Domaine de l'Illusionisme

0   Glittering Robe (Signature Spell)

8+	Portée Self	Instant

Until your next Start of Turn sub-phase, enemy units suffer a -1 modifier to any rolls To Hit made against the caster and any unit they have joined. If this spell is cast, the effects of any other Enchantment previously cast on any of the affected models immediately expire.

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1   Mind Razor

7+	Portée 15"	Instant

The target enemy unit must immediately make a Leadership test. If this test is passed, it suffers D3 Strength 3 hits, each with an AP of -. If, however, this test is failed, it suffers D3+3 Strength 4 hits, each with an AP of -3.

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2   Shimmering Dragon

8+	Portée 12"	Instant

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+	Portée 9"	Instant

Remains in Play. Place a large (5") blast template so that its central hole is within 9" of the caster. Whilst in play, the template does not move and is treated as impassable terrain over which no line of sight can be drawn.

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4   Confounding Convocation

9+	Portée 9"	Instant

Remains in Play. Whilst this spell is in play, the target enemy unit becomes subject to the Stupidity special rule.

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5   Spectral Doppelganger

9+	Portée 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+	Portée 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.