

Flash

Vliyaya of Light

VAPRA CLAN



REST

1

CAST TARGET:

7

Target one enemy unit within 12" and LOS. If Cast roll is successful, target unit suffers a -1 to all attack dice pools until the End Phase.

Wall of Light

Vliyaya of Light

VAPRA CLAN



REST

1

CAST TARGET:

7

Caster attempts to create a wall of light within 12" of themselves. If Cast roll is successful, they create a 4" long and 1" wide wall. Any units behind the wall count as being behind Soft Cover. Wall disappears at during the End Phase .

Dazzling Aura

Vliyaya of Light

VAPRA CLAN



REST

2

CAST TARGET:

8

Caster places an aura of light on a friendly unit within 12" and LOS. If Cast roll is successful, that unit cannot be the target of any ranged attacks or Spells/ Powers until End Phase .

Blinding Vliyaya

Vliyaya of Light

VAPRA CLAN



REST

4

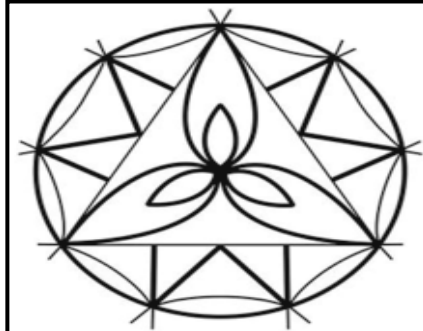
CAST TARGET:

9

Target all enemy units within 8". Roll a Cast roll for each unit separately. For each successful roll, target unit suffers -2 to all dice pools (attack and defence) until the End phase .

Dance of Moonlight

Vliyaya of the Moons



REST

1

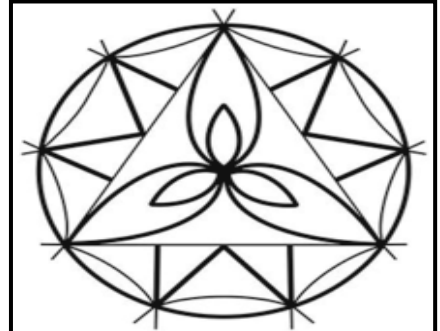
CAST TARGET:

6

Moonlight shrouds a friendly unit within 12" and LOS. If Cast roll successful, all Ranged attacks against unit suffers additional +1 to hit until End Phase.

Tides of the Moon

Vliyaya of the Moons



REST

1

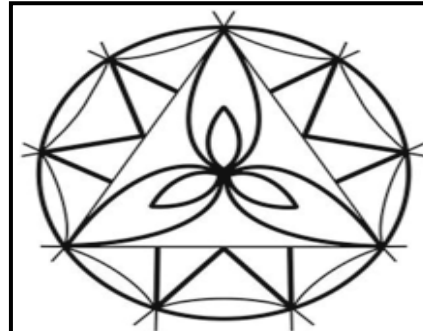
CAST TARGET:

6

Target a friendly unit within 8" and LOS. If Cast roll successful, target friendly unit gains +2" on Advance and +4" to Charge movements until End Phase.

Starlight Shield

Vliyaya of the Moons



REST

2

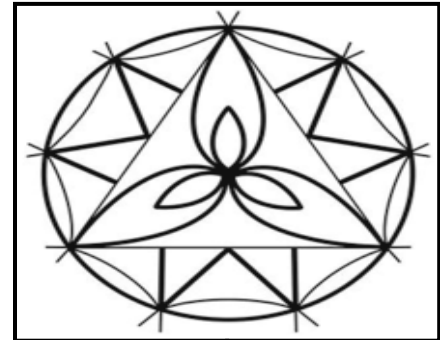
CAST TARGET:

7

Choose 1 friendly unit within 8" and LOS. If Cast roll successful, until the End Phase, that unit increases their Defence value by 2 .

Flash

Vliyaya of the Moons



REST

3

CAST TARGET:

8

If Cast roll successful, all Friendly units within Caster's Influence range gain +4" to Advance and +8" to Charge values until the End Phase.

Shrouded Form

Well of Darkening



REST

1

CAST TARGET:

6

Caster Targets Self.
If Cast roll successful, all ranged attacks and Spell/Power effect rolls against Caster are increased by 1.

Enfeeble

Well of Darkening



REST

1

CAST TARGET:

6

Target 1 enemy unit within 8" and LOS.
If Cast roll successful, until the End Phase, that unit decreases their Defence value by 1.

Sharpen Claws

Well of Darkening



REST

1

CAST TARGET:

6

Target 1 friendly unit within 8" and LOS.
If Cast roll successful, target gains Armour Piercing modifier until End Phase.

Dire Thoughts

Well of Darkening



REST

2

CAST TARGET:

7

Target 1 enemy unit with 12" and LOS.
If Cast roll successful, target suffers -1 Courage until next Initiative Phase.

Pit of Thorns

Well of Darkening



REST

1

CAST TARGET:

7

Target 1 enemy unit within 12" and LOS.
If Cast roll successful, all of target unit's movement counts as though within Difficult Terrain.
This effect lasts until the End Phase.

Enveloping Cloud

Well of Darkening



REST

2

CAST TARGET:

8

Caster creates a dark cloud around a Friendly unit within 12" and LOS.
If Cast roll successful, that unit cannot be the target of any ranged attacks or Spells/Powers until End Phase.

Syphon

Well of Darkening



REST

2

CAST TARGET:

8

Target 1 friendly unit within Influence range and LOS.
If Cast roll successful, you may inflict 2 Essence Damage on target unit and Caster recovers 1 Essence.

Dark Lightning

Well of Darkening



REST

4

CAST TARGET:

8

Target all enemy units within 8".
Roll a Fortitude attack for each unit separately.
If attack hits, roll Damage versus target unit's Fortitude. For every success, inflict 2 Essence Damage.
If at least 1 hit is rolled, even if no Damage, unit suffers 1 Fatigue token.

