



WESTERN FEDERATION



MYTHIC AMERICAS™

**WESTERN FEDERATION,
EVERCHANGING AND EVERLIVING.**

WILDFIRE.

CASTING VALUE: 8

RANGE: 10X CASTER LEVEL.

TARGET: A POINT WITHIN RANGE AND LINE OF SIGHT.

EFFECT: PLACE A FIRE TERRAIN MARKER (3" DIAMETER) ANYWHERE WITHIN RANGE.

DURATION: INSTANTANEOUS; FIRE TERRAIN MARKER IS PERSISTENT BASED ON FIRE BEHAVIOR.

WESTERN FEDERATION. EVERCHANGING.

THUNDER CLAP.

CASTING VALUE: 7

RANGE: 20"

TARGET: ANY UNIT WITHIN 20" OF THE CASTER CAN BE CHOSEN AS THE TARGET, IT IS NOT NECESSARY FOR THE CASTER TO HAVE LINE OF SIGHT TO THE TARGET.

EFFECT: MAGIC MISSILE. IF THE SPELL IS SUCCESSFULLY CAST IT CAUSES ONE HIT.

THE STRIKE VALUE OF THE THUNDER CLAP IS EQUAL TO THE CASTER LEVEL. AFTER RESOLVING THE HIT THE UNIT MUST TAKE A BREAK TEST.

DURATION: INSTANTANEOUS.

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SUMMON DOWNBURST.

CASTING VALUE: 8

RANGE: 10X CASTER LEVEL.

TARGET: AN ENEMY UNIT WITHIN RANGE.

EFFECT: TARGETTED UNIT SUFFERS D6 SHOOTING HITS. **SPECIAL:** CAN STRIKE FLYING UNITS AS WELL AS GROUND UNITS, BUT IT IS AT D6+ CASTER LEVEL HITS AGAINST FLYING UNITS

DURATION: INSTANTANEOUS.

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WALL OF WIND.

CASTING VALUE: 8

RANGE: 10X CASTER LEVEL.

TARGET: A FRIENDLY UNIT WITHIN RANGE.

EFFECT: TARGETED UNIT MAY NOT BE TARGETED BY A RANGED ATTACK.

DURATION: THE SPELL LASTS UNTIL THE END OF THE TURN.

WESTERN FEDERATION. EVERLIVING.

FAN FLAMES.

CASTING VALUE: 8

RANGE: 10X CASTER LEVEL.

TARGET: A FIRE TERRAIN MARKER WITHIN RANGE.

EFFECT: MOVE THE FIRE TERRAIN MARKER 1D6 INCHES IN ANY DIRECTION CHOSEN BY THE CASTER.

DURATION: INSTANTANEOUS.

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THUNDERBIRD BLESSINGS OF THE WAY.

**SELECT A FIRE TERRAIN MARKER
WITHIN 10" OF THE THUNDERBIRD.
CREATE 1D3 ADDITIONAL FIRE
TERRAIN MARKERS, PLACE THESE
MARKERS 1D5" (RANDOMLY),
CENTERED ON THE TARGETED
FIRE TERRAIN MARKER.**



WESTERN FEDERATION. EVERCHANGING.

**THUNDERBIRD BLESSINGS
OF THE WAY.**

**SELECT 1D3 FIRE TERRAIN MARKERS
WITHIN 20" OF THE THUNDERBIRD.
THE MARKERS PERFORM A MOVE
PER THE START OF THE TURN FIRE
BEHAVIOR RULES.**

