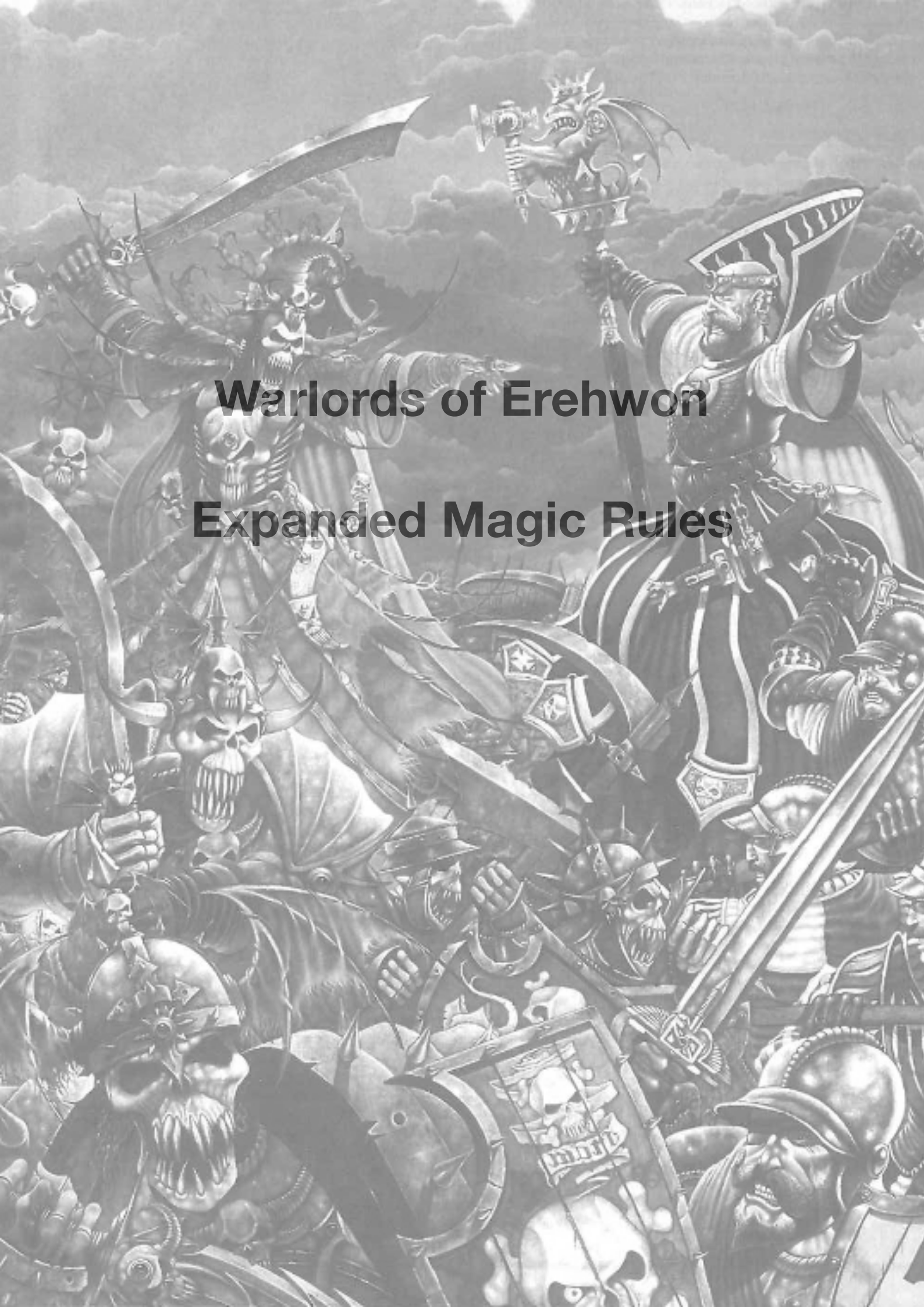




Warlords of Erehwon

Expanded Magic Rules

The Lores of Magic

The lores of magic are many and complex, but broadly can be broken down into the following branches; Light, Dark, Death, Life, Beast, Destruction, Alteration, the magics of the various Ruinous Gods, and Dwarven Rune magic.

Light magic, sometimes referred to as High magic, is centred around improving the world and it's inhabitants. It's mages are the men and women to turn to when you need improved strength, or you wish for your footmen to be imbued with immense courage.

Dark magic is the counterpoint to light magic, and is dedicated to ruin and malice. A dark Sorcerer can place a curse on your hated foes, or turn the water supply to a village to molten lead, rendering the place completely uninhabitable.

Death magic is the preserve of Necromancers and Liches, forbidden arts centred around the practice of raising the dead. It also encompasses spells to stop the living from being thus, and for souring the natural world to make it no fit place for mortal men.

Life magic is wielded by those concerned with promoting abundant and verdant life. A life magician can prevent (though never reverse) death, heal wounds, or cause crops to grow in abundance.

Beast magic, sometimes referred to as low magic, is base and primitive, the lore of those uncivilised races that are barely more than animals themselves. It is also of interest to those connected to the natural world, with shamans and druids studying the spells and incantations of low magic to better understand the world around them.

Destruction magic, also known as battle magic, is all about causing maximum damage to your enemies. If someone needs burning with a fireball or blasting with a bolt of lightning, it will be the Destruction mages that Warlords turn to.

Alteration magic is the lore of illusion and change. In its lowest forms it is practiced by conjurers and tricksters in village squares across the world, but its highest forms are powerful indeed, and wielded by only the most proficient spell weavers of the world.

Dwarves do not wield magic in the traditional sense, but have mastered the use of magical runes within their weapons and artefacts, and these runes often have effects that all but the Dwarves recognise as magic.

All wizards study a variety of magical disciplines, but sometimes cultural or racial restrictions mean certain mages may be unable or disinclined to learn spells of certain lores. To reflect this, the table overleaf represents which spell lores are available to which mages of given races. (Note; this is a suggestion and narrative reasons may mean these categories are pretty malleable! If a wizard wishes to replace one lore with another, or add an additional lore for 15 points, this is fine, as long as it makes reasonable narrative sense.) Wizards also have access to any spells listed in their own army books as appropriate.

Generating Spells

Before the game begins, wizards randomise one spell per magic level, for each spell lore they have access to. Wizards may redraw one result in total across all their spell lores in an attempt to generate a different spell if they wish. Each of these spells may be cast as many times as the player wishes during the game, with the restrictions listed as per the main game rules.

If players prefer a different method of generating spells (for example using all the lores as a giant menu like the main rulebook) then they should feel free to use whatever method they agree on.

Spell Lores for Different Races

Humans	Light, Life, Destruction
Necromancers, Liches	Death, Dark, Destruction
Vampires	Death, Dark, Destruction, Alteration
High Elves	Light, Life, Alteration, Destruction
Wood Elves	Light, Life, Beast, Alteration
Dark Elves	Dark, Destruction, Alteration
Sea Elves	Light, Alteration, Destruction
Greenskins	Beast, Destruction
Beastmen, Gnolls	Beast, Destruction, Magic of their Patron
Chaos Wizards	Dark, Destruction, Magic of their Patron
Chaos Dwarfs	Dark, Destruction, Rune Magic
Dwarfs	Rune Magic
Ratmen	Beast, Dark, Destruction, Alteration
Lizardmen	Light, Life, Beast, Destruction, Alteration,
Halflings	Light, Alteration



Empire wizard

Spells of Light Magic

Banishment Casting level 8

The mage directs his righteous power at the unclean spirits of the world.

Range: 10"

Target: Any Undead or Daemon unit.

Effect: Target unit takes 1D6 pins

Blessing Casting Level 8

With a swift movement of his hands the mage blesses the weaponry of his fellows.

Range: 18"

Target: Any friendly unit

Effect: The target unit has +1 Accuracy with all its missile weapons

Duration: Lasts until the end of the turn

Coruscating Cape Casting level 8

With a wave of his arms the wizard generates a blinding flash of light, and a column of energy propels him into the air where he hovers on a cushion of magical energy.

Range: -

Target: Self

Effect: Wizard is counted as flying and cannot be targeted for shooting or close combat except by other flying units. Once the spell ends the wizard returns to the same spot or a chosen site within 10" of their original position, normal rules for spacing apply. Wizards riding monstrosities cannot use this spell.

Duration: Lasts until the end of the turn.

Enchanted Shield Casting level 8

This spell creates a magical barrier over one friendly unit, protecting it from missile attacks.

Range: 10" per Magic Level

Target: One friendly unit within range

Effect: Any ranged attack upon the unit will automatically miss on any roll other than 1

Duration: Lasts until end of the turn

Inspire Casting level 8

The wizard emits a wave of pure light energy, which emboldens all those it hits.

Range: 18"

Target: Any routed friendly unit

Effect: The unit is treated as if it has just received a rally order.

Surge
Casting level 7

This spell fills its subject with miraculous vigour, inspiring warriors to redouble their efforts under the marvellous influence of magical energy.

Range: 10" (Undead wizard/necromancer 10" per Magic Level)
Target: One friendly unit within range that has one or more order dice played already
Effect: Return one order dice to the bag

Sorcerous Battle
Casting level 6

The wizard engages a rival in sorcerous battle of wills! Bolts of raw magic shoot across the darkening sky and an angry wind scatters all before it.

Range: 10" per Magic Level
Target: Opposing wizard in range
Effect: Each wizard roll D6 + Magic level. Loser get one pin. Winner can decide to push further or end the spell. Goes on until spell ended or wizard broken

Aura of Courage
Casting level 8

The wizard casts an aura of resolve and confidence that lifts the hearths of all friends within its ambience!

Range: 10"
Target: All friendly units within range
Effect: 1D6 + magic level pins removed from target unit.

Mirror of Miragliano
Casting level 7

The wizard conjures a portal that bends reality, allowing the righteous to see the unseeable, and fire upon the reflections of their enemies.

Range: 24"
Target: All enemy units within range
Effect: Targeted enemy unit may be fired upon by a single friendly unit's missile weapons, all shooters are considered to have LOS on the enemy, shots counted as short range.
Duration: Lasts until the end of the turn

Radiance of Rianoc
Casting level 7

The wizard calls forth the light of the Heavens to blind their enemies

Range: Battlefield
Target: All enemy units
Effect: All enemy units are at -1 Acc when firing their missile weapons.
Duration: Lasts until the end of the turn

Spirit Dome

Casting level 6

This spell projects a bubble of magical energy over the wizard or his allies, shielding them from harm

Range: 10" per Magic Level

Target: Any spot in range

Effect: Place Spirit Dome template on chosen spot. Any units within cannot be targeted by missile attacks or enemy spells, but may fire missile weapons or cast spells out of the bubble whilst inside. Only models that are outside of the dome can be targeted in units that are partially within the dome. The dome does not affect movement and will not prevent charges, but does stop an exchange of missiles coming into the dome, but not out of the bubble.



Spirit Dome Template

Liminal Bridge

Casting level 6

This spell opens a doorway between time and space, allowing warriors to pass through and travel great distances quickly

Range: 12" per Magic Level

Target: Any two spots in range

Effect: Place two liminal bridge markers anywhere within range. Movement may be made between the two portals as if the distance between them was zero. Portals cannot be fired through, or have spells cast through them, and only affects movement.



Liminal Bridge Markers

Spells of Dark Magic

Aura of Timidity **Casting level 8**

The wizard casts an aura of timidity and diffidence that fills the hearts of enemies with dread!

Range: 10" per Magic Level

Target: All enemy units within range

Effect: 1D6 pins distributed in total to all enemy units in range

Curse **Casting level 8**

The Sorcerer speaks forbidden incantations to visit ruin upon his foes.

Range: 18"

Target: Any enemy unit

Effect: Unit is at -1 Acc and Str

Duration: Lasts until the end of the turn

Dread Morass **Casting level 8**

The mage summons tangled branches and clasping demonic hands to stymie his enemies.

Range: 18"

Target: Any enemy unit

Effect: Unit cannot run or sprint and has Agility reduced to 1.

Duration: Lasts until the end of the turn

Enfeeble Foe **Casting level 8**

The spell reduces its target to weakened wrecks.

Range: 10"

Target: All enemy units within range and HtH

Effect: Str level -1 per Magic Level. Reduced to 1 x HtH

Duration: Lasts until the end of the turn

Lightning Bolt **Casting level 7**

The wizard calls down a lightning bolt of 5 billion joules energy to one unlucky foe.

Range: 30"

Target: One unit and one model within unit

Effect: Magic Missile, one hit SV D3 + Magic Level. Target must take a break test.

Nullify **Casting level 9**

The wizard reaches out to a magic artefact wielded by his enemy, and draws the power from it.

Range: 24"

Target: Enemy model with a magic item

Effect: Item is rendered powerless (magic weapons or armour will return to their base profiles). The drawn power will also remove a pin from the caster if they have any.

Duration: Lasts until the end of the turn

Sorcerous Battle
Casting level 6

The wizard engages a rival in sorcerous battle of wills! Bolts of raw magic shoot across the darkening sky and an angry wind scatters all before it.

Range: 10" per Magic Level

Target: Opposing wizard in range

Effect: Each wizard roll D6 + Magic level. Loser get one pin. Winner can decide to push further or end the spell. Goes on until spell ended or wizard broken

Wither
Casting level 7

The Sorcerer casts a terrible cantrip on his foes, withering their physical vitality.

Range: 10" per magic level

Target: Any enemy unit within range

Effect: Target unit is at -1 Res

Duration: Lasts until the end of the turn

Frenzy
Casting level 8

The wizard boils the minds of his allies, plunging them into a bloodlust.

Range: 10"

Target: All friendly units within range and in HtH

Effect: Target unit gains 1 extra HtH attack with it's main melee weapon.

Witch Flight
Casting level 8

The wizard powers himself through the air

Range: 10" per magic level

Target: Self

Effect: The wizard can transport himself up to the listed range as if he had the fly rule. If he enters close combat it is resolved in the usual way. This move is separate to any orders the unit has been or is yet to be given.

The Dark Hand
Casting level 7

The wizard sends out a deadly Shade to smite their foes

Range: 12"

Target: Any one enemy unit within range.

Effect: The caster makes 1 HtH attack on his target from his current position; the target gets no chance to attack back. The combat is resolved as normal but no 'winner' is declared and no break tests or consolidation moves are made.

Arnizipal's Black Horror
Casting level 7

The wizard summons a corrosive cloud of black darkness

Range: 20"

Target: Any spot within range.

Effect: Place Black Horror template on the chosen spot, and roll for cast. If successful with an odd roll the template stays where it is, otherwise scatters D10" with an even roll. Units hit take D6 SV2 choking hits. At the start of each turn scatter again, with odd rolls meaning the spell stays in effect, even rolls the template disappears.



Arnizipal's Black Horror Template

Spells of Death Magic

Chill Wind

Casting level 8

A deathly chill blows upon the foe, numbing the bodies of the living, stopping the beat of their hearts.

Range: 20" per Magic Level

Target: One enemy unit within range and LOS.

Effect: Deathly Chill (ignore armour) attack D3 + Magic Level hits at SV1

Drain Vitality

Casting level 8

The Necromancers drains the very life force from his target, and adds the soulstuff to his own power.

Range: 10" per magic level

Target: One enemy unit within range and LOS

Effect: Caster removes 1D6 of his own pins and puts them onto his target.

Enfeeble Foe

Casting level 8

The spell reduces its targets to weakened wrecks.

Range: 10"

Target: All enemy units within range and HtH

Effect: Str level -1 per Magic Level. Reduced to 1 x HtH

Duration: Lasts until the end of the turn

Surge

Casting level 7

This spell fills its subject with miraculous vigour, inspiring warriors to redouble their efforts under the marvellous influence of magical energy.

Range: 10" (Undead wizard/necromancer 10" per Magic Level)

Target: One friendly unit within range that has one or more order dice played already

Effect: Return one order die to the bag

Vanhel's Danse Macabre

Casting level 7

The foul magics of the Necromancer spur his minions to action.

Range: 10" per magic level

Target: One friendly unit within range and LOS

Effect: The unit may charge an enemy unit within range and resolve combat immediately. This is separate to any order dice the unit may or may not have and is essentially a 'free' move that the unit may make regardless of pins.

Wake the Dead

Casting level 8

The Necromancers calls forth the dead to bolster his ranks.

Range: 10" per magic level

Target: One friendly unit of skeletons or zombies with 5 models or fewer

Effect: 1D6 + Magic level warriors added to the unit

Malediction of Doom
Casting level 6

The Necromancer utters foul curses, causing his foes to experience a taste of death.

Range: 10" per magic level

Target: Any enemy unit within range

Effect: Enemy is unable to move or shoot this turn. This also means they are automatically destroyed if they are routed in close combat

Duration: Lasts until the end of the turn

Enslave
Casting level 5

The wizard raises a defeated nemesis to serve him for 1000 years and a day.

Range: -

Target: An enemy hero, warlord, or wizard unit slain by the wizard in close combat

Effect: The slain enemy model is removed and replaced with an undead champion that joins the caster's army. The champion is equipped with any non magical items the previous model had, but any steed the model was riding is lost. If the slain model was a wizard it no longer has any magic level. This spell can add a undead champion to the warband regardless of normal restrictions.

Duration: 1000 years and a day

Dark Mist
Casting level 8

The wizard atomises his corporeal form and turns into a dread cloud.

Range: -

Target: Self

Effect: The caster is considered as Spectral, and in addition cannot be targeted by missile weapons. The caster may not fight in hand to hand combat or be engaged in hand to hand by enemy models. The caster may still be targeted by spells and magic missiles however. Wizard riding steeds may not use this spell.

Duration: Lasts until the end of the turn.

The Curse of Years
Casting level 6

The wizard grips the soul of his target, and loads the weight of age upon them.

Range: 10"

Target: Any enemy unit within range

Effect: Target must make a Command Test, not modified by pins. If the test is failed the model suffers a -1 Str penalty. The spell remains in effect, and each subsequent turn after this one the model must make a further check, and if failed suffers a further -1 Str penalty. If a natural 1 is rolled for these further checks after the initial one the curse is broken and the victim retains any penalties already suffered but takes no more tests. If a model has their Str reduced to 0 they are considered slain and removed from play. Note that only that model's base command stat can be used for these checks and cannot be modified in any way.

Duration: Lasts until the end of the game

Wind of Death
Casting level 6

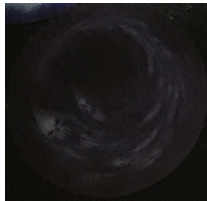
The wizard summons a dread vortex of swirling malevolence.

Range: 2D10"

Target: Any point on a chosen table edge

Effect: Place Wind of Death template at chosen spot, then roll for range. Template moves indicated distance immediately, and a further 2D10" distance at the start of every turn thereafter. Template moves through all terrain unimpeded, with only buildings providing any protection from it. Non undead units passed over by the winds suffer D3 pins. Undead units instead recover D3 pins.

Duration: Until it leaves a board edge



Wind of Death Template

Dark Winds
Casting level 8

The wizard calls forth powerful gales to stymie their foes.

Range: Whole battlefield

Effect: All bow or longbow attacks can only be made at short range

Duration: Lasts until the end of the turn.

Spells of Life Magic

Aura of Courage **Casting level 8**

The wizard casts an aura of resolve and confidence that lifts the hearths of all friends within its ambience!.

Range: 10"

Target: All friendly units within range

Effect: 1D6 + magic level pins removed from target unit.

Endow Speed **Casting level 7**

The wizard imbues his allies with unnatural speed of foot

Range: 10"

Target: All friendly units within range

Effect: Target units gain the Rapid Sprint rule for this turn. Units with this rule already gain an extra 1" on their basic movement for the turn instead.

Duration: Lasts until the end of the turn

Endow Strength **Casting level 7**

The wizard imbues his allies with unnatural vigour

Range: 10"

Target: All friendly units within range in HtH

Effect: Target units gains +1Str.

Duration: Lasts until the end of the turn

Heal Wounds **Casting level 7**

The mage weaves the magics of life to seal the wounds of his fellows.

Range: 18"

Target: One friendly unit within range with the Wound rule who has taken damage (caster himself is viable)

Effect: Target units has one 'Wound' restored

Summon Wood **Casting level 7**

Thick trunks shoot from the ground as the wizard calls forth a wood from the blood soaked battlefield

Range: 10" per magic level

Target: Any spot on the battlefield within range.

Effect: Caster may place a small wood at their selected spot. Wood may not be placed within 6" of enemy models, but friendly units do not restrict placement (indeed the caster may wish to surround his troops with a wood!), the summoned terrain counts as dense woodland

Duration: Permanent

Surge
Casting level 7

This spell fills its subject with miraculous vigour, inspiring warriors to redouble their efforts under the marvellous influence of magical energy.

Range: 10" (Undead wizard/necromancer 10" per Magic Level)

Target: One friendly unit within range that has one or more order dice played already

Effect: Return one order dice to the bag

Summon Swarm
Casting level 6

The wizard summons forth a tide of buzzing life forms to attack their foes

Range: 10"

Target: -

Effect: A Wild Swarm Unit is added to the army, set up within 10" of the caster with normal spacing restrictions. An order die is added to the bag, and the unit can be activated as normal from that point onwards. Note that the swarm units cannot be counted towards any break limits, nor claim or contribute to any victory conditions of scenarios.

Replenish
Casting level 8

The wizard nourishes the Nature around him, reversing any damage sustained or boosting the growth of saplings.

Range: 24"

Target:: Any piece of wooded terrain within range and LOS

Effect: Light woodland will become dense woodland, and dense woodland will become thick forest. In addition any damage sustained from torching or other means is reversed.

Duration: Permanent

Raging Tide
Casting level 8

The mage speaks to the spirit of water itself, and bids it to aid their fight by crashing into their foes with the full force of nature.

Range: 12"

Target: All enemy units within range of a single point of a water terrain feature.

Effect: Magic Missile. Target takes 1D6 SV 2 hits

Quicken Wits
Casting level 8

The caster beseeches the spirits to whisper to his allies, alerting them to their enemies' movements.

Range: 12"

Target: Any one friendly unit within range

Effect: The target unit may reroll any failed Reaction tests

Duration: Lasts until the end of the turn.

Entangling Vines

Casting level 8

The wizard summons a twisted mass of vines and brambles from the earth to ensnare their foes.

Range: 10" per magic level

Target: One enemy unit within range (monstrosity and chariot units are not eligible)

Effect: Target must make a Strength test in order to advance, and may not run or sprint. Magical movement means may still be used.

Duration: Lasts until the end of the turn

Awaken Wood

Casting level 6

The caster stirs the woods themselves to wake and fight their enemies

Range: 12"

Target: Any one wooded terrain feature within range

Effect: Summons one Dryad model per magic level to be placed as a single within 3" of the wooded terrain feature, more than 3" from any enemy models. Give the unit an advance order for this turn, then add the die for the unit to the die bag at the end of the turn as normal. Note that the Dryads unit cannot be counted towards any break limits, nor claim or contribute to any victory conditions of scenarios

Dryads

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Dryads	5	5	6	7	5	8	Woodsman, 1 x HtH SV 2,

Spells of Beast Magic

Bamboozle Beastie

Casting level 7

No self-respecting wizard wants to be bettered by a beastie, no matter how repellent. This is the spell to put a giant, dragon, or any other big-ugly, into its right and proper place.

Range: 10" per Magic Level

Target: One enemy monster or monstrosity unit within range and LOS

Effect: Take unit's remaining order dice from draw bag, and any current orders, and turn them to Down

Endow Strength

Casting level 7

The wizard imbues his allies with unnatural vigour

Range: 10"

Target: All friendly units within range in HtH

Effect: Target units gains +1Str.

Duration: Lasts until the end of the turn

Plague Wind

Casting level 8

The shaman calls forth a foul tempest from the dark bowels of the earth.

Range: 10"

Target: Any spot within range

Effect: Magic Missile. Place a 2" blast marker on the designated spot. All models under the cloud take a SV2 choking attack. Cloud remains in play and any units that end their activation take a further SV2 choking attack.

Duration: Lasts until the end of the turn

Tide of Vermin

Casting level 8

The shaman directs a chattering horde of beasties to attack his foes.

Range: 24"

Target: Any enemy unit within range and LOS.

Effect: Target units takes 1D3 pins and must make a break test (units immune to Dread do not require a break test, only take the pins).

Bestial Frenzy

Casting level 7

The wizard imbues his allies with a frothing animalistic rage

Range: 10"

Target: All friendly units within range in HtH

Effect: Target units gains +1 HtH attack with their main weapon

Duration: Lasts until the end of the turn

Summon Swarm

Casting level 6

The wizard summons forth a tide of buzzing life forms to attack their foes

Range: 10"

Target: -

Effect: A Wild Swarm Unit is added to the army, set up within 10" of the caster with normal spacing restrictions. An order die is added to the bag, and the unit can be activated as normal from that point onwards. Note that the swarm units cannot be counted towards any break limits, nor claim or contribute to any victory conditions of scenarios

Bestial Courage

Casting level 8

The wizard emits a primordial war cry, which emboldens all those of savage heart who hear it.

Range: 18"

Target: Any routed friendly unit

Effect: The unit is treated as if it has just received a rally order.

Transmogrification

Casting level 7

The wizard summons the powers of the wilds to transform his very flesh into that of a mighty beast

Range: -

Target: Self

Effect: Roll 1D10 and add magic level.

1 - 2; the spell does not go quite to plan. The wizard transforms himself into a powerful dragon, unfortunately on the scale of a grain of sand. The wizard flies off to attempt to find somewhere quiet and try and fix his predicament. Remove the model from play.

3 - 4; the spell goes terribly wrong and the wizard takes 1D6 pins

5; the spell proves too difficult to cast in the heat of battle and the wizard takes a pin

6; the wizard is not able to fully complete the spell but it does imbue him with some essence of beastly vigour, removing any pins the unit has

7; the model transforms into a werebear.

8; the model transforms into a giant scorpion

9; the model transforms into a hippogriff

10; the model transforms into a manticore

11; the model transforms into a chimera

12; the model transforms into a gigantic spider

13; the model transforms into a dragon

When transformed the model now counts as that unit, albeit with the wizard's Int and Command stats and any pins the unit had, and is allied. Any bodyguards or familiars etc. are destroyed during the transformation process. The wizard in his new form can now use any order dice when activated, if the resultant Beast has any MoD dice add them to the bag.

Duration: Each recovery phase the wizard must check to see if his spell holds. Make a Command test accounting for pins as normal. If the test is failed the wizard reverts back to his normal form and has any MoD dice removed and his remaining Order die set to Down as he regains his senses (and his clothes). The wizard then reverts back to his original profile. Any damage sustained as a monster is assumed to be healed once reverted back to original form.

Awakening of the Savage Heart
Casting level 7

The shaman beckons his enemies forth with ancient challenges recognised deep in the targets archetypal memories, enraging their own savage core.

Range: 10" per magic level

Target: Any one enemy unit within range and LOS

Effect: The unit must make a Command check, accounting for pins as normal. If failed, the unit immediately makes a normal move directly towards the caster, regardless of terrain or what may be in their way! If they walk off of a ledge of some sort, or through a stream of boiling lava, or similar deadly terrain, then they are immediately killed. If they come into contact with an enemy (as in their enemy) unit then they enter combat as normal, and they are treated as being down before they snap out of their fog, ie the other unit gets a free round of attacks.

This move takes place regardless of the order die (or lack thereof) given to the unit already, or even if they are routed.

Monstrosity models are not affected by this spell, they are either too stupid or too stubborn to succumb!

Aura of Courage
Casting level 8

The shaman casts an aura of resolve and confidence that lifts the hearths of all friends within its ambience.

Range: 10"

Target: All friendly units within range

Effect: 1D6 + magic level pins removed from target unit.

Spells of Destruction Magic

Enfeeble Foe **Casting level 8**

The spell reduces its targets to weakened wrecks.

Range: 10"

Target: All enemy units within range and HtH

Effect: Str level -1 per Magic Level. Reduced to 1 x HtH

Duration: Lasts until the end of the turn

Fiery Balls **Casting level 9**

The wizard hurls burning balls of flaming destruction at his foes.

Range: 20"

Target: One enemy units within range and LOS

Effect: Magic missile, D3 + Magic Level hits SV 1 Fire attack (extra pin if hit)

Lightning Bolt **Casting level 7**

The wizard calls down a lightning bolt of 5 billion joules energy to one unlucky foe.

Range: 30"

Target: One unit and one model within unit

Effect: Magic Missile, one hit SV D3 + Magic Level. Target must take a break test.

Shake the Ground **Casting level 9**

The wizard causes the very ground to shake

Range: 24"

Target: Any building or wood terrain within LOS and Range

Effect: Buildings targeted take 2D6 damage as per main rulebook. Woods targeted will begin to degrade as the trees within topple each time the spell is cast on it. Thick forest will become dense woodland, and dense woodland will become light woodland, and light woodland will disappear altogether! As the wood deteriorates any models within must pass an Agility test or be hit by a falling tree, taking a SV5 hit.

Sunder the Earth **Casting level 5**

The mage channels his power into the earth, causing the very ground to shake.

Range: A straight line 1" wide and stretching 18" in front of the caster

Target: All models within the range area

Effect: All models in the path of the ravine must make an agility test or perish by falling in. Surviving models are set up to one side of the ravine. Units take pins as normal as if hit by a magic missile. Monstrosity and Chariot units take a pin but are otherwise unaffected as they are large enough to straddle the gap with ease. Buildings in the path of the ravine take 2D6 damage as detailed in the main rulebook.

Ice Spike

Casting level 7

The wizard blasts a shard of frozen magic at his foes

Range: 18"

Target: Any one enemy unit within LOS and range

Effect: Target unit takes one SV3 deathly chill attack. If the Res test is failed target must make a further Str test. If this is failed the target is frozen to the spot and may not move this turn if they have not already done so. They may otherwise act normally. They do not move after combat, and if broken by losing combat they are considered to be auto destroyed as if they had been run down.

Immolation

Casting level 7

The mage builds a raging inferno around him before unleashing it in a blast of destructive power.

Range: See below

Target: Any models hit by template.

Effect: If successfully cast roll up to 3D6 and add magic level. If the score is 1 - 6 use the small flame template, 7 - 12 the normal flame template. 13+ the large flame template. However if any doubles are rolled the caster loses control and self immolates, place the immolation template directly over the caster. Each unit hit by any of these templates takes D6 SV1 magic missile fire hits.



Immolation Templates

Meteor Strike

Casting level 6

The wizard sunders the heavens to rain destruction down onto his foes.

Range: 10" per magic level

Target: Any spot within range

Effect: Place meteor strike templates within range, arranged in a line, touching as the caster wishes. Any units hit by the templates suffer D3 SV3 magic missile hits per template they have been hit by.



Meteor Strike Template

Spells of Alteration Magic

Alter Weather **Casting level 8**

The mage rearranges the sky itself to summon lashing rains to obscure the battlefield

Range: Affects entire battlefield

Effect: Visibility reduced to a maximum of 10" and all Agility tests suffer a minus -1 penalty. Attacks targeting Large units and structures are unaffected.

Duration: Each recovery phase roll 1D6, on a 5+ the storm ends and weather returns to a normal state. This spell can also be cancelled by another wizard on the battlefield casting the same spell.

Enchanted Shield **Casting level 8**

This spell creates a magical barrier over one friendly unit, protecting it from missile attacks

Range: 10" per Magic Level

Target: One friendly unit in range

Effect: Any ranged attack upon the unit will automatically miss on any roll other than 1

Duration: Lasts until the end of the turn

Madness **Casting level 6**

The wizard cause all manner of strange visions to appear before his foes, causing them to doubt their sanity

Range: 10" per magic level

Target: Any enemy unit within range and LOS

Effect: The caster may select any enemy unit that has already been given an order die and change that order to Down. This cannot effect monstrosities who's minds are variously far too simple or far too complex to befuddle so.

Peculiar Portal **Casting level 8**

The wizard opens a dimensional portal that sucks one opponent unit from battlefield and deposits it way back and out of harm's way!

Range: Whole battlefield

Target: Any enemy unit

Effect: Unit is removed from current position and repositioned by the owning player at the player's edge.

Sorcerers Shield **Casting level 7**

This spell enables a wizard to create a magical shield that protects all friendly units within range from missile fire.

Range: 10" per Magic Level

Target: All friendly units within range

Effect: Any ranged attack upon the unit will automatically miss on any roll other than 1

Duration: Lasts until the end of the turn or until the wizard casting is killed, moves, or attempts to dispel a spell

Teleport

Casting level 8

The wizard opens a dimensional portal that sucks one friendly unit from the battlefield and deposits it to a more tactically advantageous position!

Range: Whole battlefield

Target: Any friendly unit

Effect: Unit is removed from current position and repositioned by the owning player to a chosen spot within 20" and LOS of the caster., normal rules for unit spacing applies.

Celestial Wings

Casting level 8

The wizard summons radiant spectral wings to soar into the air

Range: -

Target: Self

Effect: Wizard is counted as flying and cannot be targeted for shooting or close combat except by other flying units. Once the spell ends the wizard returns to the same spot or a chosen site within 10" of their original position, normal rules for spacing apply. Wizards riding monstrosities cannot use this spell.

Duration: Lasts until the end of the turn

Refracted Reality

Casting level 7

The wizard conjures a portal that bends reality, allowing his allies to see the unseeable, and fire upon the reflections of their enemies.

Range: 24"

Target: All enemy units within range

Effect: Targeted enemy unit may be fired upon by a single friendly unit's missile weapons, all shooters are considered to have LOS on the enemy.

Duration: Lasts until the end of the turn

Shape Stone

Casting level 6

The wizard chants ancient limericks that shape stone itself and breathe life into it.

Range: 10"

Target: Any building terrain within range

Effect: Set up a stone golem within 3" of the building, normal spacing rules apply. An order die is added to the bag, and the unit can be activated as normal from that point onwards. Note that the Golem unit cannot be counted towards any break limits, nor claim or contribute to any victory conditions of scenarios

Stone Golem

Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Stone Golem	3	-	7	13	3	10	Slow 4, 3 x HtH SV3

Temporal Shift
Casting level 8

The caster folds time briefly, allowing a fleeting glimpse of a destiny which may yet be changed.

Range: 12"

Target: Any one friendly unit within range

Effect: The target unit may reroll any failed Reaction tests

Duration: Lasts until the end of the turn.

Shape Water
Casting level 6

The wizard chants ancient limericks that shape water itself and breathe life into it.

Range: 10"

Target: Any water terrain within range

Effect: Set up a elemental within 3" of the building, normal spacing rules apply. An order die is added to the bag, and the unit can be activated as normal from that point onwards. Note that the Golem unit cannot be counted towards any break limits, nor claim or contribute to any victory conditions of scenarios

Water Elemental
Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Water Elemental	6	-	7	9	3	10	3 x HtH SV3

Mind Control
Casting level 6

The caster warps the minds of those nearby who may oppose him to reconsider and fight for him

Range: 10" per magic level

Target: Any one enemy troops unit within range

Effect: Take an order die for that unit from the bag, the caster may use give that die to that unit as they wish.

Duration: Lasts until the end of the order.

Rune Magic

Aura of Courage **Casting level 8**

A hard etched rune glows with power, and an aura of resolve and confidence that lifts the hearts of all friends within its ambience spreads across the battlefield

Range: 10"

Target: All friendly units within range

Effect: 1D6 + magic level pins removed from target unit.

Endow Strength **Casting level 7**

The Runesmith imbues his allies with unnatural vigour

Range: 10"

Target: All friendly units within range in HtH

Effect: Target units gains +1Str.

Duration: Lasts until the end of the turn

Surge **Casting level 7**

A rune smoulders with unearthly power, and fills its subject with miraculous vigour, inspiring warriors to redouble their efforts under the marvellous influence of magical energy.

Range: 10" (Undead wizard/necromancer 10" per Magic Level)

Target: One friendly unit within range that has one or more order dice played already

Effect: Return one order dice to the bag

Magic Items

Magic Items are available in the same way as spells; Heroes may choose to take a maximum of one magic item from the lores available to them. The magic items in the main rulebook are still available to all, as are any magic items available to that particular race.

Magic weapons are wielded in place of the weapons the bearer may normally possess. Magical armour likewise replaces the armour of the bearer. All other items are additional to the normal equipment of the unit.

Light Magic Items

Heroic Brew - *Distilled from Pegasus blood, and blessed by priests, this potion nourishes those who drink it* - Once per battle the bearer may consume the potion and gain a +1 bonus to all stats for that turn. - 5 Points

Righteous Amethyst - *This jewel contains the bound spirit of a famous exorcist* - Any Undead or Daemon unit's that must make a Command test within 10" of the bearer of this artefact are at -1 Command - 5 Points

Standard of Justice - *This banner inspires those who see it, if they are of virtuous heart* - This banner gives the Command rule to it's bearer if they don't already have it, and extends it's range to 24" if the target unit has LOS on it. - 5 Points

Dark Magic Items

Hydra Blade - *When used this sword appears to have multiple blades, lashing out like the many heads of a Hydra* - Any natural 1's to hit cause an extra 1D3 hits, replaces wielder's weapon - 15 points

Armour of Chill Horror - *This armour writhes with dread power, and those that attack the wearer can suffer terrible wounds in return for their assault* - Counts as Spangly Armour (heavy armour without the Heavily Laden rule). Upon dying the wearer inflicts a single SV3 deathly chill attack on their killer. Cannot be worn by wizards - 10 Points

Amulet of Woe - *Said to contain blood from the Great Black Hydra, this amulet writhes with Eldritch power* - Once per battle the bearer may automatically dispel and enemy spell, no roll is required. - 10 Points

Life Magic Items

Potion of Healing - *Mixed from rare herbs and blessed by natural spirits, this potion nourishes those who drink it* - Once per battle the bearer with the Wound rule may consume the potion and restore a lost wound. - 10 Points

Horn of the Stag - *Carved from the horn of a great stag and etched with runes of power*, - Once per battle the bearer may blast the Horn, and any units in HtH with the bearer must make a break test as if they had just lost combat, if the test is failed combat is finished and the unit is routed - 5 points

Coat of Thorns - *This armour is formed from knotted and gnarled roots, laced with razor sharp thorns, and is tougher than plate steel* - Counts as spangly armour (heavy armour without heavily laden rule) and on a natural 1 for Res tests delivers a SV1 hit back to the attacking unit. The armour is however vulnerable to Fire attacks, and provides no armour bonus to these attacks. Cannot be worn by wizards - 10 points

Death Magic Items

Chalice of Blood - *This goblet is ever over flowing with the blood of kings* - Once per battle the bearer may consume the blood within the chalice and gain a +1 bonus to all stats for that turn. - 5 Points

Tome of Curses - *This grimoire contains hexes and curses forbidden in all civilised lands* - Once per battle the bearer may read from the book and cast a selected death spell, regardless of whether they are a wizard or if they have cast a spell already this turn. The spell casts automatically and can only be dispelled on a natural 1- 10 points

Thirsting Blade - *This sword hungers for life force, enriching the powers of it's wielder with each kill* - if the bearer kills a hero, warlord, or wizard unit with this sword he receives an additional wound. If the bearer has sustained damage and lost a Wound he regains it, and if he has not yet received any damage he gains an additional level to his Wound rule - 10 points

Beast Magic Items

Flea Hide - *This foul fur hide is crawling with lice and stinks beyond imagining* - This light armour puts the wearer at -1 to hit in HtH - 10 points

Standard of Desecration - *This banner inspires woe in all those who see it* - And enemy units that take a command check within 24" of this banner are at a -1 penalty. Units immune to dread are not affected by this artefact - 5 points

Skank Venom - *This corrosive poison is distilled from the crushed carapaces of skank beetles* - Once per battle the wielder can apply this poison to a missile or HtH weapon. For that turn the weapon has a SV of 6 and the venom rule - 5 Points

Destruction Magic Items

Flaming Armour - *This suit of armour burns with a wreath of black flame* - This weapon boosts the wielder's strike value by a further +1. As ordinary swords have a strike value of 1 already this means the foe striker has SV 2. Like all swords there is a +1 Strength bonus too. Cannot be worn by wizards - 10 Points

Burning Blade - *This sword is wreathed in an intense flame* - This sword has the Fire attack rule, and adds a further pin to any unit it hits - 5 points

Amulet of Immolation - *This charm seems innocuous until its wearer perishes, when it explodes in a ball of green flame* - If the bearer of this amulet is killed he immediately explodes on the spot. Any models within 5" take 1D3 SV1 Fire magic missile hits - 10 Points

Alteration Magic Items

Transference Emerald - *This jewel contains the power to bend time and space, transferring the bearer with other entities* - Once per battle the bearer may choose to activate this artefact if he takes a wound that would slay him. He may transfer his position with any other troops model instantly, meaning the other model takes the fatal damage and dies, and the bearer is set up in the other model's original location - 10 Points

Helm of Foresight - *This glistening helmet whispers to its wearer, warning them of incoming harm* - The wearer of this helmet is -1 to hit against shooting attacks for the battle - 10 Points

Ring of Frothing Lunacy - *This ring contains the bound spirit of Avina Laffo, once Fool to the Great Sultan of Araby, executed for telling a joke that made reference to the Sultan's paunch.* - The wearer of this ring inspires uncontrollable mental degradation in his foes. All enemy units within 8" of the wearer are at -1 Command for any break tests - 5 Points

Chaos Magic Items

Helm of Malice - *This Obsidian helmet glows with evil intent, inspiring fear in the hearts of all sane men* - The wearer of this helmet gains the Dread rule, and is themselves immune to dread - 5 Points

Pentagram of Power - *This fetish draws magical power to the owner* - The bearer of this artefact gains minus one to all casting and dispel rolls - 15 Points

Warpstone Amulet - *This amulet writhes with terrible power* - The owner of this amulet can choose to activate it when in HtH, and his opponent must make a Command test, modified for pins as normal. If failed, the chaotic power of the amulet puts the opponent at -1 Str for the remainder of combat. However, if a natural 1 is rolled for the Command test then the power of the amulet damages the wearer instead, and their Res stat is halved (rounding down) for the remainder of the combat - 5 Points