

WARHAMMER



LORE OF LIGHT

Hysh, White Magic
Soulkeeping, Guardian Magic, Heirophantism

EXORCISM (Lore Attribute)

Light Magic excels at the scouring and destruction of supernatural creatures – foul creatures from the Realm of Chaos and the unquiet dead can all be banished back to whence they came by its blinding beams.

If a spell from the *Lore of Light* inflicts a number of hits on an enemy unit, it will cause an extra D6 hits (e.g. 2D6 hits would become 3D6 hits) if the target has the Undead, Vampiric or Daemonic special rule.



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SHEM'S BURNING GAZE (Signature Spell – Cast on 5+)

Bolts of cleansing energy fly from the Wizard's hands, searing evil wherever they strike.

Shem's Burning Gaze is a **magic missile** with a range of 24" that causes D6 Strength 4 hits (which count as Flaming Attacks).

The Wizard can choose to extend the range of this spell to 48" and increase the Strength from 4 to 6. If they do so, the casting value is increased to 12+.

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1. PHA'S PROTECTION Cast on 6+

The Wizard calls upon the beneficent Guardian of Light to protect their allies from harm.

Pha's Protection is an **augment** spell with a range of 24". All attacks against the target unit (shooting or close combat) suffer a -1 penalty To Hit until the start of the caster's next Magic phase. Shooting attacks that do not use Ballistic Skill must roll 4+ on a D6 before firing, or the shot(s) is lost.

The Wizard can choose to have this spell effect all friendly units within 12". If they do so, the casting value is increased to 12+.

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2. THE SPEED OF LIGHT Cast on 8+

Light knows no burden of flesh, and nor do those that receive its blessing.

The Speed of Light is an **augment** spell with a range of 24". The target unit has the Always Strikes First special rule until the start of the caster's next Magic phase.

The Wizard can choose to instead have their spell affect all friendly units within 12". If they do so, the casting value is increased to 14+.

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3. LIGHT OF BATTLE

Cast on 9+

Reaching into the Wind of Hysh, the Wizard draws forth ennobling energies to steady faint hearts.

Light of Battle is an **augment** spell with a range of 12". If fleeing, the target rallies immediately. Additionally, the target will pass all Leadership tests (regardless of modifiers) until the start of the caster's next Magic phase.

The Wizard can instead choose to have their spell target all friendly units within 12". If they do so, the casting value is increased to 18+.

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4. NET OF AMYNTOK

Cast on 10+

The legendary Net of Amyntok was rumoured to have been woven to hold the Great Deceiver itself.

Net of Amyntok is a **hex** spell with a range of 24". The target unit must pass a Strength test every time it moves (including moving as a charger, fleeing, pursuing, moving compulsorily, etc.), shoots, or casts spells until the start of the caster's next Magic phase. If the test is passed, the target acts normally. If the test is failed, the unit is unable to perform the desired action, remaining in place and taking D6 Strength 4 hits from the net's barbs of light.

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

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5. BANISHMENT

Cast on 10+

The purest light can destroy anything tainted by darkness.

Banishment is a **magic missile** with a range of 24" - the target suffers 2D6 hits. The Strength of the hits is equal to 4 plus the number of Wizards that know spells from the *Lore of Light* within 12" of the caster (not counting the caster themselves). Successful Ward saves taken against *Banishment* must be re-rolled.

The Wizard can choose to extend the range of this spell to 48". If they do so, the casting value is increased to 13+.

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6. BIRONA'S TIMEWARP

Cast on 12+

The Wizard infuses their allies with Light Magic, freeing them from the passage of time and speeding their actions.

Birona's Timewarp is an **augment** spell with a range of 12". The target's Movement is doubled, its Initiative is raised to 10 and its Attacks is increased by 1 until the start of the caster's next Magic phase.

The Wizard can choose to instead have their spell target all friendly units within 12". If they do so, the casting value is increased to 24+.

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