

WARHAMMER



LORE OF HIGH MAGIC

True Magic, Qhaysh

CONTEMPLATIONS

(Lore Attribute)

If a spell from the *Lore of High Magic* is successfully cast by a Wizard from Warhammer: Lizardmen, the caster can immediately choose a new spell of the same level or lower from one of the eight Lores of Magic in the Warhammer rulebook, which will last for the remainder of the Magic phase.

If the Wizard chooses a spell from a different lore, that newly chosen spell will always use that spell lore's lore attribute.

WAP9E_05/04/20_v1.00

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DRAIN MAGIC

(Signature Spell – Cast on 7+)

Manipulating the swirling tides in the Winds of Magic with a skill won through years of practice, the Mage conjures a vortex of antimagic to calm the raging winds, making even the simplest magical task an arduous labour.

Drain Magic can be cast on any unit within 18" and is an **augment** spell if the target is a friendly unit, or a **hex** spell if the target is an enemy unit.

All Remains in Play spells affecting the target are immediately dispelled and the effect of all other spells on the target immediately come to an end.

The Wizard can have this spell target all units within 18" by increasing the casting value to 14+.

WAP9E_05/04/20_v1.00

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SOUL QUENCH

(Signature Spell – Cast on 8+)

White light bursts forth, banishing the spirits of those it touches.

Soul Quench is a **magic missile** with a range of 18" that causes 2D6 Strength 4 hits.

The Wizard can choose for this spell to inflict 3D6 Strength 4 hits by increasing the casting value to 12+.



WAP9E_05/04/20_v1.00

1. APOTHEOSIS

(Cast on 5+)

Waves of pure magic infuse the Wizard's ally.

Apotheosis is an **augment** spell that targets a single model within 18".

The target immediately regains a single lost Wound and gains the Fear special rule.

The Wizard can choose to have the target regain D3 lost Wounds by increasing the casting value to 10+.

Note, this spell may not take the model above its starting number of Wounds.

WAP9E_05/04/20_v1.00

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2. HAND OF GLORY (Cast on 5+)

The Wizard draws on the Winds of Magic and channels its power to embolden those around him. With a simple sign, the Wizard grants their allies the might of old.

Hand of Glory is an **augment** spell with a range of 18".

The target's Movement, Weapon Skill, Ballistic Skill or Initiative (you choose) is increased by D3 until the start of the caster's next Magic phase.

The Wizard can choose to increase all four characteristics (make one D3 roll and apply it to all four) by increasing the casting value to 10+.

WA99E_05/04/20_v1.00

3. WALK BETWEEN WORLDS (Cast on 8+)

As the Wizard intones this ancient incantation, they begin to fade from view, becoming as insubstantial as a ghost. For a moment, their allies tread immortal pathways.

Walk Between Worlds is an **augment** spell that targets a single unengaged unit within 24".

The target gains the Ethereal special rule until the end of the phase and can immediately move up to 10" as if it were the Remaining Moves subphase.

The Wizard can choose to have the movement move up to 20" by increasing the casting value to 16+.

WA99E_05/04/20_v1.00

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4. TEMPEST (Cast on 12+)

Without warning, an eight-winded storm breaks about the foe.

Tempest is a **direct damage** spell with a range of 30".

Place the large round template anywhere within range and scatter it D6". All models hit by the template suffer a Strength 3 hit (models with the Fly special rule suffer a Strength 4 hit instead).

If a unit suffers any unsaved Wounds from this spell, it suffers a -1 To Hit modifier to all shooting and close combat attacks until the start of the caster's next Magic phase (shooting attacks that do not use Ballistic Skill must first roll a 4+ on a D6 in order to fire).

WA99E_05/04/20_v1.00

5. ARCANES UNFORGING (Cast on 13+)

Arcane Unforing is a **direct damage** spell with a range of 24" that targets a single enemy character (even a character in a unit).

The target suffers a single Wound which Ignores Armour Saves on a dice roll greater than or equal to the model's unmodified Armour Save (models without an armour save cannot be wounded).

The player must then reveal to the caster all the magic items possessed by the target (if any). Randomly select one of the magic items and roll a D6 – on a 2+ that item is destroyed and cannot be used for the rest of the game (do not include magic items that are mounts, miscast bound spell items or used 'one use only' items when randomly selecting an item).

WA99E_05/04/20_v1.00

WARHAMMER



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6. FIERY CONVOCATION (Cast on 19+)

With a single secret word, pure white flames emerge from the air itself and envelop the target, immolating the unworthy foe. With every passing second the flames grow hotter, swiftly intensifying until they can sear flesh or even melt steel.

*Fiery Convocation is a **direct damage** spell with a range of 24”.*

Every model in the target unit immediately, and at the end of every subsequent Magic phase, suffers a Strength 4 hit with the Flaming Attacks special rule.

Remains in Play

WA P9E_05/04/20_v1.00