

### Drain Magic

0



Printed by: Magic Suitcase

Spell

HE

All spell casting values are increased by 3, cumulative. Lasts until start of casters next phase.

Illus. Baron Wolf

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### Shield of Saphery



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Spell

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18", HtH. Unit gets 5+ ward save. Lasts until next caster's phase.

Illus. Baron Wolf

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### Arrow Attraction



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Spell

HE

24". Shooters targeting enemy unit in the following shooting phase rerolls failed to hit rolls for missiles, templates can re-roll partial hits. No effect on HtH.

Illus. Baron Wolf

6

### Courage of Aenarion

3



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Spell

HE

All units within 12" are stubborn until next caster magic phase.

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### Fury of Khaïne

4



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Magic Missile

HE

24". 2D6 S4 hits.

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### Flames of the Phoenix

5



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Remains in Play

HE

24". Each model in unit takes 1S3 flaming hit. Increases in St, every caster's magic phase (S4, then S5 etc.)

Illus. Baron Wolf

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### Vaul's Unmaking

6



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Spell

HE

24". HtH. Reveal all magic items within a unit. The caster chooses one then nullifies it permanently. On dwarf items all runes are removed.

Illus. Baron Wolf

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