

Spell List

Alteration		
Water Walking	1 MG	Self, Fast. Caster gains the Water Walking special.
First Barrier	2 MG	Self, Fast. Grants Shielded (6-).
Slowfall	2 MG	Self, Fast. The caster may move up to 3", if this would take it off a cliff or fall, and ignore the resulting damage.
Swimmer's Blessing	2 MG	Self, Fast. Caster gains Water Breathing (Aquatic).
Second Barrier	3 MG	Self, Fast. Grants a Shielded (7-).
Tinur's Hoptoad	3 MG	Self, Fast. Increases SPD by 2 and gain Slow. Can be canceled as a free action.
Far Jump	4 MG	Self, Fast. Caster has Leap and +2 SPD until the end of their upcoming turn.
Crushing Burden of Sin	4 MG	12" range. Lasts two turns. Target loses 1 SPD if it has Medium Armor or a Shield, and 2 SPD if it has Heavy Armor or a Tower Shield (cumulative for each weapon/gear).
Third Barrier	5 MG	Self, Fast. Grants Shielded (8-).
Levitate	5 MG	Self, Fast. Caster gains the Flight special for the next five turns. Their Flight SPD is only 4.
Fire Shield	5 MG	Self, Fast. Caster gains Shielded (7-), Resistance to Fire (or no longer Weak to Fire instead if applicable), and Aura Damage (Fire, 1-).
Conjuration		
Conjure Daedra	x MG	Allows you to purchase the listed Daedra in your army. Conjured Daedra may not purchase upgrades and deploy using the base equipment on their profile. Conjured Daedra may not Capture. The Daedra is placed during deployment as a normal model. If the conjured Daedra is slain the spell may be recast- place a new copy of that Daedra in base contact with the caster. This new conjured Daedra does not grant victory points for being killed.
Ancestral Ghost	2 MG	Self, Fast. Increases ARM by +1 until the caster is hit by an attack or spell.
Knit Flesh	3 MG	Self or Touch. Roll 1d6- on a roll of 3- the target recovers 1 missing HP.
Banish Daedra	3 MG	12" range. Target Daedra must roll against WLP-3 (or ARM-3 if it has no WLP). For every degree of failure 1HP is immediately lost with no save allowed. <i>(i.e. a modified WLP of 5, and a roll of 6, is one degree of failure and 1 HP lost.)</i>
Bound Sword	3 MG	Self. Grants a summoned sword that has +2 AP and is Enchanted/Silver.
Insect Swarm	3 MG	12" range, large blast. Hit models are dazed and have -1 AGL their upcoming turn.
Summon Spiderling	3 MG	Self. Creates a Spiderling model in base contact with the caster. The Spiderling has 1HP, base stats of 7, no magicka, and 5 SPD. On a critical hit [2-] the enemy must roll against WLP or STR or be paralyzed their upcoming turn. The caster may only have a maximum of two Spiderlings summoned at one time.
Animate Dead	4 MG	When a non-undead and non-daedra unit dies place a corpse token at its location. 12" range. Replace a corpse token with a base Zombie or Skeleton.
Bound Claymore	5 MG	Self. Grants a summoned 2H sword that has +3 AP, Enchanted/Silver, Heavy, Critical Strike.
Destruction		

Flames	1 MG	12" range, Fast, Reactive.
Grave Curse	2 MG	24" range, Fast. Target model has -1 to STR, AGL, SPD, or ARM this turn. Consecutive hits of Grave Curse in the same turn may not decrease the same attribute.
Dread Curse	2 MG	Touch, Fast. Reduces target's STR by 1. If they wear heavy armor it also decreases SPD.
Black Hand	2 MG	Touch, Fast. Ignored by Shielded/Barriers/Undead (Poison damage). On a hit the target model is inflicted. When activated the model must roll 2d6 and lose 1HP on 8+.
Frostbite	2 MG	18" range, Fast, Reactive. Hit models have -1SPD their upcoming turn.
Poison	2 MG	18" range, ignored by Shielded/Barriers/Undead (Poison damage). Hits twice at AP-1.
Shockball	2 MG	24" range, AP1. Remove 1 Magicka from the enemy for each wound dealt.
Ice Spike	2 MG	21" range, AP1. Hit models have -1 SPD their upcoming turn.
Frostbloom	2 MG	18" range, blast. Hit models have half SPD their upcoming turn.
Firebloom	2 MG	24" range, blast.
Poisonbloom	3 MG	20" range, large blast, ignored by Shielded/Barriers/Undead (Poison damage). Hits twice at AP0.
Shockbloom	3 MG	20" range. Hits twice at AP1. Remove 1 Magicka from the enemy for each wound dealt.
Lightning Bolt	3 MG	30" range, AP2, ignores Prone reaction. Remove 1 Magicka from the enemy for each wound dealt.
Firebite	3 MG	Touch, Fast. Hits twice at AP2.
Disintegrate Armor	3 MG	Touch, Fast. Reduces target's ARM by 1, but only if they are wearing armor. May be Blocked- when this is the case the target loses their Shield/Tower Shield but no ARM.
Fire Wall	4 MG	12" range. Creates a 6" long wall that blocks LoS. When a unit enters or leaves the area, or the player begins their turn with the model within it, they take an AP0 hit.
Frost Wall	4 MG	12" range. Creates a 6" long wall that blocks LoS and is impassible. Casting a Fire Wall onto a Frost Wall, or the reverse, will cancel both. 2 Firebloom hits or 4 Flames hits can also destroy the Frost Wall.
Fire Storm	6 MG	24" range. Hits twice at AP1, large blast.
Frost Storm	6 MG	20" range. Hits twice at AP0, large blast. Hit models have half SPD their upcoming turn.
Illusion		
Rally	2 MG	12" range, Fast. Select a target that is under the effects of Fear- if it was generated from the source of a spell or item then they may re-roll against WLP to immediately end the Fear effect.
Chameleon	2 MG	Self, Fast. Caster has Chameleon (+1) until they are hit by an Attack, enemy Spell, or ranged weapon.
Paralyzing Touch	3 MG	Touch, Fast. Target must roll under WLP or STR. On a failure they skip their upcoming turn.
Alad's Caliginy	3 MG	12" range, Fast. Target gains Blind (-2).
Courage	4 MG	12" range, Fast. Target becomes immune to the effects of Fear and automatically cancels any Fear effects they currently have inflicted.
Fear	4 MG	12" range. Target must roll for Fear. Undead and Daedra are immune to this spell.
Silence	4 MG	18" range. Target is Silenced; when activated they may roll against WLP at a -4 penalty to try and end the effect. On a success they immediately are no longer Silenced and may cast as normal.
Invisibility	5 MG	Self. Caster becomes Invisible.
Paralyze	5 MG	12" range. Target must roll under WLP or STR. On a failure they must skip X upcoming turns, where X is the number they lost the test by.

Shadowmask	5 MG	Self, Fast. Caster has Chameleon (+2) until they are hit by an Attack, enemy Spell, or ranged weapon.
Mysticism		
Detect Undead	2 MG	Self, Fast. Caster now ignores all Blind and Night Fighting effects while targeting Undead. Should an Undead creature be Stealthed or Invisible it may still be targeted by the caster, who effectively ignores that effect.
Detect Life	3 MG	Self, Fast. Caster now ignores all Blind and Night Fighting effects while targeting living creatures. Should a living creature be Stealthed or Invisible it may still be targeted by the caster, who effectively ignores that effect.
Dispel	3 MG	12" or Self. Removes all ongoing Magick buffs and debuffs from the target.
Blink	3 MG	Self, Fast. Immediately move the caster up to 6", ignoring obstacles and models.
Absorb Attribute	3 MG	Touch, Fast. Target loses a single point of any one attribute (except HP and ARM) and the casting model gains one point of that same attribute. Caster chooses attribute.
Absorb Health	4 MG	Touch, Fast, AP0. Absorb (6-).
Reflect	5 MG	Self, Fast. Grants Reflect (2-).
Spelldrinker	5 MG	Self, Fast. When the model is hit by a spell roll a D6. On (2-) the oncoming spell has no effect on any model, also granting the Spell Absorption model recovered MP up to half of the oncoming spell's casting cost, rounded down. Has no effect on Self spells.
Restoration		
Ward	2 MG	Self, Fast, Reactive. When targeted by a spell (or an allied model in base contact is targeted) the caster may roll against their WLP, with a penalty equal to the Magick cost of the oncoming spell. On a success the caster ignores the effects of the spell. A second, similar-sized model can likewise benefit from the ward IF they are in base contact with caster.
Balya's Perfect Balm	3 MG	Self or Touch. Roll 1d6- on a roll of 4- the target recovers a wound.
Turn Undead	3 MG	12" range. Target Undead must roll for fear, though they substitute unmodified ARM for WLP.
Fortify Endurance	3 MG	12" or Self, Fast. Target has +1 ARM until your following turn, up to a maximum of 10- ARM.
Fortify Agility	3 MG	12" or Self, Fast. Target gains +1 Agility, up to a maximum of 10 Agility.
Fortify Strength	3 MG	12" or Self, Fast. Target gains +1 Strength, up to a maximum of 10 Strength.
Cure Disease	3 MG	Touch, Fast. If target is diseased then remove any one Disease from that model, recovering the lost attribute(s) damaged by that particular Disease. Has no effect on Corprus or Blight.
Hearth Heal	4 MG	Self. Roll 4d6- for each result of [6] a Hit Point is recovered.

Shouts

The Thu'um is a form of divine magic used primarily by Dragons, although some humans are capable of using it as well. Using the Thu'um involves attempting to use one of the Shouts that a model may possess. Shouts work in many ways like a spell, although they require no Magick to cast- instead the model must first pass a WLP check to see if it is successful, and then all of their Shouts will go on cooldown.

- Shouts require a WLP test to work, unless it is a Dragon or Dovakiin.
- Shouts are cast as Fast spells, but do not count as a spell for other special rules (i.e. neither Reflect nor Resistance to Magic would apply to a Shout).
- Shouts have a cooldown; this is the number of consecutive turns that no Shouts may be used by that model.

<p>ᐃᐃᐃᐃᐃ ᐃᐃᐃᐃ ᐃᐃᐃᐃ Animal Allegiance (Raan Mir Tah)</p> <p>R12", cooldown 3. Target Beast is unable to be activated for the next three turns. If it is attacked then the effect ends.</p>	<p>ᐃᐃᐃ ᐃᐃᐃᐃᐃ ᐃᐃᐃᐃᐃ Fire Breath (Yol Toor Shul)</p> <p>R18", cooldown 5. Large blast, 2x AP1 hits, fire damage.</p>
<p>ᐃᐃᐃᐃᐃ ᐃᐃᐃᐃ ᐃᐃᐃᐃ Become Ethereal (Feim Zii Gron)</p> <p>Self, cooldown 3. While the shout remains on cooldown the caster has Water Walking and is completely immune to all damage and targeted abilities/effects. Performing any Actions other than Move or Sprint will end the effect.</p>	<p>ᐃᐃᐃ ᐃᐃᐃᐃᐃ ᐃᐃᐃᐃᐃ Frost Breath (Fo Krah Diin)</p> <p>R18", cooldown 5. Large blast, 2x AP0 hits, frost damage. Hit models have half Speed their upcoming turn.</p>
<p>ᐃᐃᐃᐃ ᐃᐃᐃᐃ ᐃᐃᐃᐃ Disarm (Zun Haal Viik)</p> <p>R12", cooldown 2. The target is disarmed; their held equipment is thrown off to the side and lost. The target cannot Block or Parry until the end of this turn.</p>	<p>ᐃᐃᐃᐃᐃ ᐃᐃᐃᐃ ᐃᐃᐃ Slow Time (Tiid Klo Ul)</p> <p>Self, cooldown 4. While on cooldown the caster gains +1 AGL and the Agile special.</p>
<p>ᐃᐃᐃᐃᐃ ᐃᐃᐃ ᐃᐃᐃᐃᐃ Dismay (Faas Ru Maar)</p> <p>R12", cooldown 5. Small blast. Targets must immediately roll for Fear.</p>	<p>ᐃᐃᐃᐃᐃ ᐃᐃᐃᐃ ᐃᐃᐃᐃ Unrelenting Force (Fus Ro Dah)</p> <p>R6", cooldown 5. Small blast. Targets are pushed 10" directly away from the caster and knocked prone. They must spend a Long action to stand up on their upcoming turn. If the model(s) would hit a structure, or impassible terrain, they also take 2x AP1 hits.</p>
<p>ᐃᐃᐃ ᐃᐃᐃᐃᐃ ᐃᐃᐃᐃ Elemental Fury (Su Grah Dun)</p> <p>Self, cooldown 4. While on cooldown the caster gains the Extra Attack special.</p>	<p>ᐃᐃᐃᐃᐃ ᐃᐃᐃᐃ ᐃᐃᐃᐃᐃᐃ Whirlwind Sprint (Wuld Nah Kest)</p> <p>Self, cooldown 3. The caster immediately moves 12" forward.</p>