

THE FLOW OF COHESION

The First Discipline of Harmony

Ether Resistance 1

Wanting to see into the future, the wizard concentrates his limited corporeal mind upon events to come. This is so he knows how to navigate through his present time to create a more favourable future for himself.

If successfully cast roll 1D3. The score equals the amount of magical rerolls, which can be used to reroll any failed roll made in the game (even failed break checks). The affects of this spell will last until the beginning of the caster's next turn.

HARMONY

The Second Discipline of Harmony

Ether Resistance 1

The wizard looks upon the field of battle and sings a gentle melody, which seems to float across the enemy's lines. Suddenly, the enemy becomes more lethargic and tired before they have even moved.

This spell has a range of 14 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast the targeted piece will suffer -D6 inches to its movement. The affects of this spell last until the beginning of the caster's next turn.

TRANQUILITY

The Third Discipline of Harmony

Ether Resistance 1

The wizard sees a friendly unit fleeing from the battle field. So the mage in a bid to re-rally them enters their chaotic minds and releases them of their terror. This calms them down and brings them back to their senses, ready to fight once more.

If this spell is successfully cast, any one friendly piece that flees anywhere on the board can be automatically re-rallied.

This spell's magic does not have to be used strait away. Instead, once it has been cast, the spell's affects can be saved until later on in the game right up until the caster starts their next turn.

Before using this spell's affects to automatically rally a fleeing piece, the enemy must still have their chance to pursue them out of combat and overrun them. After which, that fleeing piece may be magically re-rallied without the need to roll out a break check.

PERFECTION

The Fourth Discipline of Harmony

Ether Resistance 2

Suddenly all doubt leaves your mind and you are no longer prone to mortal errors. Now, no foe is too quick for you. As you hit them, you strike them down one after the other with great ease.

Select one friendly piece within 8 inches of the caster. The affected piece benefits from +2 to hit whist shooting or in combat. The affects of this spell only affect the targeted piece during its next shooting and combat phase, then the spell ends.

CONTROL

The Fifth Discipline of Harmony

Ether Resistance 3

Though fear runs through the ranks, but somehow the wizard keeps the men around him, calm and cool. Why, this can only be magic.

This spell affect's all friendly gaming pieces within 8 inches of the caster and ends at the start of the caster's next turn. All friendly gaming pieces affected by this spell gain +3 soldiering dice when taking a break test.

PREPARATION

The Sixth Discipline of Harmony

Ether Resistance 3

The wizard empties his mind, preparing it for the coming divine enlightenment of the Gods...

The wizard gains 3 opportunities times to cast any of their spells they have, even if they have been cast already. These extra spells may even be swapped in for extra magic or ether dice, as explained in the Three Plains Rulebook on page 49.

The 3 extra spells will need to be cast again in the normal way; for example, rolling to cast each one.

The extra spells cannot be saved from turn to turn.

DOMINATION

The Seventh Discipline of Harmony

Ether Resistance 4

The wizard's pure and well ordered thoughts enter a chaotic beast's mind, subduing it and bringing it under control of the wizard, to be used as he sees fit.

This spell has a range of 22 inches and can only affect one mounted beast (not steed) or beast unit within the awareness ranges of the caster. If successfully cast, in the following round of combat, the beast/s turns against its mount or beast masters and both sides must attack each other. After the bout of combat, the spell immediately ends. If the mount or beast masters are all killed, the remaining beast/s must turn 'Wild', as described on page 61 in the Three Plains Rulebook.

SERENITY

The Eighth Discipline of Harmony

Ether Resistance 4

Suddenly, all the hostile warriors that have worked themselves up into a mad frenzy seem to calm down, losing their killer instincts. Instead they begin to hug and kiss each other, and some even sob...

This spell affects all enemy pieces on the tabletop, which have the ability to go into 'Frenzy' or have 'Hatred'. If successfully cast, there enemy gaming pieces will lose their frenzy and hatred special ability. The affected pieces will regain their special ability at the start of the caster's next turn. 'Frenzy' and 'Hatred' are described on page 61.

Note: Pieces that lost their ability to go into frenzy will have to charge again to regain their frenzied bonus in combat.

WINNING CONFIDENCE

The Ninth Discipline of Harmony

Ether Resistance 5

All fear and doubt without warning seems too melt away from the ranks and is replaced with a winning confidence none can surely beat.

If successfully cast, this spell affects all friendly pieces on the gaming table who gain +3 soldiering dice. This spell lasts until the beginning of the caster's next turn. Whilst this spell remains in play it may not be cast again by any friendly wizard.

Crack in Reality

The First Discipline of Chaos

Ether Resistance 1

This odd but very dangerous spell 'somehow' manages to open up a small crack in reality, which warps time and space where it appears. The problem is you're in that space at the time!

This spell has a range of 22 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast, roll a D6, and on the score of 1 to 5 the target is hit D3 times. No saves of any kind are allowed against this spell's attacks, and this magical attack has a damage range of 1 to 3. However, on the score of a 6, the caster is hit with this spell instead of its target.

Carnal Warp

The Second Discipline of Chaos

Ether Resistance 1

The chaotic mage blasts a unit of warriors with the full force of chaos, which undoes the original design the Creator intended for them. As a result they grow new limbs, which soon wither and die but in the mean time will either help them greatly or hinder them in battle.

This spell has a range of 8 inches and can affect any one piece (friend or foe) within the awareness ranges of the caster. If successfully cast the targeted piece will swap their movement value for 3D6. Pieces with a movement value of 12 inches and greater will swap their movement value for 5D6 instead. Pieces affected by this spell still must dash in the normal way. Each time a piece moves (which could be to flee, pursue, dash, etc) whilst affected by this spell must suffer D6 hits with no saves allowed. This spell and its affects will end at the end of the caster's turn.

Disorder

The Third Discipline of Chaos

Ether Resistance 2

After the wizard concentrates his chaotic mind upon an enemy war machine, the contraption begins to bend, warp and change, never working the same again.

This spell has a range of 20 inches. If successfully cast, roll 1D6 and on the score of a 1 to 5, up to 3 enemy war machines within range of this spell, all chosen by the caster cannot shoot in their following turn. However, on the roll of a 6, up to 3 enemy war machines within range of this spell, all chosen by the enemy player, can all shoot 2 times instead of just once in their next turn.

Senselessness

The Fourth Discipline of Chaos

Ether Resistance 3

The twisted mage casts an illusion spell of chaos upon you, and suddenly all doubt, fear and the sense of your own mortality are wiped from your mind, which makes you feel invincible!

This spell has a range of 12 inches and can only affect one friendly piece within the awareness ranges of the caster. If successfully cast, roll 1D6 and on the score of 1 to 4 the target no longer breaks. However, on the score of a 5 or 6 the target piece suffers +2 battle stress dice. This spell lasts for one full turn and ends at the beginning of the casters next turn.

Scatter Leap

The Fifth Discipline of Chaos

Ether Resistance 3

Just as the foul black chaos mage is about to be butchered, to put an end to his twisted magic, he escapes by disappearing into thin air?

This spell has a range of 8 inches and can only affect one enemy piece within the awareness ranges of the caster, which can include the caster as well. If successfully cast roll a direction dice and roll 2D6 inches and move the target piece to the coordinates just rolled. If the targeted piece is in combat it is moved out of combat immediately and moved to its new location. If the leaping piece moves into an enemy, it counts as a charge and is placed into the side of the enemy where it arrived. If the leaping piece lands on a friendly piece, it is placed next to them, at the side where it arrived. When the target piece lands, it may be faced in any direction the casting player chooses, unless it lands in combat. Furthermore, the casting player may have 1 reroll of the dice to relocate their piece if the first location is undesirable, but the second roll must stand.

Confusion

The Sixth Discipline of Chaos

Ether Resistance 4

The world looks the same but now for some reason you can no longer comprehend any of it. Friends, foes, language or time means nothing to you anymore. Then you wonder what you're doing on a green open field and what those things are running towards you with those pointed silver sticks doing? Hmm...

This spell has a range of 8 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast roll a D6 and on the score of 1 to 5, the target suffers -D6 to its combat rating to a minimum of 1. However, on the score of a 6 the enemy player can pick one piece on the caster's side, anywhere on the gaming board instead, and that piece will suffer -D6 to their combat rating to a minimum of 1. The spell's affects last until the beginning of the casters next turn.

Raging Madness

The Seventh Discipline of Chaos

Ether Resistance 4

spell has the power to turn a warrior's mind into an enraged mess, which only lusts for blood and makes them an insane killer without any moral regards for their unfortunate victims!

This spell has a range of 6 inches around the caster and affects all friendly pieces within its ranges. If successfully cast, roll a D6 and on the score of 1 to 5 all the affected pieces become 'Frenzied', as explained in the Three Plains Rulebook on page 65. The affected pieces will always go into frenzy regardless if they have charged or not. However, on the score of a 6 the enemy player can pick any one of their own gaming pieces to become frenzied instead. This spell and its affects last until the beginning of the casters next turn.

Maghem

The Eighth Discipline of Chaos

Ether Resistance 5

Nothing works as it should. I fire an arrow off and it just falls to the ground where I stand, or I will stab my enemy and it goes straight through them, but draws no blood; what wicked sorcery is this...?

The casting wizard picks one enemy piece anywhere on the tabletop. Once cast, roll a D6 and on the score of 1 to 5 the affected enemy piece must make 1 reroll for all successful rolls it makes until the casters next turn. However, on the score of a 6 the enemy player can pick one of the casting side's pieces anywhere on the tabletop instead. That affected piece must make 1 reroll for all successful rolls made in their current turn and in the enemy's next turn also.

Turmoil

The Ninth Discipline of Chaos

Ether Resistance 5

After a black chaos sorcerer casts their foul magic upon an unsuspecting group of well armed warriors, their tough armour becomes as effective as a pillow case stuffed with goose feathers. This won't be much good to them in hand to hand combat, where they will soon be cut to pieces by a very unforgiving enemy.

The casting wizard can pick any one enemy piece on the gaming board to cast this spell at. Once cast, roll 1D6 and on the score of 1 to 5 the target piece must cancel out all of their saves. However, on the score of a 6, the enemy side can pick any one of the casting side's pieces on the gaming board and that piece must discount all their saves instead. This spell lasts until the beginning of the casters next turn. This spell never affects models with the 'Life over Death' spell already cast upon them from the discipline of White Magic.

CHILL BLADES

The First Discipline of Black Magic

Ether Resistance 1

From the sorcerer hand comes darting chilling blades of death, which strike down all those before him.

This spell has a range of 18 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast the spell inflicts 1D6 automatic hits on the enemy piece, and any injuries caused by this magical attack has a damage rating of 1.

TOUCH OF DEATH

The Second Discipline of Black Magic

Ether Resistance 1

The sorcerer simply reaches out his diseased bony finger and with one mere touch, drains the life out of whomever he touches.

If cast, any 'living' enemy pieces touching the wizard or the wizard's unit piece they are accompanying will suffer 1D6 automatic hits. This magical attack cancels out -6 to an enemy's toughness and magic saves. This dark magic attack has a damage rating of 1. All hits are dispersed in the piece just like missile hits are from shooting, but will never hit friendly models.

This spell has no affect on demonic and other unanimated pieces.

DESPAIR

The Third Discipline of Black Magic

Ether Resistance 2

The dark insidious mage begins to chant in a whisper. Suddenly, in each enemy warrior's head, a voice appears which keeps saying forever louder: "you're going to die painfully and for nothing, and then next you're off to hell". This disturbing voice is hurt over and over again, never ending...

This spell has a range of 10 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast the targeted piece will suffer -2 to their combat rating, to a minimum of 1. This spell lasts until the beginning of the casters next turn.

NULL LIFE

The Fourth Discipline of Black Magic

Ether Resistance 2

It is said that mana runs through all living things. So when a dark sorcerer casts Null Life, it works by draining the souls of enemy warriors, thus disrupting the rival natural wizards' flow of magic upon the battlefield, which makes it far more difficult for them to casts their spells in battle.

If cast, this spell will last until the beginning of the casters next turn. The caster chooses a secret number and notes it down out of view from their opponent. The secret number relates to the order of spells cast by the enemy in their next turn. So each enemy spell is numerically numbered, starting from their first spell, which is 1. So the second enemy spell would be 2 and the third would be 3 and so on. The affected enemy spell (indicated by the secret number) is immediately dispelled after it has been cast, without the need for a dispelling roll. For instance, the caster notes down 4, which means the enemy's forth spell they cast in their turn will be automatically dispelled. Once the spell as been dispelled in this way, the caster of Null Life must reveal their secret number they noted down to their opponent.

Note: This spell can have an effect anywhere on the battlefield, which also means it can be dispelled by any or all of the enemy wizards on the board.

BACK VEIL

The Fifth Discipline of Black Magic

Ether Resistance 3

The insidious mind of the sorcerer concentrates on an enemy unit of troops and a black veil of death soon falls over them. Soon one by one they drop dead in the dark suffocating mist.

This spell has a range of 16 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast, the casting player rolls 1D6 for every individual model contained within the gaming piece. On the score of a 1 to 3 nothing happens. However, for every model in a piece that scores a 4 to 6 takes 1 automatic hit each, which cancels out all agility bonuses, and any injuries caused by this magical attack has a damage rating of 1.

EXTREME HATRED

The Sixth Discipline of Black Magic

Ether Resistance 3

By the use of black magic, the dark mage transfers all of his intense hatred into a group of ally warriors. After this spell as been cast upon them, they know nothing but a burning hatred for all those who dare to stand against them in battle.

This spell has a range of 6 inches and can only affect one friendly piece within the awareness ranges of the caster. If successfully cast, choose one enemy piece anywhere on the tabletop, and the friendly piece the spell was cast on will 'Hate' them for the rest of the game. This spell may be cast upon the same piece more than once, which will allow the caster to choose any number of different enemy pieces for it to hate during a battle. To learn more about 'Hatred' turn to page 65.

SHADOW STRIKE

The Seventh Discipline of Black Magic

Ether Resistance 4

We all have a shadow, and some believe it embodies our dark side, which follows us everywhere we go and sees all the murky things we all do. They say it is the keeper of all our secrets and when we meet our creator, you hear it speak for the first time and it tells the creator all it knows about you, both the good and the bad. What if it had form? What would it look like or what would it do?

This spell has a range of 6 inches and can only affect one friendly piece within the awareness ranges of the caster. If successfully cast the selected gaming piece doubles all of its attacks in their next close combat phase, up to a maximum of 4 attacks per affected model within the piece. After the close combat phase has ended the spell's affects immediately end. The extra attacks will benefit from any special attacks or magic weapons the gaming piece may already have.

REANIMATE THE DEAD

The Eighth Discipline of Black Magic

Ether Resistance 4

When you work for a dark wizard, the small matter of death is no excuse to not complete your task; as they can and will bring you back if it still suits them. There really is no rest for the wicked...

This spell has a range of 8 inches and can only affect one friendly group of models within the awareness ranges of the caster. This spell cannot be cast on characters, mounted beasts or war machine pieces. If successfully cast the selected piece immediately restores back to life D6+1 life points worth of models in that group. For instance, after this spell has been cast, the caster rolls a 6, which will restore 7 life points back to a group of models, and as each model has 1 life each, this spell will reanimate 7 models back to life. An army can only have slain models it has lost during the game restored back to life, but no more than the original amount it started off with. For instance, if a unit of infantry has lost 3 models, and the player scores a 6, you only restore 3 infantry models and not 6.

DRAIN LIFE

The Ninth Discipline of Black Magic

Ether Resistance 5

The living is a great source of free mana and the sorcerer sees no reason why they should not tap into that, even if it leaves the living a little exhausted and very vulnerable.

This spell has a range of 6 inches and can only affect one enemy or friendly piece within the awareness ranges of the caster. If successfully cast, the affected piece instantly suffers from 'Exhaustion', as explained on page 69, and the caster gains D3 magic dice to cast their following spells with. These bonus magic dice can be saved from turn to turn, and can be used whenever the caster wishes to use them. However, only the caster themselves can use them and once they have been used, they are expended.

Good Luck

The First Discipline of White Magic

Ether Resistance 1

Some say luck is a force and therefore can be manipulated, but then again some say it does not exist at all. The learned white wizards are part of those who believe it does exist, and they even say that it can be controlled. Whatever the case may be, good fortune does tend to smile upon them quite often, much more than most mortals.

This spell has a range of 8 inches and can only affect one friendly piece within the awareness ranges of the caster. If successfully cast, the affected piece gains +1 agility to their save. Furthermore, if they are wearing heavy armour they will no longer suffer the -1 penalty to their movement and agility save for being armoured in this way. The affects of this spell last until the beginning of the casters next turn.

Blessing of the Gods

The Second Discipline of White Magic

Ether Resistance 1

The white wizard respectfully praise for one of the Gods of the Light to aid one of their comrades in battle, who is in need of their divine mercy. The clouds part and a beam of brilliant white light reaches down from the heavens and engulfs the brave hero. The God's blessing restores the champion's health and makes them much stronger in battle.

This spell can be cast anywhere on the tabletop, but it will only affect one individual character piece whilst either out on their own, in a unit or mounted on a beast. If cast, roll a D6 and the affected piece gains one of the following benefits for the rest of the game.

1 - 4 = The affected piece gain's +1 life point.

5 = The affected piece gain's +1 combat rating.

6 = The affected piece gain's 1 magic to their save. If this result is scored again, the affected piece will gain 2 magic instead, and then 3 and so on.

Seek & Desist

The Third Discipline of White Magic,

Ether Resistance 1

The white wizard casts his deep mind out upon the battlefield into the enemies' feeble minds, which under the mage's vastly superior intellectual might cannot help but betray their secrets to the wizard. The White Wizard can even force an enemy magic item to fail for a short time, which could just give his side the advantage they need to win the battle.

Once cast, the casting player can pick one enemy gaming piece of their choosing anywhere within 24 inches of their casting wizard. The enemy player must reveal all the piece's magic items and any other secrets that it may or may not have, including if there is a hidden halfwit in their unit for example.

Furthermore, one enemy magic item in the affected piece, which the caster chooses, can be made to temporarily fail for one full turn on the score of a +5 on a roll of a D6. The affects of this spell last until the beginning of the casters next turn.

Protection

The Fourth Discipline of White Magic

Ether Resistance 2

The good white wizard will not have his comrades shot down like common beasts. So the mage rises up an unseen magical shield to protect his brave friends from the cowardly enemy, who would rather shoot at them from afar than enter into a fair and honourable combat with them.

This spell has a range of 8 inches and affects all friendly pieces within its radius. If successfully cast, the affected pieces gain +1 to their toughness vs all missile hits and magical attacks. This spell's affects last until the beginning of the casters next turn.

Defence

The Fifth Discipline of White Magic

Ether Resistance 2

Armour turns thicker but somehow lighter making your forces far better at defending themselves in combat.

This spell has a range of 10 inches and can only affect one friendly piece within the awareness ranges of the caster. If successfully cast, all enemies attempting to attack the piece in combat suffer -1 to hit them. The affects of this spell last until the beginning of the casters next turn.

Morale

The Sixth Discipline of White Magic

Ether Resistance 3

Suddenly at the front of the army the white wizard starts to sing and one by one the men join in. What they don't know is that the mage skilfully weaves in a magical incantation, which fills the men with hope and greatly heightens their confidence.

If cast, all friendly gaming pieces within 14 inches of the caster receive +2 soldiering dice each. Whilst this spell is in play it may not be cast again by the same side, even if they have another wizard with the same spell. The affects of this spell last until the beginning of the casters next turn.

Holy Call

The Seventh Discipline of White Magic

Ether Resistance 4

The white wizard is surrounded by unnatural 'things' who seem intend to hack him to pieces. Then the mage calls out a strange secret holy word, which is only known to white wizards, and all his foes simply vanish into thin air...?

All unnatural demonic or undead models within 3 inches of the caster suffer one automatic hit each. This magical attack cancels out all agility bonuses to its victims' save, and has a damage rating of 1.

The White Winds

The Eighth Discipline of White Magic

Ether Resistance 4

The white wizard summons up a soft and mysterious breeze that drifts across the battlefield, draining all evil magic as it goes. Suddenly all the enemy's evil supernatural devices fail upon them, leaving your brave and gallant warriors much safer in this theatre of war.

Once cast, all enemy magic items within 8 inches of the caster will cease to work for the remainder of that turn. At the beginning of the enemy's following turn this spells affects will end, and all enemy magic items will function as normal once more.

Life over Death

The Ninth Discipline of White Magic

Ether Resistance 5

The white wizard concentrates his mind on the divine passage of light, which leads the good to their other realms of eternal rest and peace. Though the mage cannot shut out the light totally he can dim it somewhat and as a result, fewer souls are lost to the light.

If cast, this spell lasts until the beginning of the casters next turn. Once cast select one friendly piece anywhere within 10 inches of the casting wizard. The affected piece swaps their normal save for 6 magic instead, which cannot be improved upon or negated in anyway.

WRATH OF FIRE

The First Discipline of Destruction

Ether Resistance 1

The wizard of destruction gathers a small plume of fire at his fingertips and casts it at the enemy, and once the flame impacts, the foe is engulfed in a raging inferno, which cooks them alive within their own armour.

This spell has a range of 16 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast the targeted piece is hit once and suffers -3 to their toughness, and any injuries this magical attack causes has a damage range of 1 to 2.

This spell makes '**Fire Based Attacks**', as described in the Three Plains Rulebook on page 69.

BLAZING SUN

The Second Discipline of Destruction

Ether Resistance 1

The wizard of destruction summons the power of the sun, which begins to beat down upon a group of hostile warriors, much more intensely than anywhere else on the battlefield. This burst of heat will eventually sap these warriors of their fighting energy. Soon they tire so much that they become sluggish prey, just ripe for the wizard's own forces to cut down.

This spell has a range of 16 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast, the affected piece suffers 1 '**Exhaustion Counter**'. If successfully cast, the affected piece suffers 1 '**Exhaustion Counter**', and these special counters' rules are discussed on page 69.

INFERNAL CHARGE

The Third Discipline of Destruction

Ether Resistance 2

You would think a wizard of Destruction would be easy to kill in hand to hand combat like any other wizard, but that mistake could cost you your life.

This spell has a range of 10 inches and can only affect one friendly piece within the spells range, which is armed with a hand weapon of some kind. The caster may also even cast the spell upon their own hand weapon. This spell's effects will last until the beginning of the casters next turn.

Once cast the models' weapon becomes magical and makes '**Fire Based Attacks**', as described on page 69 in the Three Plains Rulebook. Furthermore, this magical weapon adds +3 attacks to the users own stats, and each hit from it will deduct -3 to an enemy's toughness. This magical weapon also increases the bearer's damage range by +4.

This spell cannot be cast on magical weapons. If the weapon this spell is cast upon has a special bonus, it is just combined with the spell's effects.

DRAGONS BREATH

The Fourth Discipline of Destruction

Ether Resistance 2

The wizard inhales deeply, a deep rumbling sound emanating from his chest before he exhales large gout of searing flame, leaving nothing but charred remains in the place of where his enemies once stood.

When cast, the caster breathes fiery breath, as if they were a dragon themselves. Use the 'Fiery Breath Template' found in the 'General Gaming Equipment' folder to work out all the models hit with the blast of fire. All affected models will suffer -1 to their toughness and -1 agility, and suffer 1 damage each. This also counts as a '**Fire Based Attack**', as described on page 69 in the Three Plains Rulebook.

Note: Like all template weapons, both enemy and friendly models can be hit with the fiery breath template.

BURNING BLOOD

The Fifth Discipline of Destruction

Ether Resistance 3

The wizard bathes his enemies in magical heat energy, burning their forms and boiling their blood in their veins. The Wizards enemies have mere seconds before their internal organs are fried and their skin blisters under the intense heat. This will kill many warriors in a group, and leave the rest gravely injured and unable to continue fighting.

This spell affects an enemy piece within 18 inches of the caster. The affected piece takes 3D3 hits and suffers -1 to their toughness. This magical attack has a damage rating of 1, and makes '**Fire Based Attacks**', as described on page 69 in the Three Plains Rulebook.

SUPERHEATED WEAPONS

The Sixth Discipline of Destruction (DC)

Ether Resistance 3

The wizard uses energy to heat the opponent's weapons, causing them to drop them and forcing them to fight barehanded.

This spell has a range of 10 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast the affected piece becomes '**Unarmed**' (as described on page 71) in its following next round of combat and then the spell will end. When the spell ends the affected piece's weapons are used as normal once more.

This spell also affects character pieces, either out on their own or within a unit, or mounted on a beast. However, all affected characters must take a deviancy check to see if they can resist the heat of their weapons. If they pass, they may use their weapon as normal, but if they fail, they cannot use it in their next round of combat.

EXPLOSION

The Seventh Discipline of Destruction (DC)

Ether Resistance 3

The wizard of Destruction is surrounded by deadly foes, but suddenly he explodes! After the smoke has cleared, he reappears totally unscathed, unlike his enemy who has been blown to bits!

After casting this spell the caster explodes. Use the 'Large Explosion Template' found in the 'General Gaming Equipment Folder' to work out how much damage the explosion will course. The explosion from the wizard will hit all models (friend or foe) within its explosion template. All affected models suffer -2 to their toughness and -2 agility, and this magical attack has a damage range of 1 to 2. Furthermore, the fiery blast from the explosion counts as a '**Fire Based Attack**', as described on page 69 in the Three Plains Rulebook. Before rolling for the explosion damage, the wizard must take a Deviancy Check. If the check is passed, all is well and the wizard is unharmed by the blast. If the check is failed, the wizard will also suffer one hit from their own explosion.

LEAPING BOLTS OF FIRE

The Eighth Discipline of Destruction

Ether Resistance 4

From the Wizard's hand shoots out bolts of fire in volleys, one after the other. So the enemy is not just hit with one fireball, but many, which very few can resist.

This spell has a range of 18 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast the targeted piece suffers 4D3 hits, and all affected models suffer -1 to their toughness. This magical attack has a damage rating of 1. Furthermore, this spell counts as a '**Fire Based Attack**', as described on page 69 in the Three Plains Rulebook.

TUMBLING SKIES

The Ninth Discipline of Destruction

Ether Resistance 7

This spell directs a comet down upon an enemy that incinerates them on impact in a huge explosion.

The spell may affect any point on the battlefield within 20 inches of the caster's primary sense, their line of sight. The casting wizard may not cast this spell over an enemy unit or even in the middle of one unless they can see over them. Once cast, mark the desired point of impact of the piece of falling sky with a counter. Roll one direction die and 3D6 and move the marker or counter to the coordinates indicated by the dice just rolled. Any double or treble 5s or 6s rolled means the falling star has landed where the wizard first intended it to land at the marker's original location. Otherwise the piece of sky lands at the new location of the marker. Use the 'Large Explosion Template' to work out how much damage the explosion from the piece of sky will cause. All affected models suffer -30 to their toughness and -6 agility, and this magical attack has a damage range of 1-6x5. Furthermore, the blast from the explosion counts as a '**Fire Based Attack**', as described on page **Error! Bookmark not defined.** in the Three Plains Rulebook.

Look of Death

The First Base Discipline

Ether Resistance 1

The wizard fixes his gaze upon an enemy and gives them what would seem to be a nasty glair. Now, if the enemy is weak of heart, they will drop to their knees dead. If not, it's no more than a nasty face from a funny looking wizard.

This spell can only affect one enemy model at a time, within 20 inches of the caster. Also both the caster and its target must have each other within their own primary sense, their 180° line of sight. If successfully cast, the target piece takes D6 automatic hits. This magical attack has a damage rating of 1.

Zap!

The Second Base Discipline,

Ether Resistance 1

The wizard gathers a small ball of magical energy and ZAPS the enemy with it!

This spell has a range of 18 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast the targeted piece is hit D3 times and suffers -2 to their toughness. This magical attack has a damage rating of 1.

Energize

The Third Base Discipline

Ether Resistance 1

The wizard concentrates his mind upon some friendly group of warriors. There strength is failing them after many hours of brutal combat and so the wizard casts a spell upon them. Suddenly, they spring back into life, energised with the wizard's magic and are once again fighting fit.

Select one friendly piece anywhere within 10 inches of the caster. Once cast, the affected piece has all of its 'Exhaustion Counters' cleared off the board. The rules for 'Exhaustion' are described on page 69 in the Three Plains Rulebook..

Slow

The Fourth Base Discipline

Ether Resistance 1

As the enemy charges at the wizard, he thinks they are moving just a little too fast for his liking. So the wizard casts a cheeky spell upon them and suddenly they can hardly move. The wizard on the other hand can still move just fast enough to make good this escape.

This spell has a range of 14 inches and can only affect one enemy piece within the awareness ranges of the caster. If successfully cast the affected gaming piece loses 3 inches of their total move. This spell also affects all the different types of movement an affected piece may have, from fleeing, charging, dashing and marching etc. The affects of this spell last until the beginning of the caster's next turn.

Haste

The Fifth Base Discipline

Ether Resistance 1

It can only be the affects of magic, when warriors can run alongside galloping steeds and somehow keep up.

This spell has a range of 14 inches and can only affect one friendly piece within the awareness ranges of the caster. If successfully cast the affected gaming piece gains 3 inches to their total move. This bonus movement is also added on to all the other different types of movement a piece is capable of, but cannot be added on to its dash move. The affects of this spell last until the beginning of the caster's next turn.

The Magic Crown

The Sixth Base Discipline

Ether Resistance 1

This spell has the power to give even the most desperate and broken men the will to keep fighting on in battle!

This spell has a range of 16 inches and can only affect one friendly piece within the awareness ranges of the caster. If successfully cast the affected gaming piece gains +2 soldiering dice. The affects of this spell lasts until beginning of the casters next turn.

This spell can be cast upon an army's general, but no other piece under their command can use the Magic Crown's bonus of +2 soldiering.

Swiftiness

The Seventh Base Discipline

Ether Resistance 1

This simple spell makes a Man as alert as an Elf. So in combat against these magical enhanced men, the sluggish and heavier blows will never hit them, as now they can simply dodge those attacks.

This spell has a range of 14 inches and can only affect one friendly piece within the awareness ranges of the caster. If successfully cast, the affected gaming piece gains +1 agility bonus. Furthermore, if they are wearing heavy armour they will no longer suffer the -1 penalty to their movement and agility save for being armoured in this way. The affects of this spell lasts until the beginning of the caster's next turn.

Great Fortune

The Eighth Base Discipline

Ether Resistance 2

A wizard using this spell can influence how events play out; to ensure that they play out in their favour.

Once cast, the controlling player of this wizard gains D3 turns of a die. A die must always be turned round in numerical order, either moving it up or down. For instance, on die roll of a 2, the caster spends a die turn and moves the die round to face a 3. The die turns can be used on any die rolled by the caster's controlling player. However, only one die turn can be used at a time on one die. So a die cannot be turned twice or three times at once. Die turns may be spent in both the caster's turn and in the enemy's turn too, but they cannot be carried over into the caster's following turn.

Note: This spell can have an effect anywhere on the battlefield, which also means it can be dispelled by any or all of the enemy wizards on the board.

Dispel

The Ninth Base Discipline

This spell can be traded in for 4 Ether dice

Though Base Magic is seen as a simple discipline, which is easy to master by novice wizards, it holds a great respect in the world of magic. Because, it has the power to stop even the most powerful of mage's spells dead in their tracks.

Just like any other normal spell in the game, this one can be traded in to generate ether dice. However, when this spell is traded in it will generate 4 ether dice instead of just 1. These extra ether dice must be used immediately to dispel one of the enemy's spells just cast, and cannot be saved.

This spell can be traded in to generate 1 magic die as normal, but not 4.

Earth Wall

The First Discipline of Creation

Ether Resistance 1

The wizard musters up the simple mud and stones from the earth of the battlefield, and then fashions them into a basic wall in front of his allies. Though this structure will not stand the test of time, it will last just long enough to slow and hold off a charging enemy for a while.

This spell has a range of 8 inches. It must be within the awareness ranges of the caster and upon a friendly piece that has room to put at a small 'Wall' in front of it. The spell can only affect one friendly piece that is not in combat. If successfully cast, the affected gaming piece has a small stone wall place in front of it. This new magical wall will extend right across the piece's front it is protecting. The new magical wall follows all the normal rules for 'Walls', as described on page 76 in the Three Plains Rulebook. These magical walls will either last for one round of combat, or if the piece it is protecting is shot at the wall will immediately crumble away and be removed from play after that shooting phase. Otherwise, if left unscaved these magical walls will last for an entire game.

Stony Path

The Second Discipline of Creation

Ether Resistance 1

Obstructions are no problem for a wizard of this Discipline. For all the mage has to do is channel their magic power into the earth underneath them, and where there was no safe path before, there is now.

This spell can be cast anywhere on the tabletop on some form of natural obstruction. Such as, woods, cliffs, rough ground, streams, rivers, pits, large holes, etc. This spell has no affect on buildings, walls and will not flatten areas of the board, such as hills for instance. Once cast a stone path will appear where the caster chooses to place it. All scenery (baring buildings, walls and hills) underneath will be replace with a smooth stone path. The path measures 4 inches wide and has a length of 8 inches. All stone paths created by with will last for the rest of the game and count as open ground.

Spring

The Third Discipline of Creation

Ether Resistance 3, 4 & 5

This spell has the power to create a pond, stream to a river.

This spell has a range of 16 inches and can be cast anywhere within the awareness ranges of the caster. If successfully cast, a fresh water spring will appear, which creates a small bit of pond scenery there. If cast again on the same area the spell will have an ether of 4 to overcome instead and will make pond grow into a large deep water pond. If cast again on the same large pond; the spell will have an ether of 5 to overcome and will make the pond break its banks, turning it into a stream. Roll a random direction die to determine the flow of the new stream's path across the board, which will run underneath gaming pieces if necessary. If this spell is cast once more on any part of the new stream, at a cost of 6 mana, it will turn into a deep river. Once a river has been created with this magic, this spell cannot be cast again on that same water feature. All new terrain created by this spell is permanent and follows all the rules for its type as described between page 75 and 76 in the Three Plains Rulebook.

The Word of the Ents

The Fourth Discipline of Creation

Ether Resistance 3

The wizard knows the 'word' of the Ents, or some know them as the Tree Shepherds who heard all the lesser trees of Many. So quietly the wizard offers the ancient and secret word and the trees respond to their new master...

This spell has a range of 16 inches and can be cast anywhere within the awareness ranges of the caster. If successfully cast the chosen area of the board will immediately grow D3 trees. If more than one tree is created, the new trees must be grouped together, approximately 4 to 5 inches apart. If 3 or more trees are group together it creates a small woody area. Alternatively, this spell can be used to permanently remove D3 trees from a woody area of the board instead.

Added or removing trees will never harm gaming pieces occupying that area at the time. All new terrain created by this spell is permanent and follows all the rules for its type, as described between page 75 and 76 in the Three Plains Rulebook.

Earth Spike

The Fifth Discipline of Creation,

Ether Resistance 3

The wizard's mind delves beneath the earth and pulls up at great speed a huge stony shard. Any monster or great demon that is underneath it when the shard springs up, will find themselves impaled upon it.

This spell has a range of 16 inches and can be cast anywhere within the awareness ranges of the caster. If successfully cast, place a marker down at the selected point and roll 1D6 and one direction die, and move the marker to the new coordinates indicated by the dice just rolled. However, on the roll of a 6 the marker is not moved and stays where it is instead. The marker is where the Earth Spike will pierce the ground and automatically hit once whatever is just above it. If the Earth Spite hits a mounted beast piece, it will always hit the beast and not the rider. A struck piece will suffer one hit that deducts -6 from their toughness and this magical attack has a damage range of 1 to 3. After the Earth Spike's affect have been worked out, it will sink back down into the earth again and have no further affect on the game.

Great Growth

The Sixth Discipline of Creation

Ether Resistance 4

Using his magic the creation wizard whips up a strange cloud, which rains down liquid mana that pushes up new growth. Instantly, these new plants grow and entwined round whatever is underneath them at the time. Though not life threatening, it will take a good while for the men to free themselves from these troublesome weeds.

This spell has a range of 18 inches and must be cast within the caster's awareness ranges. Once cast, the target halves its movement and cannot shoot or cast magic until it can cut themselves free from the troublesome weeds. The affects of this spell end at the beginning of the caster's next turn, where the affected piece cuts themselves free from the weeds.

Earthquake

The Seventh Discipline of Creation (DC)

Ether Resistance 4

The creation wizard turns his deep mind to the group underneath his feet and suddenly it begins to rumble and shake violently! This causes the wizard's nearby enemies to stagger and fall over, which breaks their formations up into nothing more than shambolic rabbles. Now with the enemy in disarray, this is the time to push forward and crush them!

This spell has a range of 16 inches and affects all enemy pieces within its range. If cast, all affected pieces must take and pass a deviancy check or suffer from 'Flimsy Ranks'. The affects of this spell last until the beginning of the caster's next turn.

Raising Earth

The Eighth Discipline of Creation (DC)

Ether Resistance 5

The wizard summons forth all of his magical might and the ground around him miraculously raises up, and a new hill is born.

This spell has a range of 8 inches and can be cast anywhere within the awareness ranges of the caster. If successfully cast, a small hill will appear, roughly 6 inches wide and 8 inches long, and placed down on the board. If there are any gaming pieces occupying a space where a new hill is created, they must take a deviancy check immediately. If failed they must flee, but if passed they simply rise up with the birth of the new hill underneath them, remaining where they are and unharmed. This spell may not be cast on another hill on a board. However, this spell may be cast next to an existing hill, and will join the two together forming one wider hill.

All new terrain created by this spell is permanent and follows all the rules for its type as described between page 75 and 76 in the Three Plains Rulebook.

Abyss

The Ninth Discipline of Creation (DC)

Ether Resistance 5

This spell has a range of 10 inches and can be cast anywhere within its caster's awareness ranges. If successfully cast, place a marker down at the selected point and roll 1D8 and one direction die, and move the marker to the new coordinates indicated by the dice just rolled. However, on the score of an 8 the marker does not move and stays where it is. Wherever the marker lands a bottomless whole will open up and swallow whatever is above it. The hole has a radius of half an inch. All affected models, which cannot fly underneath the whole will fall into it and be killed outright, and so must be removed from play for the rest of the game. Flying models are still at risk of falling into the whole too, so they must take and pass a deviancy check or be killed outright. If a model has a bigger base than 50x50mm, it is too large to fall into the hole, so is unaffected by this spell. After working out all damage caused from this spell, if any, the hole will close up again and have no further affect on the game.

FISTS OF FURY

The First Discipline of Battle Magic

Ether Resistance 1

The battle mage summons up his magic and infuses it into his body, which excites every fibre of his being with magical speed and agility. In combat this magical boost allows the battle mage to release a flurry of attacks upon his victim at lightning speed, which would overwhelm most opponents and beat them into submission.

This spell may be cast upon the caster themselves or any accompanying group of models. However, the affects of this spell can only affect one model at a time. The targeted model gains +D3 attacks. The affects of this spell last until the start of the caster's next turn.

BLOOD SPIRIT

The Second Discipline of Battle Magic

Ether Resistance 1

The Battle Wizard calls forth a spirit of a once great warrior to infuse him and others around him with the skills and experience that spirit of war built up over a lifetime of bloody combat.

This spell may be cast upon the caster themselves and will also affect any accompanying group of models. Once cast, the affect piece gains +1 combat rating, which can be added on to any other bonuses or modifiers the model may have. The affects of this spell last until the start of the caster's next turn.

THUNDEROUS BLOWS

The Third Discipline of Battle Magic

Ether Resistance 2, 3, 4 & 5

The wizard focuses all of his mighty magical fury into one fantastic attack, which could knock a Giant down cold stone dead! This is the true might of Battle Magic, so beware all those who would underestimate a Battle Wizard in combat!

This spell can only be cast upon the casting wizard himself or a friendly character within 6 inches of them. Whatever model this spell is cast on will do X amount of extra damage in life points in combat upon its target. The casting side must choose the spell's ether level to overcome by selecting what it will be cast on, from 2 to 5. Underneath is the Thunderous Blows Damage Chart, which indicates how much damage the affected model will do in combat if this spell is successfully cast upon them.

Ether Level 1 = X2 damage in life points

Ether Level 2 = X3 damage in life points

Ether Level 3 = X4 damage in life points

Ether Level 4 = X5 damage in life points

The affects of this spell will only come into play during the affected character's next round of combat. After that round of fighting has passed, the piece will fight as normal once again.

INVIGORATION

The Fourth Discipline of Battle Magic

Ether Resistance 2

The Battle Mage sees his warriors battered, bruised and exhausted after much bloody fighting in battle. So the wizard summons up his magical powers to steal away the enemy's vigour to bestow upon his own men in battle instead. This restores his men's energy, whilst exhausting the enemy and leaving them vulnerable to attack.

This spell can affect any friendly piece on the board that has suffered an exhaustion point. Once cast, the affected piece removes 1 exhaustion point and puts it on one enemy piece nearest to the casting wizard.

To clarify the full affects of this spell. This spell has the power to remove the penalty of exhaustion from one friendly piece and force one enemy who is nearest to the caster to suffer from 1 exhaustion point. Bare in mind, if the enemy builds up 4 or more exhaustion points, they will suffer from the full effects of exhaustion as normal.

BATTLE CRY

The Fifth Discipline of Battle Magic

Ether Resistance 2

The wizard releases a magical battle cry, which carries across the battlefield far and wide. All who hear his call to arms strengthening their resolve in battle and will fight longer and harder than ever before.

Once successfully cast all allied units within 8 inches of the casting wizard gains +2 battle stress dice. The affects of this spell last until the caster's next turn.

BLINDING STRIKES

The Sixth Discipline of Battle Magic

Ether Resistance 2

With a wave of the hand, a nearby warrior becomes blindingly fast at striking down his foes. Many men would swear blind his sword never left his side, even as foes fall before him.

This spell can be cast on any friendly piece within 8 inches of the caster. Once cast, the affected piece's attacks are resolved before the enemy's in their next combat phase. Afterwards the other side will make their attacks, but all the enemy models slain cannot roll out their attacks in that combat. The affects of this spell last for one combat phase and then ends.

FIRE SALT

The Seventh Discipline of Battle Magic

Ether Resistance 3

Fire Salt is salt that has been blessed with the essence of fire. Battle Mages are the most known to create their Fire Salts to use on battlefield against their enemies.

In battle, the mage will cast this magical substance out into the air around a particular bloody combat. The Fire Salt will seep into all the enemy's open wounds, which makes them cause even more excruciating pain than before. This hurts so much that most warriors will turn tail and flee out of combat, just to get themselves free of the burning clouds of Fire Salts release by a Battle Mage.

Once cast, all enemy pieces within 6 inches of the caster will suffer double battle stress for all the life points they suffer whilst this spell is in play. The affects of this spell will end at the beginning of the caster's next turn.

BLOOD LUST

The Eighth Discipline of Battle Magic

Ether Resistance 4

The Battle Wizard's blood boils up with a hate full rage for the enemy all around him. The incensed mage fuses his rage in to a spell and casts it upon himself and his band of brave allied warriors. This fills their vanes with blood lust for the enemy and they are now eager and ready to lash out at them and cut them down in a frenzied rage.

This spell has a range of 8 inches and can be cast anywhere within the casters awareness ranges. This spell may even be cast on the casting wizard himself and affect any models he is with. Once cast, the affected piece gains the special ability to go into 'Frenzy' for the rest of the game. The rules for this psychology are described on page 65 in the Three Plains rulebook.

ULTIMATE WARRIOR

The Ninth Discipline of Battle Magic

Ether Resistance 5

With a deep breath and a prayer to the greatest god of war, Mega, the lowly Battle Mage successfully invites the ferocious fighting god to bless his body and mind in the ways of war. This turns the once humble battle mage into an ultimate warrior in combat. Now, his blade will always strike true, hard and only needing one hit to kill any who dare oppose him in battle.

This spell can be cast on any character piece within 6 inches of the caster, which includes the wizard themselves. Once cast, the affected piece gains +3 combat rating, -3 to an opponent's toughness save and increases their damage range to 1-3x2. This spell's effects last until the beginning of the caster's next turn.

This spell's can be combined with other magical and none magical attacking bonuses an affected character may have.

