

LORE OF ELEMENTAL MAGIC

The wizards of the Eldritch Council are masters of elemental magic. Many spend their lifetimes studying magic in the White Towers that have been built in places of Arcane power throughout the mortal realms. With their powers over the elements they are able to conjure forth gouts of flame, hailing blizzards and more.

Each **WIZARD** in a **ELDRITCH COUNCIL** army knows one spell from the Lore of High Magic in addition to any others they know. You can either pick a spell, or roll a D6 on the table below to randomly determine it.

D6 Spell

- 1 **Tempest:** *Raging gale force winds are conjured around the enemy, forcing even the most determined of fighters to struggle to make any ground.*

Tempest has a casting value of 5. If successfully cast, select a visible unit within 18" of the caster. That unit suffers a mortal wound and must halve the distance its models move, run and charge until your next hero phase.

- 2 **Iceshard Blizzard:** *A snowstorm is caused to harrass the enemy and dampen their spirits.*

Iceshard Blizzard has a casting value of 6. If successfully cast, select a visible unit within 18" of the caster. That unit suffers -1 penalty to their bravery characteristic and to their hit rolls until your next hero phase.

- 3 **Walk Between Worlds:** *The caster shimmers and flickers from this reality as their body crosses between the realms.*

Walk Between Worlds has a casting value of 5. If successfully cast, until your next hero phase enemy unit suffer a -1 to their hit rolls when targeting the caster, and the caster can fly and ignores all modifiers when making save rolls.

- 4 **Storm of Stone:** *The ground erupts in a great explosion as stone flies everywhere.*

Storm of Stone has a casting value of 6. If successfully cast, pick a point on the battlefield within 18" and visible to the caster. Roll a dice for each enemy unit within 3" of that point, on a roll of 4 or more that unit suffers D3 mortal wounds.

- 5 **Arcane Unforging:** *A powerful curse that can render even the most potent artefacts useless for a limited time.*

Arcane Unforging has a casting value of 9. If successfully cast, pick an enemy **HERO** within 12" of the caster and select one of their special rules or artefacts. That model may not use that rule or artefact until your next hero phase.

- 6 **Light of Battle:** *A white glow emanates from the fighters as their spirits and strength is bolstered.*

Light of Battle has a casting value of 7. If successfully cast, pick a friendly **ELDRITCH COUNCIL** unit within 12" of the caster. That unit adds 1 to their bravery characteristic and to the attack characteristics of all weapons in that unit until your next hero phase.

