

# WARHAMMER



## LORE OF HEAVENS

*Azyr, Blue Magic*  
*Celestial Magic, Astromancy, Divination*

### FATE MANIPULATION (Lore Attribute)

*The magic of Azyr leads its practitioners to become dreamy and unearthly, with a calm, comparative demeanour. One glance into the eyes of a Celestial Wizard reveals the burning power of Azyr and the foresight it brings.*

When a spell from the *Lore of Heavens* is successfully cast, roll a D6; on a 4+, the Wizard can re-roll one dice to either change the casting result or the number of Hits inflicted by a spell when casting further spells for the remainder of this Magic phase.



WAB9E\_24/11/19\_v1.1

# WARHAMMER



## LORE OF HEAVENS

*Azyr, Blue Magic*  
*Celestial Magic, Astromancy, Divination*

### ICESHARD BLIZZARD (Signature Spell - Cast on 7+)

*Razor-sharp shards of ice hurl from the chill skies to blind and dishearten the foe.*

*Iceshard Blizzard* is a **hex** spell with a range of 24". The target suffers -1 to their Weapon Skill, Ballistic Skill and Leadership until the start of the caster's next Magic phase. Shooting attacks that do not require a Ballistic Skill must roll 4+ on a D6 before firing, or the shot(s) is lost. This is an Ice Attack.

The Wizard may choose to extend the range of the spell to 48" by increasing the casting value to 9+.

WAB9E\_24/11/19\_v1.1

# WARHAMMER



## LORE OF HEAVENS

*Azyr, Blue Magic*  
*Celestial Magic, Astromancy, Divination*

### 1. HARMONIC CONVERGENCE Cast on 6+

*Divining auspicious signs, the caster guides the minds of their fellow warriors.*

*Harmonic Convergence* is an **augment** spell with a range of 24". Until the start of the caster's next Magic phase, the target re-rolls all To Hit, To Wound and Armour Save rolls of 1.

The caster can choose to have this spell target all friendly units within 12" by increasing the casting value to 12+.

WAB9E\_24/11/19\_v1.1

# WARHAMMER



## LORE OF HEAVENS

*Azyr, Blue Magic*  
*Celestial Magic, Astromancy, Divination*

### 2. WIND BLAST Cast on 7+

*The Wizard seizes the winds of the battlefield, directing them against the foe.*

*Wind Blast* is a **magic missile** with a range of 24". The target is 'pushed' D3+1" directly away from the caster (it does not change facing). If the target unit comes into contact with another unit it stops 1" away and both units suffer D6 Strength 3 hits. Targets that cannot move are not pushed back at all, but still suffer D6 Strength 3 hits.

The caster can choose to summon a more powerful wind that pushes the target back D6+2" by increasing the casting value to 14+.

WAB9E\_24/11/19\_v1.1



# WARHAMMER



## LORE OF HEAVENS

*Azyr, Blue Magic*  
Celestial Magic, Astromancy, Divination

### 3. CURSE OF THE MIDNIGHT WIND

Cast on 10+

*Only three words of this ancient tongue are known in modern days; three words to unleash a curse that was old when the world was young.*

*Curse of the Midnight Wind* is a **hex** spell with a range of 24". The target must re-roll all 6s when rolling To Hit, To Wound and Armour Saves until the start of the caster's next Magic Phase.

The Wizard can instead choose to have this spell target all enemy units within 12" by increasing the casting value to 20+.

WAP9E\_24/11/19\_v1.1

# WARHAMMER



## LORE OF HEAVENS

*Azyr, Blue Magic*  
Celestial Magic, Astromancy, Divination

### 4. URANNON'S THUNDERBOLT

Cast on 11+

*With a crack of thunder, the Wizard calls down an almighty ball of lightning and hurls it at the enemy.*

*Urannon's Thunderbolt* is a **magic missile** with a range of 24" that causes D6 Strength 6 hits with the Lightning Attacks special rule.

The Wizard can choose to extend the range of this spell to 48" by increasing the casting value to 13+.



WAP9E\_24/11/19\_v1.1

# WARHAMMER



## LORE OF HEAVENS

*Azyr, Blue Magic*  
Celestial Magic, Astromancy, Divination

### 5. COMET OF CASANDORA

Cast on 12+

*Comet of Casandora* is cast upon any fixed point on the tabletop. Place a suitable marker over the exact spot affected. For as long as the spell lasts, the player rolls a D6 at the start of each player's following Magic phase. On a score of 1-3 nothing happens, but place another marker on the first. On a score of 4-6 the comet strikes the spot. All units from either side that are within 2D6" are struck by the comet. Each unit struck takes 2D6 hits +1 for each marker on the comet, at a Strength equal to 4 plus the number of markers. Once cast, the spell cannot be dispelled.

The Wizard can choose to cast this spell so that the comet starts with two counters rather than one, and two counters are added each time the comet fails to land, by increasing the casting value to 24+.

WAP9E\_24/11/19\_v1.1

# WARHAMMER



## LORE OF HEAVENS

*Azyr, Blue Magic*  
Celestial Magic, Astromancy, Divination

### 6. CHAIN LIGHTNING

Cast on 16+

*Lightning bursts from the Wizard's hands and arcs across the battlefield, leaping from foe to foe with crackling fury.*

*Chain Lightning* is a **direct damage** spell with a range of 24". *Chain Lightning* causes D6 Strength 6 hits with the Lightning Attacks special rule. Once the damage has been resolved, roll a D6; on a 3+, choose an enemy unit within 6" of the initial target – the lightning leaps to that unit, which then also suffers D6 Strength 6 hits. Keep rolling for further victims (each within 6" of the last) until the roll is failed or there are no more viable targets (a unit can only be the target once per Magic phase).

WAP9E\_24/11/19\_v1.1