 hits.

Raw Power **(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 strength until the start of the casters next magic phase.