

COMET

Fire Giant / 14 / Line of Sight

The caster makes a +3 elemental magic shooting attack against a target within 16". This attack does +4 damage. In addition, all figures in contact with the target figure also suffer a +1 elemental magic shooting attack that does +4 damage. Any figure that suffers damage from these attacks is immediately moved 2" in a random direction.

EARTHQUAKE

Fire Giant / 12 / Area Effect

The caster pounds the ground and sends a massive shockwave rolling through the earth. Every figure within 8" of the caster (but not the caster) must make an immediate Move Roll (TN20). Large creatures get +2 to this roll. If it fails, it is knocked prone. While prone, a figure is a -2 Fight, -2 Shoot, and -2 to all Casting Rolls and may not take a Move action. A figure can get back to their feet simply by spending a Move action. This requires the full move action.

ENFLAME

Fire Giant / 8 / Line of Sight

The caster causes a weapon to burst into sudden flames. This weapon is now considered magic and does +2 damage. If cast upon a missile weapon, such as a bow, crossbow, or javelin, then the bonus only applies to the next attack made with that weapon.

MIST SHROUD

Fire Giant / 8 / Area Effect

A thick blanket of mist surrounds the caster. This figure, and any figures within 3", suffer no penalties for being Large when rolling against shooting attacks.

MAGNIFY

Fire Giant / 14 / Out of Game (A)

This spell may be cast on any magical weapon, magical armour, or potion. In the case of a magical weapon or armour, the giant can change the size of the weapon so that it is usable by a giant if it was human-sized or a human if it was giant-sized. If cast upon a normal potion, the potion is doubled so that it becomes a giant-sized potion.

PYRE

Fire Giant / 12 / Line of Sight

This spell creates a 2" diameter circle of flame, that reaches 3" high, within 12" of the caster. This circle may not be placed in contact with a figure. Anytime a figure moves into contact with this circle of flame, or activates while in contact with it, it suffers an +3 elemental magic attack. This circle of flames blocks line of sight. At the end of each turn, roll a die. On 1-2 the flame is extinguished and should be removed from the table.

RAZE

Fire Giant / 14 / Line of Sight

This spell can target any piece of terrain within 12" of the caster. A 3" diameter section of that terrain (include all height) is completely destroyed and should be either removed from the table or marked in some way. Any figure that was standing on that terrain falls, taking damage as normal. In addition, all figures on, or within 2" of the destroyed section of terrain immediately suffer a +2 Shooting attack (these attacks are not magical).

RUNIC STONE

Fire Giant / 16 / Out of Game (B) or Touch

This spell engraves potent words of power into a stone surface. This can be the wall of a building or cave, a cliff-face, a statue, or even a free-standing stone. While the caster is within 12" of this stone, it may empower all of its spells and Will Rolls on a 1-for-1 basis (one Health for one increase to the roll) instead of the 2-for-1 that is normal for Fire Giant wizards. In addition, the wizard may use the stone as a Wizard Eye (see Wizard Eye spell). A wizard may have two of these stones active at any one time but they must be at least 36" apart. A wizard may not have a Runic Stone and a Wizard Eye spell active at the same time. A wizard may cancel any casting of this spell at any time.

For full rules see *Blood Legacy* page 23.