

## Shadows of Centralis

### General Magic Spells List

#### Spell: Feathered Fear

**Effect:** The Magic User calls forth a small flock of savage birds to peck and claw at the enemy. The Magic User can cast this *Magic Spell* on 1 enemy unit within 20". This unit suffers 3 *Hits*. D10 *Durability Tests* allowed.

### General Magic Spells List

#### Spell: Hidden Strength

**Effect:** Tapping into the psyche of the warriors around him, this *Magic Spell* improves 1 friendly unit within 10" of the Magic User. For the remainder of the game, D10 Hand-to-Hand Combat rolls for this unit gain a +1 modifier.

### General Magic Spells List

#### Spell: Sharp-eyed

**Effect:** Heightening the alertness and accuracy of the missile users around him, this *Magic Spell* improves 1 friendly unit within 10" of the Magic User. For the remainder of the game, D10 Shooting rolls for this unit gain a +1 modifier.

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### General Magic Spells List

#### Spell: Strength Stealer

**Effect:** Entering into the minds of opposing warriors, interrupting their hand-eye coordination, the Magic User reduces the dexterity of these fighters. This *Magic Spell* degrades the fighting abilities of 1 enemy unit within 10" of the Magic User. For the remainder of the game, D10 Hand-to-Hand Combat and D10 Shooting rolls for this unit suffer a -1 modifier.

### General Magic Spells List

#### Spell: The Beast Within

**Effect:** The Magic User fills the warriors around him with a furious, intense rage. 1 friendly unit within 10" of the Magic User now has the *Psychotic* special rule.

### General Magic Spells List

#### Spell: Flight

**Effect:** In an incomprehensible tongue, the Magic User calls for assistance from the gods, and is rewarded. The Magic User now has the *Fly* special rule.

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#### Spell: Hideous

**Effect:** The Magic User contorts the faces of friendly warriors to resemble repulsive plague victims fused with savage bestial aspects. 1 friendly unit within 10" of the Magic User now has the *Fear* special rule.

### General Magic Spells List

#### Spell: Endless Hiss

**Effect:** The Magic User plants an excruciating hissing sound into the ears of the enemy. This *Magic Spell* degrades the Confidence (C) of one enemy unit within 10" of the Magic User. For the remainder of the game, D10 *Confidence Test* rolls for this unit suffer a -1 modifier.

### General Magic Spells List

#### Spell: Lucid Leucotomy

**Effect:** The Magic User casts a *Magic Spell* which infects the victim's prefrontal cortex with a colony of the burrowing gouge grub. 1 enemy unit within 10" of the Magic User now has the *Stupid* special rule.

## Shadows of Centralis

<b>General Magic Spells List</b>
<b>Spell:</b> Locked in Combat
<b>Effect:</b> The Magic User traverses the corridors of time to freeze out other units from entering into an existing combat. The Magic User chooses 1 Hand-to-Hand Combat <i>fight</i> on the table, from now until the <i>fight</i> is completed (with one unit <i>Fleeing</i> or <i>destroyed</i> ), no other units may become involved in the <i>fight</i> .