

Shadows of Centralis

General Magic Spells List

Spell: Feathered Fear

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



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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 casting Magic User. For the remainder of the game, D10 Hand-to-Hand Combat rolls for this unit gain a +1 modifier.



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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 casting Magic User. For the remainder of the game, D10 Shooting rolls for this unit gain a +1 modifier.



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Spell: Strength Stealer

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



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Spell: The Beast Within

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



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Spell: Flight

Effect: In an incomprehensible tongue, making pacts and surrendering his soul, the wizard calls for assistance from the gods, and is rewarded as a pair of large, feathered wings erupt from his back. The Magic User now has the *Fly* special rule.



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Spell: Hideous

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



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Spell: Endless Hiss

Effect: The wizard plants an excruciating hissing sound into the ears of the enemy. This *Magic Spell* can be cast on 1 enemy unit within 10" of the casting Magic User. For the remainder of the game, D10 *Confidence Test* rolls for this unit suffer a -1 modifier.



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Spell: Lucid Leucotomy

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



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Spell: Locked in Combat

Effect: The wizard 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 *fight* on the table, from now unit the *fight* is completed (with one unit *Fleeing* or *destroyed*), no other units may become involved in the *fight*.



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