

## Wall of Flames

Marking a line in the sand, the Master of Words calls into being a blazing wall of fire. The wall must be a straight line, placed anywhere within 3" of the caster, and is 1" long for each point of the caster's Arcane Rating. The wall is 2" high and blocks line-of sight for man-sized models. The wall cannot be placed on models.

Models must make a Discipline Save in order to attempt to move through the wall. Any model that moves into or through the wall suffers an immediate attack. The caster rolls an Arcane Test against each model. Success indicates that the model suffers 1 wound, with no Armor Save.

Test: Arcane vs. Arcane  
Range: 3" line-of-sight  
Duration: 1–10 turns  
Cost: 3 Spell Points

© Crocodile Games 2010, All Rights Reserved

## Sulfurous Fissures

With a shudder, small fissures crack the earth beneath the feet of an enemy unit, and from these fissures rises a thick yellow smoke reeking of sulfur. The smoke burns the eyes, clogs the nostrils, and chokes the throats of those caught in it. The spell affects the ground beneath 1 unit or Character. On the target's next Activation Phase, it suffers a penalty of –1" to Move Value; and –1 to its Attack, Defend, and Missile Rating. Sulfurous Fissures lasts until the target moves off the area of ground it stands upon. Sulfurous Fissures can not be cast on a target that is in melee combat.

Test: None  
Range: 24" line-of-sight  
Duration: Special  
Cost: 1 Spell Point

© Crocodile Games 2010, All Rights Reserved

## Arrows Ablaze

As arrows or javelins arc through the air toward their target, their shafts burst into blue flames that burn with an infernal heat. The spell is cast upon a unit of archers, and the Damage Modifier of their next volley of arrows or javelins is increased by 2. Only missiles with wooden shafts (arrows, javelins, and spears, but not sling stones) can be affected. Also, this spell can be used to ignite foliage or other combustible terrain. The unit must target the terrain as it would an enemy. For each successful hit, a 1" square area is considered hit and set ablaze. The fire burns for 1–10 Turns, and when the fire burns out, the terrain is considered destroyed. Timely use of Cloudburst or Lord of Storms could extinguish the flames, if used before the spell has run its course.

Test: None  
Range: 12" line-of-sight  
Duration: Affected unit's next Activation Phase  
Cost: 2 Spell Points

© Crocodile Games 2010, All Rights Reserved

## Smoky Shield

Streams of indigo smoke seep from the fingers of the Master of Words and coalesce into a swirling cloud around the target. The cloud will engulf any missile cast at the target and may render it harmless. The Smoky Shield may only be used on a Character, and the affected Character gains a +2 to his Armor Rating against all missile attacks. The Master of Words may use The Smoky Shield upon himself.

Test: None  
Range: 12" line-of-sight  
Duration: Battle  
Cost: 2 Spell Points

© Crocodile Games 2010, All Rights Reserved

## A Fiery Aspect

The face of the Sorcerer undergoes a horrible transformation. Gouts of blue fire blast from his mouth and nostrils, and his hair becomes a fiery nimbus around his head. When the Sorcerer is attacked in melee combat, the weird fires that surround him may scorch the attacker. After each attack is resolved, the Sorcerer makes an Arcane Test against the attacker. If the Arcane Test is successful, the attacking model is burned and takes 1 wound with no Armor Save. This wound is suffered even if the attack has killed the Sorcerer. Attackers with more than one attack should resolve each of their attacks separately, one at a time. The Sorcerer can only cast this spell on himself, normally before moving into combat, and the effects last for the full duration of the Sorcerer's next melee combat.

Test: Arcane vs. Arcane

Range: Base-to-base contact

Duration: Next melee combat.

Cost: 2 Spell Points

© Crocodile Games 2010, All Rights Reserved

## Vaporous Ground

Below the feet of the affected unit, the air becomes firm and solid as granite, and they are able to march slightly above the ground, as if they tread upon some invisible bridge or road. The affected unit is able to move over any terrain (including water) without penalty. The affected unit is not able to cross walls or other tall terrain pieces more than 1" high. This spell cannot be used in conjunction with The Land's Favor. Also, the affected unit is immune to spells such as Earth Tremor, The Land's Despite and Spiky Ground, as well as the Harbinger of Ptah power, Earthquake.

Test: None

Range: 12" line-of-sight

Duration: 2 Turns

Cost: 2 Spell Points

© Crocodile Games 2010, All Rights Reserved

## The Wind's Howl

The Master of Words causes a mighty whirlwind to come howling into existence. Sands, loose dirt, and small debris are kicked up into the air and spun around with great force, stinging the flesh of those caught in the winds. The caster must be able to see the location where the whirlwind, which has a radius of 3", is to be centered. A die is used to mark the center, the number indicating the Turns remaining. Units passing through the windstorm are -1" to their Movement Value. The range of missiles passing through the area affected is -2", and the range penalty for missile fire through the area is +2. It is impossible for creatures to fly into or through the whirlwind. Flyers who are caught in the windstorm are immediately forced out to the nearest edge.

Test: None

Range: 24" line-of-sight

Duration: 1-10 Turns

Cost: 2 Spell Points

© Crocodile Games 2010, All Rights Reserved

## A Favorable Gale

A strong, steady gale is caused to blow from behind a unit of archers or slingers, carrying their missiles upon the wind. The maximum range of their missiles is increased by 1-10". The die roll must be made after the archer's target has been declared. A Favorable Gale does not affect the range or difficulties of targets at short or medium range, it simply extends the maximum long range of the missiles.

Test: None

Range: 12" line-of-sight

Duration: Affected unit's next Activation Phase

Cost: 1 Spell Point

© Crocodile Games 2010, All Rights Reserved

## Earth's Farewell

The Master of Words is raised into the air, as if plucked from the ground by the invisible hands of Amun. The Master of Words is able to fly, up to a maximum distance of 24". By flying, he may avoid linear obstacles and enemy troops on the ground. At the end of his Activation Phase, the Master of Words is lowered gently to the ground. The Master of Words may make a Swooping Attack against a target on the ground or in the air. This spell can only be cast upon the Master of Words himself.

Test: None

Range: 24" line-of-sight

Duration: 1 Turn

Cost 2 Spell Points

© Crocodile Games 2010, All Rights Reserved

## Ephemeral Chains

Ropy tendrils of dull gray mist coil about the target. Though insubstantial, the tendrils feel as heavy as chains of lead, and cause the target to be lowered to the ground unable to fly. Other than preventing a unit or model from flying, this spell has no effect on movement.

Test: Arcane vs. Arcane

Range: 24" line-of-sight

Duration: 1–10 Turns

Cost: 1 Spell Point

© Crocodile Games 2010, All Rights Reserved

## Wind Gust

The Master of Words points his staff at an enemy and calls up a great blast of hot, desert wind against him. Wind Gust targets either a single unit or a Character. If the Master of Words wins the Arcane Test, the target is pushed back 1–10 inches (determined randomly), directly away from him. The target cannot be pushed through other models or hard terrain features such as columns or walls—they will stop when they come into contact. At the end of the push, the target must make a Discipline Save. If the target is a unit, a failed Save means the unit has been blown out of formation, losing its Command Counter, if any, and is now considered Disordered. If the target is a Character, a failed save means that the Character was knocked down and loses its Command Counter, if any.

Test: Arcane vs. Arcane

Range: 12" line-of-sight

Duration: Instant

Cost: 3 Spell Points

© Crocodile Games 2010, All Rights Reserved

## Hailstorm

After slingers unleash their missiles, their sling stones become encrusted with hard ice. By the time they have passed the apex of their arc through the air, they are nearly doubled in size. For the affected unit, the Damage Modifier of their slings is + 2, but their Range Penalty is + 2 due to the increased weight of their missiles.

Test: None

Range: 12" line-of-sight

Duration: Affected unit's next Activation Phase

Cost: 2 Spell Points

© Crocodile Games 2010, All Rights Reserved

## Mystical Corrosion

The weapons and armor of the target corrode and become frail, as if aged a thousand years. The Armor Rating of metal armor worn by the target is -2, and the target's melee weapons suffer a penalty of -1 to their Damage Modifier. Mystical Corrosion can be used against either a Character or a unit, but does not affect magical weapons and armor or the effects of Amulets. If the spell is cast upon a single Character, the cost is 1 Spell Point. If the spell is cast upon a unit, the cost is 2 Spell Points.

Test: Arcane vs. Arcane

Range: 12" line-of-sight

Duration: Battle

Cost: 1 or 2 Spell Points (see above)

© Crocodile Games 2010, All Rights Reserved

## Cloudburst

Ominous thunderheads rush across the sky to gather above the battlefield. The eldritch storm clouds, crackling with lightning and rumbling with thunder, unleash a brief but furious torrent of rain. The rains come down with force of pounding fists. All missile fire for the remainder of the Turn is at a -2 penalty. While the rains fall for only a short while, they are powerful enough to extinguish all fires on the battlefield, including magical ones. The Master of Words makes an Arcane Test against the caster of any ongoing firebased powers or spells (including Arrows Ablaze, Wall of Flames, Sulphurous Fissures, and A Fiery Aspect). A successful test means the fire is extinguished, its magic dispelled. Natural fires are automatically extinguished by this spell.

Test: (special)

Range: Affects entire battlefield

Duration: Turn

Cost: 2 Spell Points

© Crocodile Games 2010, All Rights Reserved

## Spiky Ground

The Sorcerer must be able to see the center of the affected area, the spikes of which cover the ground in a 3" radius circle. Each time a model attempts to move into or through, the Sorcerer makes an Arcane Test against the model's Defend Rating. A success means the model loses 1 Wound Point. The model is not allowed to make an Armor Save, but instead makes a Move Save, the model must roll equal to or less than its Move Value to avoid taking a wound. Amulets of Ptah bestow their bonus of +1 to the Save. A Chariot that is moving at Advance Speed makes a single Save vs. a Target Number of 5. A Chariot that is moving at Fast Advance speed must make 2 Saves, each at a Target Number of 5. Each failed save results in a wound.

The Master of Words can have only 1 Spiky Ground in play at any time. If the caster casts a second Spiky Ground, it immediately dispels the other. Spiky Ground cannot be cast upon an area that is already occupied by any model. The To-tanem and their Stone Colossi are unaffected by the effects of Spiky Ground.

Test Arcane vs. Defend

Range: 12" line-of-sight

Duration: Battle

Cost: 2 Spell Points

© Crocodile Games 2010, All Rights Reserved

## Earth Tremor

The Master of Words utters a thundering Word of Power, while striking his staff to the ground, and causes a powerful quake which shudders the earth and shatters stones. If the target has an unplayed Command Counter, the Master of Words makes an Arcane Test against the target's Discipline Rating. Failure means the Command Counter is removed and the target loses its action for the Turn. If the target is a unit with no Command Counter, it must make a Discipline Save, or be Disordered. Earth Tremor does not affect a Character that has already taken its Activation Phase. This power cannot be used on targets engaged in melee combat, and has no effect on the To-tanem.

Test: Arcane vs. Discipline

Range: 12" line-of-sight

Duration: Instant

Cost: 3 Spell Points

© Crocodile Games 2010, All Rights Reserved

## The Land's Favor

When the Master of Words casts this spell, the ground itself seems to side with him and his Harbinger's warband. The target moves more swiftly, as if the earth itself was shifting to aid his movement. The target's Move Value is increased by +2 inches for 1–10 Turns, or until the target is engaged in melee combat. If the spell is cast upon a single Character, the cost is 2 Spell Points. If the spell is cast upon a unit, the cost is 3 Spell Points.

Test: None

Range: 12" line-of-sight

Duration: 1–10 turns

Cost: 2 Spell Points/ 3 for a unit

© Crocodile Games 2010, All Rights Reserved

## Far-Seeing Eyes

The eyes of the target are gifted with extra-ordinary clarity and perception, and he can see through the haze and dust of the battlefield. Far-Seeing Eyes can only be cast upon a single Sorcerer or Harbinger, and may be cast upon the Master of Words himself. On the target's next Activation Phase, it can use one of its spells or powers with its effective Range doubled. The extended range may not be used on missile weapons or on the effects of magical items.

Test: None

Range: 24" line-of-sight

Duration: Target's next Activation Phase

Cost: 2 Spell Points

© Crocodile Games 2010, All Rights Reserved

## The Land's Despite

When the Master of Words casts this spell, the ground itself seems to oppose his adversaries. The target of this spell struggles to move, as if the earth itself was shifting below his feet to impede his movement. The target's Move Value is decreased by –2 inches for 1–10 Turns, or until the target is engaged in melee combat. If the spell is cast upon a single Character, the cost is 2 Spell Points.

If the spell is cast upon a unit, the cost is 3 Spell Points.

Test: Arcane vs. Arcane

Range: 24" line-of-sight

Duration: 1–10 Turns

Cost: 2 Spell Points/ 3 for a unit

© Crocodile Games 2010, All Rights Reserved