

GEMINIDS OF UHL-GYSH

Drawn from the twilight demi-realm between Hysh and Ulgu, the Geminids lash out with the raw magic of light and shadow, annihilating the flesh and alternately filling the mind with horrific lies and unbearable truths.

DESCRIPTION

Geminids of Uhl-Gysh is a single endless spell that consists of 2 models (if it is dispelled, remove both models).

Summon Geminids of Uhl-Gysh: *By balancing opposing forces of the aether, a wizard can conjure an orb of pure light at one point on the battlefield and a sphere of utter darkness at another.*

Summon Geminids of Uhl-Gysh has a casting value of 7. If successfully cast, set up both models within 6" of each other and both wholly within 18" of the caster. You must then nominate one model to be the Light Geminid and the other to be the Shadow Geminid.

PREDATORY: Geminids of Uhl-Gysh is a predatory endless spell. They can move up to 8" and can fly. When you move this endless spell, the second model must finish

its move within 6" of the first. If this is impossible, this spell is dispelled.

ABILITIES

Unleashed: *Upon summonation, the Geminids are sent spinning towards the foe.*

When this model is set up, the player who set it up can immediately make a move with it.

Tendrils of Shadow and Light: *Where the Shadow Geminid leaves behind a noxious dark mist populated by illusions, the Light Geminid radiates incinerating light and bestows mind-destroying truths.*

After the Shadow Geminid model has moved, each unit that has any models it passed across suffers D3 mortal wounds. In addition, subtract 1 (to a minimum of 1) from the Attacks characteristic of melee weapons used by each unit that has any models it passed across until the end of the battle round.

After the Light Geminid model has moved, each unit that has any models it passed across suffers D3 mortal wounds. In addition, subtract 1 from hit rolls for each unit that has any models it passed across until the end of the battle round.

Empowered by Hysh: *Hyshian energy infuses the Light Geminid.*

If your battle is taking place in the Realm of Light, you can re-roll the dice to determine the number of mortal wounds suffered by a unit that has any models passed across by the Light Geminid.

Empowered by Ulgu: *The Shadow Geminid becomes more lethal still in the gloom of Ulgu.*

If your battle is taking place in the Realm of Shadow, you can re-roll the dice to determine the number of mortal wounds suffered by a unit that has any models passed across by the Shadow Geminid.