AZTEC MAGIC EVERLIVING AND EVERCHANGING

ARMOR OF THE GODS

THE PRIEST GENTLY TIPS THE JAR, POURING THE HOLY WATER OF TLALOC TO MOTHER EARTH, EMBRACING HER FERTILITY AND PROVIDING THE ULTIMATE PROTECTION TO HIS DISCIPLES.

CASTING VALUE: 8

RANGE: 10"

TARGET: ANY SINGLE FRIENDLY LIVING UNIT, OR A NUMBER OF FRIENDLY UNDEAD UNITS EQUAL TO THE CASTER'S MAGIC LEVEL WITHIN RANGE. IT IS NOT NECESSARY FOR THE CASTER TO HAVE LINE OF SIGHT TO THE TARGET(S).

EFFECT: THE AFFECTED UNIT(S) RECEIVE A RESISTANCE BONUS OF +2.

DURATION: THE SPELL LASTS UNTIL THE END of the turn.

AZTEC MAGIC EVERLIVING AND EVERCHANGING

POWER SIPHON

POWER SIPHON NOTE: A SECOND CORE SPELL THAT INCREASES A UNIT'S Strength by +2. This spell can provide extra punch to undead units while other living aztec units can also benefit.

CASTING VALUE: 8

RANGE: 10"

TARGET: ANY SINGLE FRIENDLY LIVING UNIT, OR A NUMBER OF FRIENDLY UNDEAD UNITS EQUAL TO THE CASTER'S MAGIC LEVEL, WITHIN RANGE. IT IS NOT NECESSARY FOR THE CASTER TO HAVE LINE OF SIGHT TO THE TARGET(S).

EFFECT: THE AFFECTED UNIT(S) RECEIVE A STRENGTH Bonus of +2.

DURATION: THE SPELL LASTS UNTIL THE END of the turn.

AZTEC MAGIC THE WAY OF EVERLIVING MAGIC

CURSE OF SERVITUDE

THE PRIEST SACRIFICES THE GREAT AND MOST HOLY JAGUAR, SPILLING HIS MIGHTY BLOOD SO THAT NEW LIFE CAN SPRING FORTH AND BOLSTER HIS MINIONS.

CASTING VALUE: 7

RANGE: 10"

TARGET: A NUMBER OF FRIENDLY UNDEAD WARRIOR OR UNDEAD MONSTROSITY UNITS EQUAL TO THE CASTER'S MAGIC LEVEL WITHIN RANGE, BUT NO LINE OF SIGHT IS NEEDED TO CAST THIS SPELL.

EFFECT: EACH AFFECTED WARRIOR UNIT HAS A NUMBER OF MODELS EQUAL TO D3 + CASTER'S MAGIC LEVEL ADDED BACK TO THE UNIT AS THEY RISE FROM THE DEAD. EACH AFFECTED MONSTER UNIT, DIVIDES THIS NUMBER BY 3, ROUNDING DOWN AND ADDS THAT MANY MODELS BACK TO THE UNIT. THIS SPELL CANNOT RAISE A UNIT BEYOND ITS STARTING NUMBER.

AZTEC MAGIC THE WAY OF EVERLIVING MAGIC

TLALOC'S EDICT

THE WISPS OF SMOKE FROM SMOLDERING MARIGOLDS Scent the Battlefield with a sweet incense and those followers who inhale the fumes Fear death no longer.

CASTING VALUE: 8

RANGE: 10"

TARGET: ANY SINGLE FRIENDLY LIVING UNIT, OR A NUMBER OF FRIENDLY UNDEAD UNITS EQUAL TO THE CASTER'S MAGIC LEVEL, WITHIN RANGE. IT IS NOT NECESSARY FOR THE CASTER TO HAVE LINE OF SIGHT TO THE TARGET(S).

EFFECT: THE AFFECTED UNIT(S) RECEIVE A COMMAND Bonus of +2.

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

AZTEC MAGIC THE WAY OF EVERCHANGING MAGIC

UNNATURAL SPEED

THE BRIGHT BLUE FEATHER OF THE HERON IS THROWN TO THE WIND, TRAVELING FASTER AND FASTER AS TLALOC SPIES THE TRIBUTE TO HIS ANIMAL FORM AND GRANTS GREAT SPEED.

CASTING VALUE: 8

RANGE: 10"

TARGET: THE SPELL AFFECTS A SINGLE FRIENDLY LIVING WARRIOR UNIT WITHIN RANGE OR A NUMBER OF FRIENDLY UNDEAD UNITS EQUAL TO THE CASTING WIZARD'S MAGIC LEVEL. NO LINE OF SIGHT IS NEEDED TO CAST THIS SPELL.

EFFECT: THE AFFECTED UNIT(S) GAIN THE FAST 8 Special rule until. This spell does not allow The Affected Unit(s) to retain a run order.

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

AZTEC MAGIC THE WAY OF EVERCHANGING MAGIC

SUN SMITE

THE WARRIOR SACRIFICE APPEASES TLALOC AND HIS WRATH BRINGS DOWN THE THUNDER OF RETRIBUTION AND THE LIGHTNING OF DEATH TO THE PRIEST'S ENEMIES.

CASTING VALUE: 7

RANGE: 10" PER CASTER LEVEL

TARGET: ANY ENEMY UNIT WITHIN RANGE AND LINE OF SIGHT AS PER THE SHOOTING RULES.

EFFECT: MAGIC MISSILE (SEE PAGE 81 OF THE MYTHIC Americas Rulebook). The target suffers d6 hits at sv2. Hits are distributed onto the target in the same way as for shooting.

MYTHIC AMERICAS



MAGIC

