

Crystal of Power



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high Magic



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Stone of Anurell

Also known as the Navigator Stone, this crystal gives the owner an insight into the tides and winds, allowing the Captain to plot his course with unparalleled precision.

The ship owning this Crystal may be repositioned once when you are setting up your forces. This is done instead of placing a ship or squadron and the ships new position cannot be more than 12" from its original placing and must be within the normal rules for deployment. The ship may ignore any spells which would cause it to move involuntarily, such as Wind Blast and Blitzard.

Battle honours: +2.
Points: 50.



Orb of Paerennir

Paerennir was the captain of the Dragonship Indraugnir, the vussel to sink a Dark Elf Black Ark. The Eagle Claw bolt throwers of his ship were enchanted by this black globe, giving them a potency which outmatched even the mystic veils surrounding a Black Ark.

A vessel carrying this Crystal may always fire any undamaged armaments. Spells and other factors will not stop it from firing. The only reason it will be unable to fire is if the ship is abandoned.

Battle honours: +2.
Points: 50.



Damned Sphere of Calthari

This Crystal was originally emnpowered to provide a warding spell over its owner. However, its original owner, Caltahari, died when his ship crashed on the shores of Ulthuan while trying to warn the inhabitants of Grom the Paunh's approach. When its power is evoked a ghostly ship, the Pride of Cothique, rises from the depths in front of the enemy.

The Damned Sphere is used at the start of the Magic phase before any spells are cast. The target ship must roll a 6 on a D6 or be immobilised for the turn. If the ship wishes to fire it must roll a 5 or 6. An Admiral adds + 1 to these rolls, while a Wizard or equivalent (such as a Dwarfen Runesmith) allows the player to re-roll the dice once.

Battle honours: +2.
Points: 50.



Delianiath's Arch

Delianiath was famed for the love his crew had for him and the concern he showed for them. The green and blue globe was made by Mistrellia and summons a ghostly bridge that allows the crew to reach safety if their ship is sunk.

If the ship with Delianiath's Arch is sunk a bridge will appear and allow the crew to get to safety on the nearest ship. Place any Crew, Wardancer, Admiral or Mage counters on the nearest Elven ship. If there is insufficient room for the crew they are taken to the second nearest, and so on. The Crystal is exhausted after it is used and so may only be used once per battle.

Battle honours: +1.
Points: 25.
Use once Only.



Crystal Dagger of Remianath

The power that Mistrella placed within this white, two feet long Crystal Dagger gave Remianath mighty powers in hand to hand fighting. It has a mind of its own and cuts through boarders and defenders in a furious bloodlust unimaginable to a creature of flesh and blood.

The Dagger may only be bought for an Admiral's vessel and permits the Admiral to add +3 to your boarding totall instead of +1. The Dagger is bought for the Admiral and will be placed with whatever ship he is on, so if he changes ship (being rescued after being sunk, for example) the Dagger will be with him on the new ship.

Battle honours: +1.
Points: 25.



Salithis' heart

Salithis was the High Admiral for Bel-Shamaar and was instrumental in many defeats of Chaos fleets. Salithis' Heart is a deep blue crystal that absorbs Warp energy, preventing nearby Chaos Sorcerers from using it.

The Crystal takes effect at the start of the Magic phase, before any cards are picked up, dice rolled or spells are cast. Any Chaos Sorcerer who starts the phase within 9" range of the Crystal will lose one power point. If he starts within 6" range he loses two power points and will lose three if he is within 3" range of the Crystal. Change the Sorcerer's power total immediately.

Battle honours: +1.
Points: 25.



Drain Magic

The Mage screams into the forbidding dark clouds that have coalesced above his ship during the spells chant. They lower to the deck and pass into his body, taking all of the magical power that currently surrounds the sea battle.

Cast on: 8+.

Target: The whole seascape.

Effect: The Magic phase ends immediately. All the Wizards in the battle except the Mage, randomly lose D6 of the spells in their hand. All magical items such as banners, Dwarf Runes and Elven Crystals of Power have no effect for the remainder of the turn. The Mage immediately gains 1D6 Power points and must test as usual if this takes him over his limit.



Call of the Wild

In a clear, piercing voice the Mage cries out over the seascape. Deep below the waves in the dark depths of the oceans beasts of the sea stir in their slumber. Hearing the cry they rise to the surface in answer to the distant call for aid.

Cast on: 9+.

Target: The whole seascape.

Effect: The Elf player may place a Sea Monster summoning template immediately. This costs him no points but follows all the rules for Sea Monsters as if he had paid for it at the start of the game. He may not select Triton, a Sea Elemental or a Black Leviathan.



Fate Walk

While murmuring staves of the incantation the Mage stares intently at the boiling skies. The spirit of the Mage briefly departs his body to take a glimpse along the winds of time, at the future. Returning, he can warn nearby Captains of the enemy's plans, allowing them to avoid their fate.

Cast on: 8+.

Target: Own Fleet.

Effect: The Elven player immediately gains the initiative if he does not already have it. Friendly ships within 9" range of the Mage (including the one he is on) gain a +1 modifier to all saving throws for the rest of the turn. This does not affect below the waterline saves.



Languorous Breeze

After chanting the incantation the Mage turns towards the target ship and slowly exhales a long, deep breath. The sigh swirls towards the ship accompanied by a background of peaceful music. The enemy ship is enveloped by a pacifying mood that completely detaches their minds from the battle raging around them.

Cast on: 8+.

Target: Any enemy ship.

Effect: The ship may not move or fire for the rest of the game unless the affected ship can roll a 5 or 6 at the start of the turn. The spell remains in play even if the ship passes a test. It must test again in every turn for the rest of the game.



Mind Steal

The Mage frowns with effort as he sends his spirit body across the void to battle the psyche of the opposing Wizard.

Cast on: 7+.

Target: The enemy Wizard.

Effect: Each player rolls a D6 and adds the level of his magic user. Wizards that use power points (including the Mage) may add up to three points to their roll, spent before the roll is made. Skaven may eat warpstone and will add +1 to their roll for each consumed chunk. If the Mage has a higher score the enemy Wizard counts as one level lower for the rest of the game. Chaos sorcerors and Skaven must make an immediate test, using the rules for failing to cast a spell, deducting the difference in scores from the roll. Has no effect if Mage loses.



Wrath of the Sea

The Mage cries dire words of vengeance to the skies. As his chant echoes the waves dance and swell, increasing in intensity to a frothing maelstrom. With an extravagant gesture the Mage directs the waterspout at an opposing ship.

Cast on: 7+.

Target: Any enemy ship.

Effect: Roll a D6 for each crew counter, a 5 or 6 indicates they are washed overboard and killed. Roll also for any characters such as Admirals or Wizards, if they are washed overboard follow the procedure given in the 'Captain Washed Overboard' result on the Captains Chart.

