

# Lore of the Yin & Yang

## Cathay

### Flaming dragon D4+/D6+ (Signature Spell)

*Conjures a dragon made of pure fire, which flies towards the enemy*

**Range:** 18"

**Effect:** 1 flaming Strength 4 hit.

**Augment (D6+):** +6" to range.

### Bladed Fans D7+/D9+

*Creates a colourful fan with several protruding blades*

**Range:** Caster

**Effect:** Caster gains +1WS and he is considered as armed. He cannot use any other weapon of his inventory while this spell is active.

**Augment (D9+):** Creates an additional weapon. Caster does not get any penalty for fighting with two weapons (he cannot score any critical hits when fighting with two weapons).

**Remains in place.**

### Wall of 1000 daggers D9+

*A bunch of daggers spins all around the caster at mad speed*

**Range:** Caster

**Effect:** While this spell is active, anyone who tries to charge the caster will get an automatic S4 hit with AP(1), but only the turn they charge.

**Remains in place. This spell will immediately end when the caster moves other than pivoting on the spot.**

### Flying D7+

*Caster can fly at will*

**Range:** Caster

**Effect:** Caster may immediately fly to anywhere within 8". He may use this ability to enter close combat, in which case he counts as charging. If he uses this ability to leave close combat, enemies gain free hacks as normal.

### **Curse of the Seven Gods D7+**

*An enemy will have a very bad luck*

**Range:** 24"

**Effect:** Target suffers -1 to all his rolls 'to hit' (both shooting and close combat).

**Remains in Play.**

### **Jade Mirror D10+**

*Creates an extradimensional door to teleport people*

**Range:** 8"

**Effect:** Switches the position of the caster himself and any another warrior (but not an animal). If the target is an enemy, the latter may do a **Ld** test; if the test succeeds, the spell doesn't work.

### **Flying guillotine D10+**

*A razor sharp device flies toward's an enemy neck*

**Range:** 12"

**Effect:** D3 Strength 4 hits.

## **Lore of the Desert**

### **Araby**

### **Dancing scimitar D7+ (Signature Spell)**

*Conjures a scimitar which attacks the enemies*

**Range:** 24"

**Effect:** Target must take 3 WS tests: For each test failed, he suffers 1 Strength 3 hit that is Armour Piercing (1).

#### **Djinn wish D4+**

*A Djinn will make anything happen*

**Range:** 6" or caster

**Effect:** Target modifies one of his 'to hit' rolls, in either shooting or close combat by +1/-1. Then, this sorcery is dispelled.

**Remains in Play.**

#### **Sandstorm D10+**

*A wave of sand buries the enemies*

**Range:** Flame Template

**Effect:** Every model (friend or foe) under, or partially under, the template must take an **Initiative** test. If the test fails, the model(s) cannot move until the caster's next magic phase.

#### **Mirage D7+**

*Caster is not where he would appear to be*

**Range:** Caster

**Effect:** All attacks to hit this warrior that roll 'to hit' (whether shooting or close combat) suffer --1 to hit.

#### **Efreeti's fire D7+/ D10+**

*A giant Efreeti breaths a huge fire cloud*

**Range:** Flame Template

**Effect:** All warriors under, or partially under, the template take 1 flaming Strength 2 hit.

**Augment (D10+):** Hits have +1 Strength.

**Snake's charm D7+**

*A charming music calms the animal around*

**Range:** Caster

**Effect:** Enemy animals fear the caster.

**Remains in play**

**Dehydration D7+/ D10+**

*Causes a terrible weakness to a target*

**Range:** 18"

**Effect:** Target suffers -1 Strength or -1 Toughness.

**Augment (D10+):** Target suffers both.

**Remains in Play.**

## Prayers of Myrmidia

### Tilea

**Flashing spear D4+/D7+ (Signature Spell)**

*A spear gets incredibly lighter and easier to handle*

**Range:** 6" or Caster. Model must be equipped with a spear, a halberd or a pike.

**Effect:** Target gains an additional +1 I in all turns of combat, as long as he uses this weapon.

**Augment (D7+):** The weapon also gains AP(1).

**Remains in Play.**

### **Longino's Spear D6+**

*A spear's point gets shiny and incandescent*

**Range:** 6" or Caster. Model must be equipped with a spear, a halberd or a pike.

**Effect:** Target gains +1S the turn he is charged.

**Remains in Play.**

### **Myrmidia's Aura D3+**

*A golden light surrounds the caster*

**Range:** 6" or caster

**Effect:** Target has a 4+ ward save vs. the effects of hostile spells.

**Remains in Play.**

### **Miracle D5+**

**Grants great relief to the target**

**Range:** 24"

**Effect:** Ends any one currently active spell that 'Remains in Play.'

### **Grace and Celerity D9+**

*Grants an enormous speed of movement*

**Range:** Caster

**Effect:** Caster gains +1M and flees 3D6.

**Remains in Play.**

### **Gaze of Myrmidia D6+**

*Keeps away the enemies of the faith*

**Range:** Caster

**Effect:** Caster causes fear the turn she is charged.

**Remains in Play**

**Armour of the Martyrdom D8+/10+**

*A spear gets blessed by the Godness herself*

**Range:** Caster.

**Effect:** Caster ignores AP(1) when hit in close combat or ranged combat. If an enemy warrior has AP(2), he will be considered as having AP(1) instead, and so on.

**Augment (D10+):** Caster also ignores Armour Splinter (1).

**Remains in Play.**