Lore of Illusion

0	Glittering Robe (Signature Spell)	
8+	Alcance Self	Instant
		suffer a -1 modifier to any rolls To Hit made against the caster and any unit they have chantment previously cast on any of the affected models immediately expire.
	Lore of Illusion	
1	Mind Razor	
7+	Alcance 15"	Instant
	arget enemy unit must immediately make a Lead ver, this test is failed, it suffers D3+3 Strength 4	dership test. If this test is passed, it suffers D3 Strength 3 hits, each with an AP of If, hits, each with an AP of -3.
	Lore of Illusion	
2	Shimmering Dragon	
8+	Alcance 12"	Instant
F		

This spell can only target friendly characters. If the target friendly character is not fleeing and has not already moved during this Movement phase, it gains the Fly (10) special rule until the end of this turn.

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3	Column Of Crystal		
10+	Alcance 9"	Instant	
	ains in Play. Place a large (5") blast ter ated as impassable terrain over which	mplate so that its central hole is within 9" of the caster. Whilst in pl no line of sight can be drawn.	ay, the template does not move and
	Lore of Illusion		
4	Confounding Convocation		_
9+	Alcance 9"	Instant	
Rema	ains in Play. Whilst this spell is in play,	the target enemy unit becomes subject to the Stupidity special	_
	Lore of Illusion		
5	Spectral Doppelganger		
9+	Alcance Combat		Instant

A single enemy unit the caster is engaged in combat with suffers 2D6 hits, resolved using the characteristics and special rules of the caster and of any weapon they carry.

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6 Miasmic Mirage

11+ • Alcance 15" Instant

Until your next Start of Turn sub-phase, the target enemy unit suffers a -2 modifier to its Movement characteristic (to a minimum of 1) and cannot march or charge. If this spell is cast, the effects of any other Hex previously cast on the target unit immediately expire.













