

## INCA MAGIC

### THE WAY OF EVERLIVING MAGIC

**NOTE:** SACRIFICIAL VIRGIN – AN INCA CASTER MAY CHOOSE TO SACRIFICE ONE SACRIFICIAL VIRGIN TO SUBTRACT 1 FROM THE TOTAL CASTING VALUE AFTER THE CASTING ROLL HAS BEEN MADE.

## INTI'S GUIDING HAND

A POTENT SPELL, INTI'S GUIDING HAND ENDOWS INCA ARCHERS WITH SUPERNATURAL POWERS AND ALLOWS THEM TO IMMEDIATELY SHOOT OUT OF THE NORMAL ACTIVATION PHASE.

THE PRIEST CALLS UPON INTI'S FAVOUR TO BLESS THE ARCHERS' WEAPONS AND GUIDE THEIR ARROWS DIRECTLY INTO THE HEARTS OF THE INCA'S ENEMIES.

**CASTING VALUE:** 7

**RANGE:** 10"

**TARGET:** ANY FRIENDLY UNIT ARMED WITH BOWS AND WITHIN RANGE. IT IS NOT NECESSARY FOR THE CASTER TO HAVE LINE OF SIGHT TO THE TARGET.

**EFFECT:** THE AFFECTED UNIT CAN IMMEDIATELY MAKE A RANGED ATTACK AS IF GIVEN THE FIRE ORDER. THIS UNIT MAY IGNORE THE LINE OF SIGHT RESTRICTIONS FOR SHOOTING. THE RANGED ATTACKS GENERATED BY THIS SPELL GAIN AN ACCURACY MODIFIER OF +1 PER MAGIC LEVEL OF THE CASTER, REPLACING THE STANDARD +1 MODIFIER FOR AIMED SHOT.

## **INCA MAGIC**

### **THE WAY OF EVERLIVING MAGIC**

**NOTE:** SACRIFICIAL VIRGIN – AN INCA CASTER MAY CHOOSE TO SACRIFICE ONE SACRIFICIAL VIRGIN TO SUBTRACT 1 FROM THE TOTAL CASTING VALUE AFTER THE CASTING ROLL HAS BEEN MADE.

## **EMPOWER INTI SPIRIT ALPACAS**

THE CASTER SUMMONS SPIRIT ALPACAS EMPOWERED BY INTI, THE BEASTS RUN IN A STRAIGHT LINE THROUGH ANY UNIT IN THEIR PATH. THIS SPELL CAN AFFECT SEVERAL UNITS WITH A SINGLE CAST. UNDER THE INFLUENCE OF STRONG HALLUCINOGENS, THE CASTER REACHES DEEP INTO THE SPIRIT WORLD, SEEKING THE MOST POWERFUL SPIRIT ANIMAL HE CAN FIND.

THE SUMMONED SPIRIT ANIMAL WILL INEVITABLY BE AN ALPACA. EVEN IN THE SPIRIT WORLD THE ALPACA IS EXTREMELY COMMON AND EVERYDAY. INTI, THE SUN GOD, FILLS THE SPIRIT ALPACAS WITH BRILLIANT FIRE.

**CASTING VALUE:** 7

**RANGE:** 10"

**TARGET:** ANY POINT ON THE BATTLEFIELD WITHIN RANGE AND LINE OF SIGHT.

**EFFECT:** SPIRIT ALPACAS RUN IN A STRAIGHT LINE BEGINNING AT THE CHOSEN SPOT AND EXTENDING A NUMBER OF INCHES EQUAL TO D6 x THE CASTER'S MAGIC LEVEL. ANY UNIT THAT THIS LINE TOUCHES SUFFERS D3 HITS AT SV 1.

## INCA MAGIC

### THE WAY OF EVERLIVING MAGIC

**NOTE:** SACRIFICIAL VIRGIN – AN INCA CASTER MAY CHOOSE TO SACRIFICE ONE SACRIFICIAL VIRGIN TO SUBTRACT 1 FROM THE TOTAL CASTING VALUE AFTER THE CASTING ROLL HAS BEEN MADE.

### INTI'S BURNING HEAT

THE CASTER, CALLING UPON INTI'S BLESSING, TRANSFERS THE GREAT POWER OF THE SUN UPON HIS FOLLOWERS.

**CASTING VALUE:** 8

**RANGE:** 10" x CASTER LEVEL

**TARGET:** ANY FRIENDLY UNIT WITHIN RANGE AND LINE OF SIGHT.

**EFFECT:** THE AFFECTED UNITS GAIN THE *FIRE* SPECIAL RULE AND SV EQUAL TO THE CASTER'S MAGIC LEVEL.

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

## **INCA MAGIC**

### **THE WAY OF EVERCHANGING MAGIC**

**NOTE:** SACRIFICIAL VIRGIN – AN INCA CASTER MAY CHOOSE TO SACRIFICE ONE SACRIFICIAL VIRGIN TO SUBTRACT 1 FROM THE TOTAL CASTING VALUE AFTER THE CASTING ROLL HAS BEEN MADE.

## **LUNATIC FRINGE**

**IN THE OTHERWORLDLY GLARE OF THE MOONLIGHT, YOUR WORST FEARS AND NIGHTMARES COME OUT TO HAUNT YOUR EVERY STEP.**

**CASTING VALUE:** 8

**RANGE:** 10" x CASTER LEVEL

**TARGET:** ALL FRIENDLY UNITS WITHIN RANGE AND LINE OF SIGHT.

**EFFECT:** REMOVE 1 PIN MARKER FROM EACH AFFECTED FRIENDLY UNIT AND MOVE THEM ON TO AN ENEMY UNIT WITHIN RANGE AND LINE OF SIGHT OF THE CASTER. ONLY ONE PIN MARKER MAY BE REMOVED FROM EACH FRIENDLY UNIT IN THIS WAY, AND ONLY ONE PIN MARKER MAY BE APPLIED TO ANY INDIVIDUAL ENEMY UNIT. IF YOU RUN OUT OF ENEMY UNITS TO MOVE A PIN MARKER TO, SIMPLY DISCARD THOSE PINS. THE CASTER IMMEDIATELY TAKES A PIN MARKER, EVEN IF THE SPELL WAS SUCCESSFULLY DISPELLED.

## **INCA MAGIC**

### **THE WAY OF EVERCHANGING MAGIC**

**NOTE:** SACRIFICIAL VIRGIN – AN INCA CASTER MAY CHOOSE TO SACRIFICE ONE SACRIFICIAL VIRGIN TO SUBTRACT 1 FROM THE TOTAL CASTING VALUE AFTER THE CASTING ROLL HAS BEEN MADE.

## **EMPOWER QUILLA SPIRIT ALPACAS**

THE CASTER, UNDER THE INFLUENCE OF STRONG HALLUCINOGENS, REACHES DEEP INTO THE MYTHICAL SPIRIT WORLD SEEKING THE MOST POWERFUL SPIRIT ANIMAL HE CAN FIND. HIS AIM IS TO HURL THE SPIRIT ANIMAL DIRECTLY AT HIS ENEMIES. THE SUMMONED SPIRIT ANIMAL WILL INEVITABLY BE THE COMMON ALPACA. EVEN IN THE SPIRIT WORLD OF THE INCAS THE ALPACA IS EXTREMELY COMMON. MAMA QUILLA, THE MOON GODDESS FILLS THE SPIRIT ALPACAS WITH DARKNESS, MAKING ALL WHO COME INTO CONTACT WITH THE SPIRIT ALPACA LOSE THEIR NERVE.

**CASTING VALUE:** 7

**RANGE:** 10"

**TARGET:** ANY POINT ON THE BATTLEFIELD WITHIN RANGE AND LINE OF SIGHT.

**EFFECT:** SPIRIT ALPACAS RUN IN A STRAIGHT LINE, BEGINNING AT THE CHOSEN SPOT AND EXTENDING A NUMBER OF INCHES EQUAL TO  $D6 \times$  THE CASTER'S MAGIC LEVEL. ANY UNIT THAT THIS LINE TOUCHES SUFFERS  $D3 + 1$  PINS.

## INCA MAGIC

### THE WAY OF EVERCHANGING MAGIC

**NOTE:** SACRIFICIAL VIRGIN – AN INCA CASTER MAY CHOOSE TO SACRIFICE ONE SACRIFICIAL VIRGIN TO SUBTRACT 1 FROM THE TOTAL CASTING VALUE AFTER THE CASTING ROLL HAS BEEN MADE.

### QUILLA'S SHINING LIGHT

THE CASTER, CALLING UPON QUILLA'S BLESSING, TRANSFERS THE PSYCHOLOGICAL EFFECTS OF THE MOON UPON HIS FOLLOWERS' BOWS AND SLINGS.

**CASTING VALUE:** 8

**RANGE:** 10" x CASTER LEVEL

**TARGET:** A NUMBER OF UNITS EQUAL TO THE CASTER'S MAGIC LEVEL, WITHIN RANGE AND ARMED WITH RANGED WEAPONS. IT IS NOT NECESSARY FOR THE CASTER TO HAVE LINE OF SIGHT TO THE TARGET.

**EFFECT:** THE AFFECTED UNITS GAIN THE *HOWLING HORROR AMMUNITION* SPECIAL RULE FOR ITS RANGED ATTACKS.

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

# MYTHIC<sup>™</sup> AMERICAS



**MAGIC**



**MYTHIC AMERICAS**