

### BLINDING

Target unit and 2 adjacent units -1 on hit dice.

4

End of turn

WP

### CLEANSE/DISPEL

Remove all spell effects/conditions on target unit or area spell

4

immediate

X

### COMPEL

Target unit attacks another unit chosen by magic user if fails WP (no special actions or rerolls) 1 damage on unit if friendly

4

immediate

WP

### CONFUSE

Unit suffers -1 to it's atk/df per unblocked hit max -3

4

End of target's Next Activation

WP

### DOOM

target unit rerolls any successful hits or blocks

4

End of target's Next Activation

WP

### DRAIN COURAGE

unit becomes Dubious until it spends an action to recover (Test v WP)

4

End of target's Next Activation

WP

### EXORCISE

Target summoned /  
undead unit liable to  
Critical hits.

4

Immediate

WP

### FIREBALL

X attacks causes burning  
2 and sets fire to  
burnable terrain. Once  
per activation.

2/3/4

immediate

DF

### FOG

Creates a 3 hex fogbank,  
blocks Los through,  
disadvantaged into and  
within – end of turn  
removal

4

immediate

X

### FURY

Target unit becomes  
Frenzied and Rash until  
fights a melee.

4

Ends after  
melee

WP

### HASTEN

Target unit gains extra  
move action and takes 1  
damage

4

Ends after  
movement

WP

### HEAL

Heal is number of  
successful 'hits' to max  
of 3. once per Magician  
per target

4

Immediate

WP

### IMMOBILISE

Opposed duel, target immobilised and requires a face card to activate

4

Immediate

WP

### INSPIRE

Unit rerolls 1s and 2s, may inspire adjacent same type troops per success (max 3)

4

Ends after usage

DF

### LURE

unit moves towards magician up to its 1st move action if fails WP

4

immediate

WP

### RAISE DEAD

Target returns as zombie 'raised unit' at half stats fru with slow. No previous attributes exc flight. Crumbles if killed again or controller killed.

4

Immediate

WP

### SUMMON

Successes on Magician (x) roll equal or greater than the declared target number. summoned unit has slow. One successful summon per magician per turn

4

Immediate

WP

### SLOW

Target unit loses 1 action, mark with slow.

4

End after activation

WP

## TERRORISE

Opposed duel – If Target loses it **retreats** (3.7.2) full first move and becomes Dubious

4

Immediate

WP

## BARRIER

Creates a 3 hex dangerous terrain barrier, thorns, swamp, etc. Blocks Los and +2 MP to enter. Cannot be placed on or within 1 hex of a target hex

4

Immediate

WP