

# Spell and Prayer Lores v.2.1

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# Lore of Fire

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## Signature Spell: Fireball D6+ / D8+

*The wizard hurls a ball of fire at his enemies.*

**Range:** 18"

**Effect:** 1 *flaming* Strength 4 hit and anyone within 2" of target also takes 1 *flaming* Strength 2 hit.

**Augment (D8+):** +6" to range.

## 1 Cascading Fire-Cloak D7+

*A shield of flame appears around the wizard or his ally, scorching enemies that approach.*

**Range:** 6" or caster.

**Effect:** Target cannot *hide* and loses 'Stealth' if he has it. At the *end of each* close combat phase (*i.e. also opponent's*) all warriors (*friend or foe*) within 1" of this warrior take 1 *flaming* Strength 2 hit. Warrior can gain experience for taking enemies (*but not allies*) out of action this way.

**Remains in Play.**

## 2 Flaming Sword of Rhuin D6+

*The weapons of the wizard or his ally blaze forth with flame.*

**Range:** 6" or caster.

**Effect:** All of warrior's close combat attacks have +1 Strength and are *flaming*.

**Remains in Play.**

## 3 Burning Head D8+ / D10+

*The wizard conjures up a crackling flaming skull and hurls it at his enemies.*

**Range:** Draw a line 18" long, 1" wide, 1" high.

**Effect:** All warriors (*friend or foe*) in the line of fire take 1 *flaming* Strength 3 hit. This spell stops if it hits a terrain feature.

**Augment (D10+):** All warriors (*friend or foe*) successfully wounded by this spell, must take a panic test. (*No effect vs. warriors immune to panic.*)

## 4 Fulminating Flame Cage D5+

*A soaring flame cage entraps an enemy.*

**Range:** 24"

**Effect:** Target suffers 1 *flaming* Strength 4 hit if it moves or is moved, other than to pivot on the spot.

**Lasts Until:** The *beginning* of your next turn.

## 5 Flamestorm D7+ / D10+

*A scorching burst of flame strikes the enemies of the wizard, burning away their flesh.*

**Range:** Flame Template

**Effect:** All warriors under, or partially under, the template take 1 *flaming* Strength 2 hit.

**Augment (D10+):** Hits have +1 Strength.

## 6 Aqshy, the Key of Secrets D4+

*The sacred key makes all flame burn brighter.*

**Range:** Caster, affects entire board.

**Effect:** All *flaming* hits may re-roll natural 1s 'to wound.'

- (*Affects both friendly and hostile, magical and mundane hits.*)
- Bonuses from this spell do *not* stack: Only one such re-roll will be allowed no matter how many instances of this spell are active.

**Remains in Play.**



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# Lore of Beasts

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## Signature: Feast of Crows D7+ / D10+

*The wizard summons a flock of crows to the feast.*

**Range:** 24".

**Effect:** Target suffers D3+1 Strength 2 hits.

**Augment (D10+):** Hits may re-roll 1s 'to wound.'

## 1 Beasthide D8+ / D11+

*The wizard or an ally's skin is clothed in fur and hide.*

**Range:** 6" or caster.

**Effect:** Target gains +1 Strength or +1 Toughness, chosen by you.

**Augment (D11+):** Target gains both.

**Remains in Play.**

## 2 The Wolf Hunts D4+

*The wizard establishes a spirit link with a beast.*

**Range:** 12"; must target a friendly animal.

**Effect:** Whenever the animal successfully inflicts a wound, caster regains 1 lost wound or gains 1 free Power Dice (choose which).

**Remains in Play.**

## 3 Curse of Rust D6+ / D8+

*The nature spirits mock the cowardly foe that hides behind artificial steel and armour.*

**Range:** 24"

**Effect:** Target has no armour save, including Scaly / Stony Skin saves. (Target may still use his Ward and Regeneration saves as normal, including Ward saves from Shields.)

**Augment (D8+):** Target also suffers -1 to hit in close combat. No effect vs. warriors fighting unarmed.

**Remains in Play.**

## 4 Cape of Thorns D6+ / D8+

*A shield of thorns surrounds the target, protecting him from incoming blows.*

**Range:** 6" or caster.

**Effect:** All enemies striking at this warrior in close combat suffer 1 Strength 3 hit at the end of the close combat phase for each natural 1 they rolled 'to hit' that phase. (No effect on 'to hit' rolled that were re-rolled.) Warrior can gain experience for taking enemies out of action this way.

**Augment (D8+):** Target also gains 'Scaly Skin (6+).' **Remains in Play.**

## 5 Savage Beast of Horrors D8+

*The beast within is a formidable thing when unleashed.*

**Range:** 6" or caster.

**Effect:** Target has +2 Strength and +1 Attack until the end of this turn.

## 6 Ghur, the Amber Arrow D8+ / D11+

*A mighty hunting spear is hurled through the enemy ranks with all the force of a bolt thrower.*

**Range:** Draw a line 18" long, 1" wide and 1" tall.

**Effect:** The first warrior in the path takes 1 Strength 4 hit, the next 1 Strength 3 hit, the next 1 Strength 2 hit, and the next 1 Strength 1 hit. (Affects both friend and foe.) This spell stops if it hits a terrain feature.

**Augment (D11+):** All hits (including hits against friendly warriors) must re-roll 1s 'to wound.'



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# Lore of Metal

## Signature: Brimstone Blast D5+ / D7+

*The wizard conjures forth a small exploding pouch of brimstone.*

**Range:** 18"

**Effect:** Target takes 1 Strength 4 hit with Concussive (1).

**Augment (D7+):** +6" to range.

## 1 Silver Arrows of Arha D8+ / D10+

*The wizard summons a quiver of silver arrows and hurls them at his enemies.*

**Range:** 24"

**Effect:** D3 Strength 3 hits.

**Augment (D10+):** Hits are Armour Piercing (1).

## 2 Transmutation of Lead D7+

*An enemy's metallic items become heavy, soft, and cumbersome.*

**Range:** 24"

**Effect:** Target suffers -1 to all his rolls 'to hit' (both shooting and close combat) and -1 Initiative.

**Remains in Play.**

## 3 Glittering Robe D7+

*A golden, shimmering magical cloak shields the wizard from incoming blows.*

**Range:** Caster.

**Effect:** Warrior gains 'Scaly Skin (5+)'. Does not prevent wizards from casting spells.

**Remains in Play.**

## 4 Squall of Molten Silver D7+ / D9+

*A rippling wave of liquid, molten silver spews forth from the wizard's staff.*

**Range:** Flame Template

**Effect:** All warriors under or partially under the template take 1 *flaming* Strength 2 hit.

**Augment (D9+):** Hits have 'Sunder (1).'

## 5 Gehenna's Golden Hounds D9+

*A pack of golden hounds leap forth to maul to wizard's enemies.*

**Range:** 12"

**Effect:** D3 Strength 4 hits.

## 6 Chamon, the Soaring Eagle D5+

*A magical golden eagle soars high above the battlefield, and descends to end an enchantment.*

**Range:** 24"

**Effect:** End any one currently active spell that 'Remains in Play.'



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# Lore of Light

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## Signature: Burning Gaze D8+ / D10+

*Burning rays of light leap forth from the wizard's eyes.*

**Range:** 24"

**Effect:** Target takes D3 *flaming* Strength 3 hits. Undead and Daemons take D3 *flaming* Strength 4 hits instead.

**Augment (D10+):** +6" to range.

## 1 The Speed of Light D7+

*The wizard or an ally becomes as nimble as light itself.*

**Range:** 6" or caster.

**Effect:** Target has +1 to hit in close combat and +3 Initiative.

**Remains in Play.**

## 2 Pha's Protection D7+

*A mysterious hieroglyph hovers over the wizard's head, protecting him from incoming attacks.*

**Range:** 6" or caster.

**Effect:** All attacks against this warrior that roll 'to hit' (*whether shooting or close combat*) suffer -1 to hit.

**Remains in Play.**

## 3 Birona's Timewarp D6+ / D8+

*Warping the fabric of time itself, the wizard moves while others are frozen in time.*

**Range:** Caster.

**Effect:** Caster may immediately move up to 8" (*taking climb tests etc. as normal*). He may use this effect to enter close combat, in which case he counts as charging. If he uses this ability to leave close combat, enemies gain free hacks as normal.

**Augment (D8+):** Warrior also has +3 Initiative on profile until the end of this turn.

## 4 Shem's Illumination D6+

*The wizard holds up his staff and a wave of blinding light renders his enemies confused and defenceless.*

**Range:** Flame Template

**Effect:** All enemies (*but not allies*) under, or partially under the template suffer -3 Initiative to strike order this turn. Undead and Daemons also take 1 Strength 2 hit.

## 5 Circle of Banishment D6+

*The wizard creates a circle of sacred light.*

**Range:** Caster, 3" radius.

**Effect:** All enemies (*but not allies*) within 3" of caster take 1 Strength 3 hit. Undead and Daemons take 1 Strength 4 hit instead.

## 6 Hysh, the Serpent of Light D7+

*The mysterious serpent Hysh bestows its blessing upon a warrior chosen by the wizard.*

**Range:** 6" or caster.

**Effect:** Target is immune to poison and all of target's attacks, in both shooting and close combat, have +1 to hit.

**Remains in Play.**



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# Lore of Shadows

## Sig.: Creeping Death D8+ / D10+

*The wizard makes the shadows themselves come alive to attack his foe.*

**Range:** 24"

**Effect:** D3 Strength 3 hits.

**Augment (D10+):** Target takes an additional 2 Strength 3 hits if within 2" of any terrain feature.

## 1 Steed of Shadows D7+

*The wizard summons a magical winged steed made of pure shadow.*

**Range:** Caster.

**Effect:** Caster may immediately fly to anywhere within 8". He may use this ability to enter close combat, in which case he counts as charging. If he uses this ability to leave close combat, enemies gain free hacks against him as normal.

## 2 Incognito D6+

*The wizard shrouds himself in shadow and fog.*

**Range:** Caster.

**Effect:** Caster gains all of these:

- Enemies wishing to target caster with missile weapons (*but not spells/prayers*) must pass a Leadership test: If failed, they cannot shoot that turn.
- When firing missile weapons, enemies may always choose another target instead of this warrior, even if this warrior is closest and subject to the fewest 'to hit' penalties.
- Enemies wishing to charge caster must deduct D3" from their maximum charge distance, down to a minimum of 6".

**Remains in Play.**

## 3 The Withering D7+ / D10+

*The Wizard reaches into the minds of the foe, instigating nebulous images of weakness and doubt.*

**Range:** 18"

**Effect:** Target suffers -1 Strength or -1 Toughness (*chosen by you*).

**Augment (D10+):** Target suffers both.

**Remains in Play.**

## 4 Crown of Taidron D7+ / D11+

*A crown of shadowy tendrils hovers over the wizard's head and strikes out at his enemies.*

**Range:** Caster, 3" radius.

**Effect:** All warriors (*friend or foe*) within 3" of caster take 1 Strength 4 hit.

**Augment (D11+):** All hits must re-roll natural 1s 'to wound' (*i.e. including hits against friendly warriors*).

## 5 Mystifying Miasma D7+ / D9+

*The wizard creates a numbing fog, dense with distracting shadows all around his foe.*

**Range:** 24"

**Effect:** Target suffers -1 to hit (*in both shooting and close combat*) and -1 Initiative.

**Augment (D9+):** Target suffers -3 Initiative instead.  
**Remains in Play.**

## 6 Ulgu, the Sword of Judgment D7+

*The wizard summons the mysterious rune of shadow to aid him against his enemies.*

**Range:** 6" or caster.

**Effect:** Warrior may re-roll up to 1 failed roll 'to hit' each turn (*i.e. including in the opponent's*), whether in shooting or close combat. (*Re-rolled dice cannot cause critical hits.*)

**Remains in Play.**



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# Lore of Heavens

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## Signature: Thunderbolt D6+ / D8+

*The wizard hurls thunder and lightning at his enemies.*

**Range:** 30"

**Effect:** 1 Strength 4 hit.

**Augment (D8+):** +6" range.

## 1 Celestial Shield D6+

*A shimmering blue barrier shields the wizard.*

**Range:** Caster.

**Effect:** Warrior has a 6+ ward save vs. all types of attacks.

**Remains in Play.**

## 2 Chain Lightning D7+ / D10+

*The wizard summons a coil of crackling lightning that forks forth from his staff.*

**Range:** 12"

**Effect:** 1 Strength 4 hit and anyone within 2" of target (*friend or foe*) also takes 1 Strength 3 hit.

**Augment (D10+):** Area of effect is increased to everyone within 4" of target.

## 3 Portent of Far D7+

*Divining the sights of the future, the wizard guides the mind of his comrades to strike true.*

**Range:** 6" or caster.

**Effect:** Warrior may re-roll up to 1 failed roll 'to hit' each turn (*i.e. including in the opponent's*), whether in shooting or close combat. (*Re-rolled dice cannot cause critical hits.*)

**Remains in Play.**

## 4 Sapphire Arch D5+

*A sweeping arch of pure sapphire carries the wizard's comrade forth.*

**Range:** 6"; *cannot* target caster himself; can only target friendly warriors.

**Effect:** Target is moved to anywhere within 6" of caster. If this takes the warrior into close combat, he counts as charging. If this causes the warrior to leave close combat, enemies gain free hacks against him as normal.

## 5 Wind Blast D7+

*The wizard gathers the winds and unleashes them in a mighty squall.*

**Range:** 24"; *cannot* target warriors engaged in close combat.

**Effect:** Target must take two Toughness tests: For each test failed, target is moved D3" directly away from caster.

- If this effect moves target into a terrain piece more than 1" high, target also takes D3 Strength 2 hits.
- If this effect moves target off a building, apply falling damage as normal.
- If this effect would move target off the table edge, target is stopped at the table edge.
- (*If the wizard is below his target, this spell may move the target upwards, i.e. diagonally.*)

## 6 Azyr, the Comet of Power D11+

*The wizard reaches high into the winds above and calls down mighty a comet to smite his foes.*

**Range:** 36"

**Effect:** Target, and anyone within 3" of target (*friend or foe*), must take an Initiative test: Those that fail take 1 Strength 10 hit with 'Concussive (3).'



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# Lore of Life

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## Signature: Bladed Bramble D6+ / D8+

*A razor-sharp bramble rises from the ground to lash out at the wizard's enemies.*

**Range:** 24"

**Effect:** 1 Strength 4 hit with Concussive (1).

**Augment (D6+):** Hit may re-roll natural 1s 'to wound.'

## 1 The Jade Casket D10+

*The wizard preserves the life-essence of a fallen comrade.*

**Range:** Caster

**Effect:** Must target a hero *out of action*. If this spell was active at the *end* of the battle and that hero rolled 'Dead' for any campaign injuries roll after this battle, he treats that roll as 'Multiple Injuries' instead.

- (Attempts to end or affect this spell use the caster's position on the board when determining whether they are in range of this spell.)

**Remains in Play.**

## 2 Mist of Restoration D5+ / D10+

*A wave of green mist restores the allies of the wizard to their full fighting potential.*

**Range:** Caster, 3" radius.

**Effect:** All allies (*but not enemies*) within 3" of caster (*including caster himself*) are relieved of all Concussive effects they have suffered this battle.

**Augment (D10+):** All allies (*but not enemies*) within 3" of caster (*as well as caster himself*) also have +1 to hit in close combat until end of turn.

## 3 Flesh to Stone D8+

*The skin of the wizard's allies becomes hard and unyielding rock.*

**Range:** 6" or caster.

**Effect:** Target gains +1 Toughness and is immune to Concussive effects.

**Remains in Play.**

## 4 The Rain Lord D7+ / D9+

*The wizard soaks an enemy in a merciless shower.*

**Range:** 30"

**Effect:** Target suffers -1 to all his rolls 'to hit' (*both shooting and close combat*).

**Augment (D9+):** Target also suffers -2 Initiative.

**Remains in Play.**

## 5 Master of Stone D8+ / D12+

*Boulders and bricks come loose and fly at great speed towards the wizard's enemies.*

**Range:** 18"

**Effect:** Target takes D3 Strength 2 hits with Concussive (1).

**Augment (D12+):** Hits have +1 Strength.

## 6 Ghyran, the Coil of Life D7+

*Drawing upon the power of life, the wizard restores the health of one of mother nature's own.*

**Range:** 12"; must target Animals.

**Effect:** Target Animal regains one lost Wound.



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# Lore of Death

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## Signature: Hand of Death D6+ / D8+

*An ethereal hand, crackling with dismal energies strike at the wizard's foes.*

**Range:** 18"

**Effect:** 1 Strength 4 hit. If target is down to 1 Wound, he takes 1 Strength 5 hit instead.

**Augment (D8+):** +6" range.

## 1 Aspect of Dreadknight D6+

*The wizard becomes an incarnation of death.*

**Range:** Caster.

**Effect:** Caster has 'Scaly Skin (6+) and enemies within 1" of him must re-roll successful fear and panic tests.

**Remains in Play.**

## 2 Doom and Darkness! D5+ / D7+

*The enemies of the wizard are overcome with despair as their will crumbles.*

**Range:** 18"

**Effect:** Target suffers -2 Ld.

**Augment (D7+):** Target also fears all enemies. (No effect if target is immune to fear.)

**Remains in Play.**

## 3 Wind of Death D10+

*Death itself hangs on the wind as long-dead souls rear their heads from the shadows.*

**Range:** Flame Template.

**Effect:** All warrior under, or partially under, the template (friend or foe) must take a Toughness test: If failed, they suffer 1 Strength 6 hit.

## 4 Life Leeching D8+ / D11+

*The wizard drains the life force of his enemies, converting it into magical energy.*

**Range:** 18"

**Effect:** D3 Strength 3 hits. Whenever this spell takes an enemy that is *not* Undead or a Daemon out of action, caster gains +1 Power Dice.

**Augment (D11+):** Hits ignore armour saves.

## 5 Purple Sun of Xereus D11+ / D14+

*A powerful magical vortex is unleashed on the battlefield, spelling doom for everyone in its area.*

**Range:** 12"

**Effect:** Target, and anyone (friend or foe) within 3" of target (including caster if he is in range), must take an Initiative test: Those that fail suffer 1 Strength 6 hit.

**Augment (D14+):** +6" range.

## 6 Shyish, the Scythe of Death D4+

*Death comes to claim those who linger at her doorstep.*

**Range:** 12" radius.

**Effect:** All hits have +1 Strength against warriors that are down to 1 Wound.

- (Affects both friend and foe.)
- (Affects both friendly and hostile, magical and mundane hits.)
- Bonuses from this spell do *not* stack: Only +1 Strength is added to the hits from this ability no matter how many instances of this spell are active.
- The additional +1 Strength stacks with other such modifiers (such as from *Hand of Death*).

**Remains in Play.**



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# High Magic

## Signature: Brightbolt D6+ / D8+

*The wizard hurls a great bolt of pure white energy at his enemies.*

**Range:** 30"

**Effect:** 1 Strength 4 hit.

**Augment:** +6" range.

## 1 Coruscation Of Finreir D7+

*A pillar of white fire carries the. Mage into the air as he walks high above the battlefield.*

**Range:** Caster

**Effect:** Caster may immediately fly to anywhere within 8". He may use this ability to enter close combat, in which case he counts as charging. If he uses this ability to leave close combat, enemies gain free hacks against him as normal.

## 2 Fiery Convocation D6+ / D8+

*The mage summons a mighty fireball and hurls it at his target.*

**Range:** 18"

**Effect:** 1 flaming Strength 4 hit and anyone within 2" of target also takes 1 flaming Strength 2 hit.

**Augment (D8+):** +6" to range.

## 3 Drain Magic D5+

*The mage drains the magical powers of enemy spellcasters, cancelling their connection to the winds of magic.*

**Range:** 18"

**Effect:** Choose which:

- Target Wizard loses D3 Power Dice.
- End any one currently active spell that 'Remains in Play.'

## 4 Shield of Saphery D6+

*A magical aura of deep sapphire protects the target of this spell from harm.*

**Range:** Caster.

**Effect:** Target gains a 6+ ward save vs. all types of attacks.

**Remains in Play.**

## 5 Glamour of Teclics D7+ / D9+

*The mage weaves a complex spell around the foe, twisting perceptions and confusing the senses.*

**Range:** 24"

**Effect:** Target suffers -1 to hit (in both shooting and close combat) and -1 Initiative.

**Augment (D9+):** Target suffers -3 Initiative instead.

**Remains in Play.**

## 6 Apotheosis D12+

*The mage restores one of his comrades to life with the power of pure high magic.*

**Effect:** One target warrior that is *out of action* is returned to anywhere within 6" of caster, but *cannot* be placed into close combat.

- Warrior is returned with 1 Wound on profile.
- Concussive effects, Sundering effects, and other 'Until the end of the battle'-effects that the warrior had sustained are returned to their starting values.
- 'One use only' items (such as Poisons or Drugs) that the warrior was using are no longer active.
- Warrior causes *fear* for the rest of the battle.
- If the warrior is not taken *out of action* again he does *not* have to roll for injuries after the battle.
- Apotheosis can only be successfully cast once per warband per battle.



# Dark Magic

## Signature Spell: Doombolt D6+ / D8+

*The sorcerer hurls a bolt of unholy pale green energy at this target.*

**Range:** 18".

**Effect:** Target takes 1 Strength 5 hit.

**Augment (D8+):** +6" to range.

## 1 Witch Flight D7+

*The sorcerer walks through the air as if there were solid ground beneath his feet.*

**Range:** Caster

**Effect:** Caster may immediately fly to anywhere within 8". He may use this ability to enter close combat, in which case he counts as charging. If he uses this ability to leave close combat, enemies gain free hacks against him as normal.

## 2 Death Spasm D9+

*The sorcerer provokes wild convulsions in the muscles and limbs of his enemies.*

**Range:** 12"

**Effect:** Target must take a Toughness test: If failed, he suffers 1 Wound with no armour saves allowed. No effect vs. Undead and Daemons.

## 3 Power of Darkness D4+

*The caster calls upon the most unholy magical energies that fuel the nature of dark magic.*

**Range:** Caster

**Effect:** Caster gains +1 Strength until the end of this turn and +D3 Power Dice. If 3 dice are generated in this way, caster also takes 1 Strength 5 hit with no saves of any kind allowed. Being reduced to 1 Wound from this hit will *not* cause caster to take a Panic test.

## 4 Bladewind D7+

*The sorcerer summons a whirlwind of magical blades which spin towards the enemy.*

**Range:** 24"

**Effect:** Target must take 3 WS tests: For each test failed, he suffers 1 Strength 3 hit that is Armour Piercing (1).

## 5 Word of Pain D7+

*The sorcerer utters a curse that leaves his enemy in chronic pain.*

**Range:** 24"

**Effect:** Target suffers -1 to hit (in both shooting and close combat). If he is a wizard or priest, he also suffers -2 to all his spell or prayercasting rolls.

**Remains in Play.**

## 6 Arnizipal's Horror D9+ / D14+

*The sorcerer conjures up a swirling cloud of darkness that moves across the field, annihilating everything in its path.*

**Range:** Draw a line 12" long, 2" wide, 2" tall.

**Effect:** All warriors (friend or foe) in the line of fire must take a Strength test: If failed, they suffer 1 Strength 6 hit. This spell stops if it hits a terrain feature.

**Augment (D14+):** All warriors (friend or foe) successfully wounded by this spell must take a panic test. (No effect vs. enemies immune to panic.)



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# Necromancy

## Signature: Vanhel's Dance D5+ / D9+

*The necromancer animates his creations.*

**Range:** 6"; must target a friendly Zombie.

**Effect:** The affected Zombie may immediately move again. It may *not* leave close combat, but may climb and charge as opportunity permits. The Zombie also gains +2 WS and +2 Initiative until the end of the current turn.

**Augment (D9+):** Affects two target Zombies instead.

## 1 Gaze of Nagash D8+ / D12+

*Green beams of unholy energy shoot forth from the necromancer's eyes.*

**Range:** 24"

**Effect:** D3 Strength 3 hits.

**Augment (D12+):** Target must re-roll successful armour saves against hits from this spell.

## 2 Curse of Years D6+

*The necromancer utters a curse and the targets joints and bones become heavy with age.*

**Range:** 18"

**Effect:** Target suffers -3 Initiative.

**Remains in Play.**

## 3 Lifestealer D13+

*The necromancer drain the life force of his enemy.*

**Range:** 6"

**Effect:** Target suffers a wound and caster regains one lost wound. No armour or regeneration saves are allowed against this spell (*ward saves are allowed as normal*). *Cannot* target Undead and Daemons.

## 4 Hands of Doom D8+

*Skeletal hands reach up from the ground and bind the Necromancer's foe in his place.*

**Range:** 12"

**Effect:** 1 Strength 4 hit. If target is successfully wounded, his Movement becomes 2 until the *beginning* of your next turn.

## 5 Re-Animation D9+ / D12+

*The necromancer brings back the dead to fight anew.*

**Effect:** One Zombie in your warband that is *out of action* is returned to anywhere within 3" of caster with 1 wound on profile. *Cannot* be placed into close combat.

**Augment (D12+):** The targeted Zombie is returned with D3 wounds on profile instead.

## 6 Death Vision D6+

*The necromancer floods his enemy with images of his impending demise.*

**Range:** 12"

**Effect:** Target must take a panic test at the *end* of any phase where he suffered one or more wounds. No effect vs. Undead, Daemons, or enemies immune to panic.

**Remains in Play.**



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# Lore of the Horned Rat

## Signature: Warp Lightning D7+ / D10+

*A bolt of deadly warp-lightning crackles forth at the sorcerer's foe.*

**Range:** 12"

**Effect:** 1 Strength 4 hit and anyone within 2" of target (*friend or foe*) also takes 1 Strength 3 hit.

**Augment (D10+):** Area of effect is increased to everyone within 4" of target.

## 1 Skitterleap D5+ / D8+

*The sorcerer's comrade leaps into the air and disappears with a flash and a puff of sulphurous smoke, reappearing in another location.*

**Range:** 6"; *cannot* target caster himself; can only target friendly warriors.

**Effect:** Target is moved to anywhere within 6" of caster. If this takes the warrior into close combat, he counts as charging. If this causes the warrior to leave close combat, enemies gain free hacks against him as normal.

**Augment (D8+):** Enemies *do not* gain free hacks if the warrior leaves close combat from this spell.

## 2 Crack's Call D8+

*The sorcerer touches the ground. A crack appears in the earth, and shoots outward like lightning.*

**Range:** Draw a line 18" long, 1" wide, 1" high. Caster must be on ground level to cast this spell, and can only target enemies that are also on ground level.

**Effect:** All warriors (*friend or foe*) in the line of fire must take an Initiative test: If failed, they suffer 1 Strength 3 hit with 'Concussive (1)' and no armour saves allowed. This spell does *not* stop if it hits a terrain feature.

## 3 Poison Wind D9+ / D12+

*A cloud of green wind spurts forth from the sorcerer's paws.*

**Range:** Flame Template

**Effect:** All warriors under, or partially under, the template take 1 *poisonous* Strength 2 hit with no armour saves allowed.

**Augment (D12+):** Hits have +1 Strength.

## 4 Eye of the Warp D7+

*Gaze into the Warp and despair!*

**Range:** 12"

**Effect:** Target must take a panic test (*no effect vs. enemies immune to panic*).

## 5 Choke D8+

*The sorcerer's victim clutches his throat and has great trouble breathing. Dark wisps of smoke seep from his mouth and nostrils as his lungs fill with noxious fumes.*

**Range:** 12"

**Effect:** Target must take a Toughness test: If failed, he suffers 1 Wound with no armour saves allowed. No effect vs. Undead and Daemons.

## 6 Death Frenzy D7+

*A willing Skaven is overcome with frenzy.*

**Range:** 6", but *not* caster. Can only target friendly warriors.

**Effect:** Target suffers a Wound with no saves of any kind allowed and gains +1 Attack and +2 Initiative, and +1 to hit in close combat. In addition, he also becomes immune to fear and panic.

**Remains in Play.**



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# Big Waaagh!

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## Signature: Gaze of Mork D8+ / D12+

*Twin bots of green energy beams leap from the shaman's eyes.*

**Range:** 24"

**Effect:** D3 Strength 3 hits.

**Augment (D12+):** D3+1 hits instead.

## 1 Brain Bursta D5+ / D7+

*The shaman sends a bolt of energy towards the target who is at risk of his head exploding in a shower of bone and blood.*

**Range:** 12"

**Effect:** 1 Strength 4 hit that ignores armour saves.

**Augment (D7+):** +6" range.

## 2 Hand of Gork D5+ / D9+

*A giant green hand descends to lift a greenskin high into the air, putting him down where the fighting is thickest.*

**Range:** 6"; cannot target caster himself; can only target friendly warriors.

**Effect:** Target is moved to anywhere within 6" of caster. If this takes the warrior into close combat, he counts as charging. If this causes the warrior to leave close combat, enemies gain free hacks against him as normal.

**Augment (D9+):** If target is placed into close combat because of this spell, he also has +1 Strength this turn.

## 3 'Ere we Go! D6+

*The shaman chants gibberish and seems to visibly leak green energy, which boosts the prowess of the greenskins.*

**Range:** 6" or caster.

**Effect:** Target gains +3 Initiative and +1 Movement, up to a maximum of Movement 5.

**Remains in Play.**

## 4 Fists of Gork D7+

*Gork imbues the shaman with astounding powers in melee.*

**Range:** 6" or caster

**Effect:** Target gains +1 Strength and all his close combat attacks are 'Concussive (1)' (stacks with other Concussive effects he may have).

**Remains in Play.**

## 5 'Eadbutt D9+

*The shaman thrusts his head forward and a wave of potent green energy swirls chaotically towards the target.*

**Range:** 18"

**Effect:** D3 Strength 4 hits. If 3 hits are generated, caster also takes 1 Strength 3 hit himself.

## 6 Da Krunch D15+

*The shaman's wailing for divine intervention is answered as the enormous foot of Gork stamps down on his target.*

**Range:** 6"

**Effect:** Place the flame template anywhere within 6" of caster, with any facing that you want:

- Warriors *completely* under the template take 1 Strength 10 hit.
- Warriors partially under the template must take an Initiative test: If failed, they also suffer 1 Strength 10 hit.



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# Little Waaagh!

## Signature: Stabbin' Storm D7+ / D11+

*The sorcerer summons a whirlwind of rusty magical blades that spins towards the enemy.*

**Range:** 24"

**Effect:** Target must take 3 WS tests: For each test failed, he suffers 1 Strength 3 hit that is Armour Piercing (1).

**Augment (D11+):** Hits are also *poisonous*.

## 1 Sneaky Stealin' D6+

*The shaman implores Mork to help him gain power, caring little where it came from.*

**Range:** Caster, 12" radius.

**Effect:** Whenever an enemy Wizard within 12" of caster gains a Power Dice, roll a D6: On a roll of (1-3) nothing happens, but on a roll of (4-6) that Power Dice is gained by caster instead. This ability does *not* require line of sight and is active even while caster is *fleeing*.

**Remains in Play.**

## 2 Gork'll Fix It D8+

*Gork inflicts minor but distracting calamities on the shaman's enemies.*

**Range:** 18"

**Effect:** Target suffers -1 to hit, in both shooting and close combat, and must also re-roll all its successful armour saves.

**Remains in Play.**

## 3 Fungus Breff D8+ / D12+

*The shaman belches forth a cloud of green smoke.*

**Range:** Flame Template.

**Effect:** All warriors under, or partially under, the template take 1 *poisonous* Strength 2 hit.

**Augment (D12+):** Hits have +1 Strength.

## 4 Mork Savez Me! D6+

*The shaman implores Mork to protect him.*

**Range:** Caster.

**Effect:** Caster gains a 6+ ward save vs. all types of attacks.

**Remains in Play.**

## 5 Curse of da Bad Moon D7+ / D10+

*A great pale moon with tusks and a leering goblinoid face curses the shaman's foe.*

**Range:** 18"

**Effect:** Target suffers -1 Strength or -1 Toughness (*chosen by you*).

**Augment (D10+):** Target suffers both.

**Remains in Play.**

## 6 Evil Eye of Mork D7+

*The malevolent glowing red eye of Mork hangs over the shaman's enemy, glaring evilly at him.*

**Range:** 24"

**Effect:** Target cannot *hide* and loses 'Stealth' if he has it. All shooting attacks against warrior have +1 to hit and all enemies may always target him with missile fire, even if he is not the closest target. (*No effect vs. spells / prayers.*)

**Remains in Play.**



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# Lore of Tzeentch

## Signature: Blue Fire D8+ / D12+

*The sorcerer hurls a stream of incandescent blue fire at his enemies.*

**Range:** 24"

**Effect:** D3 *flaming* Strength 3 hits.

**Augment (D12+):** Anyone (*friend or foe*) within 2" of target also takes 1 *flaming* Strength 2 hit.

## 1 Glean Magic D4+

*The sorcerer makes a mockery of enemy wizards.*

**Range:** Caster, 30" radius

**Effect:** Caster may cast the spells of enemy Wizards within 30" of him as if he knew them himself. Does *not* require line of sight.

**Remains in Play.**

## 2 Tzeentch's Firestorm D6+ / D11+

*The sorcerer conjures up a hellish and chromatic firestorm of lethal dimensions.*

**Range:** 18"

**Effect:** 1 *flaming* Strength 4 hit and anyone within 3" of target also takes 1 *flaming* Strength 2 hit.

**Augment (D11+):** Hits have +1 Strength and 'Sunder (1).'

## 3 Pink Fire of Tzeentch D7+ / D11+

*A rippling wave of pink fire curls forth from the sorcerer's staff.*

**Range:** Flame Template

**Effect:** All warriors under, or partially under, the template take 1 *flaming* Strength 2 hit.

**Augment (D11+):** Hits have +1 Strength and 'Sunder (1).'

## 4 Bolt of Change D6+

*A bolt of raw magical power alters the sorcerer's enemy.*

**Range:** 18"

**Effect:** Target must take two Toughness tests. For each test failed, he suffers -1 to a random characteristic for the rest of the battle. Determine which by rolling a D6:

- (1) WS (2) BS (3) S (4) T (5) I (6) Ld.

## 5 Boon of Tzeentch D7+

*The sorcerer appeals to Tzeentch, the changer of ways, to guide his endeavours on the battlefield.*

**Range:** 6" or caster.

**Effect:** Target may re-roll up to 1 failed roll 'to hit' each turn (*i.e. including in the opponent's*), whether in shooting or close combat. (*Re-rolled dice cannot cause critical hits.*) If the target is a wizard, he may also attempt any number of spellcasting rolls in each of his shooting phases, not just one. (*He still cannot cast spells the same turn he fired a missile weapon (and vice versa).*)

**Remains in Play.**

## 6 Trickery of Tzeentch D6+

*The sorcerer reaches out to grasp the unseen Winds of Magic and plucks out an eddy of power.*

**Range:** Caster, 12" radius.

**Effect:** Whenever an enemy Wizard within 12" of caster gains a Power Dice, roll a D6: On a roll of (1-3) nothing happens, but on a roll of (4-6) that Power Dice is gained by caster instead. This ability does *not* require line of sight and is active even while caster is *fleeing*.

**Remains in Play.**



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# Lore of Nurgle

## Sig.: Stream of Corruption D8+ / D11+

*The Sorcerer vomits forth a stinking jet of putrid blood, pus, maggots, slime and foulness.*

**Range:** Flame Template.

**Effect:** All warriors under, or partially under, the template take 1 *poisonous* Strength 2 hit.

**Augment (D11+):** Hits have +1 Strength.

## 1 Rot, Glorious Rot! D6+ / D9+

*The sorcerer blesses his comrade with a potent and terrible contagion.*

**Range:** 6" or caster.

**Effect:** All of warrior's close combat and shooting attacks are *poisonous* (i.e. they may re-roll natural 1s 'to wound,' except vs. enemies immune to poison).

**Augment (D9+):** Target also gains 'Regeneration (6+).

**Remains in Play.**

## 2 Plague Wind D9+ / D14+

*A magical vortex of maggots, bile, and disease-ridden fluids travel across the battlefield.*

**Range:** Draw a line 12" long, 2" wide, 2" tall.

**Effect:** All warriors (*friend or foe*) in the line of fire must take a Toughness test: If failed, they suffer 1 *poisonous* Strength 6 hit. This spell stops if it hits a terrain feature.

**Augment (D14+):** All warriors (*friend or foe*) successfully wounded by this spell take another *poisonous* Strength 2 hit.

## 3 Miasma of Pestilence D8+

*The sorcerer emits a ghastly bowel-loosening odour, which induces vomiting in his enemies.*

**Range:** 12"

**Effect:** Target must take a Toughness test: If failed, he suffers 1 Wound with no armour saves allowed. No effect vs. Undead and Daemons.

## 4 Nurgle's Rot D8+

*The sorcerer bestows the blessing of the plague god upon his foe, so that the enemy may soon join the followers of Nurgle in their putrid, festering glory.*

**Range:** 18"

**Effect:** Whenever target suffers a Wound it must take a Toughness test: If failed, it immediately takes a *poisonous* Strength 3 hit with no armour saves allowed.

**Remains in Play.**

## 5 Curse of the Leper D7+ / D10+

*The sorcerer's enemies watch in horror as their limbs weaken and their tissue and ligaments loosen.*

**Range:** 18"

**Effect:** Target suffers -1 Strength or -1 Toughness (*chosen by you*).

**Augment (D10+):** Target suffers both.

**Remains in Play.**

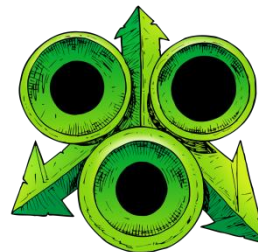
## 6 The Putrid Fountain D8+ / D12+

*The sorcerer summons forth an unholy geyser of filth, pus, scabs, and severed limbs crawling with maggots.*

**Range:** 18"

**Effect:** Target takes 1 *poisonous* Strength 3 hit and anyone (*friend or foe*) within 3" of target also takes 1 *poisonous* Strength 2 hit.

**Augment (D12+):** Hits have +1 Strength.



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# Lore of Slaanesh

## Sig.: Beam of Slaanesh D8+ / D10+

*A dazzling rainbow of light shoots from the caster's fingertips, sending them an enemy into state of painful euphoria.*

**Range:** 18"

**Effect:** D3 Strength 3 hits that ignore armour saves.

**Augment (D10+):** +6" range and hits are 'Concussive (1).'

## 1 Acquiescence D6+ / D9+

*The caster's takes an enemy into a blissful, euphoric state where he is left smiling mindlessly.*

**Range:** 18"

**Effect:** Target suffers -3 Initiative.

**Augment (D9+):** +6" to range and target must also re-roll all successful characteristics tests he has to take that are *not* Leadership tests.

**Remains in Play.**

## 2 Hellshriek D6+ / D14+

*The wizard emits an otherworldly shriek that blurs reality around him.*

**Range:** Caster, 3" radius, does *not* require line of sight.

**Effect:** All warriors (*friend or foe*) within 3" of caster take 1 Strength 3 hit that ignores armour saves.

**Augment (D14+):** Radius is increased to 6" and hits have +1 Strength.

## 3 Flesh Puppet D6+ / D8+

*The wizard seizes control of another creature, making it his puppet.*

**Range:** 18"; can only target enemies.

**Effect:** Target must take a Leadership test: If failed, you may immediately move target up to its twice its movement in inches, though target will not charge, climb up or down, or jump off buildings. (*This movement may be intercepted as normal.*) If this movement is used to make the target leave close combat, enemies will *not* gain free hacks against him.

**Augment (D8+):** Whether the Leadership test was successful or not, target also takes 1 Strength 3 hit with 'Concussive (1).'

## 4 Hypnotic Aura D7+ / D9+

*The caster's movements are executed with an unnatural grace, hypnotizing all who come near.*

**Range:** 6" or caster.

**Effect:** All attacks against this warrior that roll 'to hit' (*whether shooting or close combat*) suffer -1 to hit and enemies within 1" of warrior may *not* leave close combat voluntarily.

**Augment (D9+):** All enemies within 1" of warrior also suffer -1 Initiative.

**Remains in Play.**

## 5 Lash of Slaanesh D8+ / D11+

*A pink-white whip of pure Chaos energy lashes out at the enemy with a delightful crack, leaving its victims wracked with pain*

**Range:** Draw a line 18" long, 1" wide, 1" high.

**Effect:** All warriors (*friend or foe*) in the line of fire take 1 Strength 3 hit with 'Armour Piercing (1).'

**Augment (D11+):** All hits (*including hits against friendly warriors*) must re-roll 1s 'to wound.'

## 6 Cacophonic Choir D9+ / D12+

*An infernal, screeching choir of daemons sings its unholy odes in the ear of an unfortunate warrior.*

**Range:** 18"

**Effect:** 1 Strength 4 hit and anyone within 3" of target also takes 1 Strength 2 hit. All hits from this spell ignore armour saves.

**Augment (D12+):** Hits have +1 Strength.



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# Lore of Hashut

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## Signature: Azgorh's Flames D6+ / D9+

*The sorcerer hurls a ball of molten fire at his enemies.*

**Range:** 18"

**Effect:** 1 *flaming* Strength 4 hit and anyone within 2" of target also takes 1 *flaming* Strength 2 hit.

**Augment (D9+):** +6" to range and all hits have 'Sunder (1).'

## 1 Doomroar D7+

*The sorcerer emits a brutal roar reminiscent of the monstrous Great Taurus, a holy avatar of Hashut.*

**Range:** 12"

**Effect:** Target must take a panic test (*no effect vs. enemies immune to panic*).

## 2 Flaming Hide D7+ / D9+

*The sorcerer's skin blazes alight with magma and flame.*

**Range:** 6" or caster.

**Effect:** Target cannot *hide* and loses 'Stealth' if he has it. At the *end of each* close combat phase (*i.e. also opponent's*) all warriors (*friend or foe*) within 1" of this warrior take 1 *flaming* Strength 2 hit. Warrior can gain experience for taking enemies (*but not allies*) *out of action* this way.

**Augment (D9+):** All hits (*including hits against friendly warriors*) must re-roll 1s 'to wound.'

**Remains in Play.**

## 3 Ash Cloud D7+ / D9+

*The sorcerer encapsulates his enemy in a suffocating ash cloud.*

**Range:** 24"

**Effect:** Target suffers -1 to hit (*in both shooting and close combat*) and -1 Initiative.

**Augment (D9+):** Whenever target declares a charge, he must deduct D3" from his maximum charge distance, down to a minimum of 6".

**Remains in Play.**

## 4 Lava Storm D7+ / D11+

*The sorcerer conjures up a hellish firestorm of lethal dimensions.*

**Range:** Flame Template

**Effect:** All warriors under, or partially under, the template take 1 *flaming* Strength 2 hit.

**Augment (D11+):** Hits have +1 Strength and 'Sunder (1).'

## 5 Magma Pool D7+

*The sorcerer descends into a pit of molten lava, only to reappear elsewhere.*

**Range:** Caster

**Effect:** Caster may immediately *fly* to anywhere within 8". He may use this ability to enter close combat, in which case he counts as charging. If he uses this ability to leave close combat, enemies gain free hacks against him as normal.

## 6 Shadows of Hashut D8+ / D12+

*A huge shadowy bull stampedes down the battlefield, trampling everything in its path.*

**Range:** Draw a line 18" long, 1" wide, 1" high.

**Effect:** All warriors (*friend or foe*) in the line of fire take 1 Strength 3 hit with 'Concussive (1).'not stop if it hits a terrain feature.

**Augment (D12+):** Hits have +1 Strength.



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# Chaos Rituals

## Signature: Blood Bolts D8+ / D12+

*The mage cuts his palm open with a ceremonial dagger and bolts of magical blood shoot forth.*

**Range:** 24"

**Effect:** Target takes D3 Strength 3 hits.

**Augment (D12+):** If target is successfully wounded by this spell, he must take a panic test (*no effect vs. enemies immune to panic*).

## 1 Wings of Darkness D7+

*The sorcerer is lifted by two shadowy daemons and carried where he wants to go.*

**Range:** Caster

**Effect:** Caster may immediately fly to anywhere within 8". He may use this ability to enter close combat, in which case he counts as charging. If he uses this ability to leave close combat, enemies gain free hacks against him as normal.

## 2 Black Tongue D4+ / D10+

*Using unholy incantations the sorcerer disrupts the power words spoken by other wizards.*

**Range:** Caster, 36" radius.

**Effect:** The next enemy wizard within 36" of caster that rolls on the miscast table must roll twice and apply the lowest result. Then this spell is ended. Does *not* require line-of-sight to enemy Wizards.

**Augment (D10+):** Enemy wizards in range also suffer -1 to their spellcasting rolls.

- Multiple active instances of this spell do not stack (*i.e. still only roll twice on the miscast table and still only confer -1 to enemy spellcasting rolls*).

**Remains in Play.**

## 3 Mind Twist D7+ / D9+

*The sorcerer uses the dark power of chaos to rend his foe's mind asunder.*

**Range:** 18"

**Effect:** D3 Strength 3 hits that ignore armour saves.

**Augment (D9+):** +6" range and if target is a wizard or priest, he also loses 1 random spell or prayer for the rest of the battle. (*This may be his signature spell or prayer.*)

## 4 Vision of Torment D6+ / D10+

*The sorcerer utters a curse that leaves his enemy in chronic pain.*

**Range:** 18"

**Effect:** Target suffers -1 to hit, in both shooting and close combat.

**Augment (D10+):** Target must take a panic test at the *end* of any phase where he suffered one or more wounds. No effect vs. Undead, Daemons, or enemies immune to panic.

**Remains in Play.**

## 5 Lure of Chaos D6+

*The mage calls upon the taint of chaos that exists inside the soul of all living beings.*

**Range:** 18"; can only target enemies.

**Effect:** Target must take a Leadership test: If failed, you may immediately move target up to its twice its movement in inches, though target will not charge, climb up or down, or jump off buildings. (*This movement may be intercepted as normal.*) If this movement is used to make the target leave close combat, enemies will *not* gain free hacks against him.

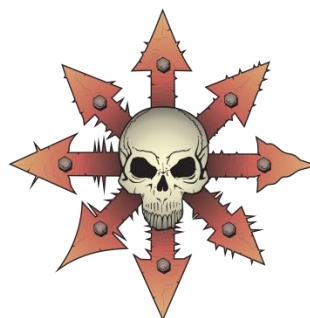
## 6 Eye of God D7+

*The chaos mage implores the darks gods to grant a boon to his champion.*

**Range:** 6" or caster.

**Effect:** Target may re-roll up to 1 failed roll 'to hit' each turn (*i.e. including in the opponent's*), whether in shooting or close combat. (*Re-rolled dice cannot cause critical hits.*)

**Remains in Play.**



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# Kin-Magic

## Signature: Effigy-Kin D8+ / D11+

*The shaman pulls out a foul effigy that looks surprisingly like his opponent and mauls it.*

**Range:** 18"

**Effect:** D3 Strength 3 hits that ignore armour saves.

**Augment (D11+):** If target is successfully wounded by this spell, he must take a panic test (*no effect vs. enemies immune to panic*).

## 1 Defiler-Kin D6+ / D8+

*The weapons and fangs of the shaman's start dripping with filthy and unsavoury poisons.*

**Range:** 6" or caster.

**Effect:** All of warrior's close combat and shooting attacks are *poisonous*.

**Augment (D8+):** All of warrior's close combat and shooting attacks are also Armour Piercing (1). (*Stacks with other Armour Piercing effects.*)

**Remains in Play.**

## 2 Traitor-Kin D4+ / D7+

*Beasts were not always tamed by man and within each best lurks the memories of primordial times.*

**Range:** 24"; must target Animals.

**Effect:** Target Animal must take a Leadership test: If failed, it *cannot* move next turn.

**Augment (D7+):** Target also takes 1 Strength 3 hit.

## 3 Lurker-Kin D6+

*The shaman festers in putrid and unholy places.*

**Range:** Caster.

**Effect:** Caster gains all of these:

- Enemies wishing to target caster with missile weapons (*but not spells/prayers*) must pass a Leadership test: If failed, they cannot shoot that turn.
- When firing missile weapons, enemies may always choose another target instead of this warrior, even if this warrior is closest and subject to the fewest 'to hit' penalties.
- Enemies wishing to charge caster must deduct D3" from their maximum charge distance, down to a minimum of 6".

**Remains in Play.**

## 4 Blight-Kin D8+ / D10+

*A diseased blight eats away at the flesh of the shaman's enemies.*

**Range:** 12"

**Effect:** Target must take a Toughness test: If failed, he suffers 1 Wound with no armour saves allowed. No effect vs. Undead and Daemons.

**Augment (D10+):** +6" range.

## 5 Despiser-Kin D7+

*The shaman imbues his allies with an intense and ancestral hatred of all things civilized.*

**Range:** 6" or caster.

**Effect:** Target *hates* all enemies and is immune to fear and panic.

**Remains in Play.**

## 6 Hex-Kin D8+

*A terrible bestial hex is conferred upon the shaman's enemies.*

**Range:** 18"

**Effect:** Target suffers -1 to hit, in both shooting and close combat, and must also re-roll all its successful armour saves.

**Remains in Play.**



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# Stone Shaper Magic

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## Signature: Come Hither D5+ / D8+

*The stone shaper moves his constructs about as mere pawns in his plans.*

**Range:** 6"; *cannot* target caster himself; can only target friendly warriors.

**Effect:** Target is moved to anywhere within 6" of caster. If this takes the warrior into close combat, he counts as charging. If this causes the warrior to leave close combat, enemies gain free hacks against him as normal.

**Augment (D8+):** If target is placed into close combat because of this spell, he also gains 'Scaly Skin (6+)' this turn.

## 1 Revenge of Stone D8+ / D12+

*Boulders and bricks come loose and fly at great speed towards the stone shaper's enemies.*

**Range:** 18"

**Effect:** Target takes D3 Strength 2 hits with Concussive (1).

**Augment (D12+):** Hits have +1 Strength.

## 2 Deconstruction in Stone D5+

*Smoothly polished surfaces of dark grey stone invigorate the weapons of the shaper or an ally.*

**Range:** 6" or caster.

**Effect:** All of warrior's close combat attacks have 'Concussive (1)' and 'Sunder (1).'

**Remains in Play.**

## 3 Gaze of the Creator D8+ / D12+

*The hateful gaze of the creator spring forth from his eyes as twin rays of unholy energy.*

**Range:** 24"

**Effect:** D3 Strength 3 hits.

**Augment (D12+):** Target must re-roll successful armour saves against hits from this spell.

## 4 The Vengeful Sphinx D7+

*The stone shaper's face and torso become those of a guardian sphinx.*

**Range:** Caster.

**Effect:** Caster gains 'Scaly Skin (6+)' and *hates* all enemies.

**Remains in Play.**

## 5 Stoneshard Eruption D7+ / D9+

*A blast of stone shrapnel spews forth from the stone shaper's staff.*

**Range:** Flame Template

**Effect:** All warriors under or partially under the template take 1 Strength 2 hit.

**Augment (D9+):** Hits have 'Concussive (1).'

## 6 Creator's Wrath D7+

*Never satisfied with his creations, the stone shaper lashes out to punish friend and foe alike.*

**Range:** 6"; *cannot* target caster himself.

**Effect:** Target has +1 to hit in close combat and +3 Initiative.

**Remains in Play.**



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# Star Rituals

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## **Sig.: Gaze of the Old Ones D8+ / D12+**

*The otherworldly gaze of the old ones leaps forth from the wizard's eyes to cut down his enemies.*

**Range:** 24"

**Effect:** Target takes D3 Strength 3 hits.

**Augment (D12+):** If target is successfully wounded by this spell, he must take a panic test (*no effect vs. enemies immune to panic*).

## **1 The Great Drake D7+ / D12+**

*A giant ethereal drake strikes forth from the seer's staff and darts through his enemies.*

**Range:** Draw a line 18" long, 1" wide, 1" high.

**Effect:** All warriors (*friend or foe*) in the line of fire take 1 Strength 3 hit with 'Armour Piercing (1).'

This spell does *not* stop if it hits a terrain feature.

**Augment (D12+):** Hits have +1 Strength.

## **2 Cosmic Avatar D7+**

*The sorcerer implores the celestial powers to turn an ally into an avatar of their might.*

**Range:** Caster

**Effect:** Warrior has a 6+ ward save vs. all types of attacks and causes *fear*.

**Remains in Play.**

## **3 Alter Fates D7+**

*Divining the future, the wizard guides the mind of his comrades to strike true.*

**Range:** 6" or caster.

**Effect:** Target may re-roll up to 1 failed roll 'to hit' each turn (*i.e. including in the opponent's*), whether in shooting or close combat. (*Re-rolled dice cannot cause critical hits.*)

**Remains in Play.**

## **4 Star Lightning D7+ / D10+**

*A bolt of deadly star energy crackles forth at the wizard's foe.*

**Range:** 12"

**Effect:** 1 Strength 4 hit and anyone within 2" of target (*friend or foe*) also takes 1 Strength 3 hit.

**Augment (D10+):** Area of effect is increased to everyone within 4" of target.

## **5 Starlight D7+ / D9+**

*The wizard calls upon the power of the stars to blind and disorient his enemies.*

**Range:** 24"

**Effect:** Target suffers -1 to hit in both shooting and close combat and -1 Initiative.

**Augment (D9+):** Target must also re-roll all successful characteristics tests he has to take that are *not* Leadership tests.

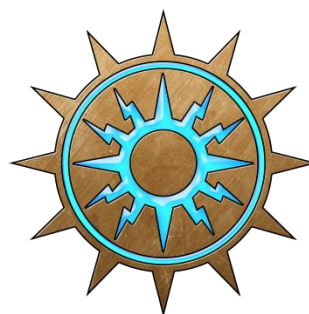
**Remains in Play.**

## **6 Comet's Call D11+**

*The wizard reaches high into the winds above and calls down a comet to smite his foes.*

**Range:** 36"

**Effect:** Target, and anyone within 3" of target (*friend or foe*), must take an Initiative test: Those that fail take 1 Strength 10 hit with 'Concussive (3).'



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# Lore of Nehekbara

## **Sig.: Usirian's Vengeance D8+ / D12+**

*White beams of ancient energy shoot forth from the eyes of the wizard.*

**Range:** 24"

**Effect:** D3 Strength 3 hits.

**Augment (D12+):** Target must re-roll successful armour saves against hits from this spell.

## **1 Ptra's Smiting D7+**

*A fierce light emanates from the empty eye sockets of the Nehekharan wizard, priming him or an ally for battle.*

**Range:** 6" or caster.

**Effect:** Target gains +1 Strength and +1 Initiative.

**Remains in Play.**

## **2 Usekhp's Desiccation D7+ / D9+**

*The wizard utters a curse that strips the moisture from the flesh of an enemy.*

**Range:** 30"

**Effect:** Target suffers -1 to all his rolls 'to hit' (in both shooting and close combat).

**Augment (D9+):** Target also suffers -3 Initiative.

**Remains in Play.**

## **3 Neru's Protection D6+ / 8+**

*Neru, goddess of protection, reaches out to shield Nehekbara's warriors from the evils of the fight.*

**Range:** 6" or caster.

**Effect:** All enemies striking at this warrior in close combat suffer 1 Strength 3 hit at the *end* of the close combat phase for each natural 1 they rolled 'to hit' that phase. (No effect on 'to hit' rolled that were re-rolled.) Warrior can gain experience for taking enemies out of action this way.

**Augment (D8+):** Target also gains 'Scaly Skin (6+).'

**Remains in Play.**

## **4 Djaf's Cursed Blades D7+**

*The wizard imbues his weapons or those of an ally with the essence of the jackal-headed god Djaf.*

**Range:** 6" or caster.

**Effect:** All of warrior's close combat attacks are *poisonous* and have 'Sunder (1).'

**Remains in Play.**

## **5 Khsar's Eroding Wind D11+ / D14+**

*A powerful desert wind tears the flesh off the bones of the wizard's enemies.*

**Range:** 18"

**Effect:** Target, and anyone (friend or foe) within 3" of target (including caster if he is in range), must take a Toughness test: Those that fail suffer 1 Strength 4 hit.

**Augment (D14+):** +6" range.

## **6 Sakmet's Skullstorm D9+ / D14+**

*A whirlwind of skulls tears across the battlefield, devouring everything in its path.*

**Range:** Draw a line 12" long, 2" wide, 2" tall.

**Effect:** All warriors (friend or foe) in the line of fire must take a Strength test: If failed, they suffer 1 Strength 6 hit. This spell stops if it hits a terrain feature.

**Augment (D14+):** All warriors (friend or foe) successfully wounded by this spell must take a panic test. (No effect vs. enemies immune to panic.)



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# Prayers of Sigmar

## Sig.: Hammer of Sigmar D5+ / D7+

*A giant ethereal hammer smites the enemies of the priest.*

**Range:** 18"

**Effect:** Target takes 1 Strength 4 hit with Concussive (1).

**Augment (D7+) :** +6" to range.

## 1 Might of Sigmar D6+

*The priest invokes the might of Sigmar as his weapons turn bright with flame.*

**Range:** 6" or caster

**Effect:** Target gains +1 Strength and all his close combat attacks are *flaming*.

**Remains in Play.**

## 1 Armour of Righteousness 7+

*The priest pleads with mighty Sigmar to protect him in the midst of battle.*

**Range:** Caster

**Effect:** Warrior also has a 6+ ward save vs. all types of attacks and causes *fear*.

**Remains in Play.**

## 2 Sigmar's Judgment D6+

*By chanting an ancient incantation to the glory of Sigmar, the priest delivers justice to the enemies of man.*

**Range:** 1"

**Effect:** Target takes 1 Strength 5 hit.

## 3 Heart Of The Gryphon D9+

*By chanting the 'Deus Sigmar!' the priest instils a steely courage in himself and his allies.*

**Range:** Caster, 6" radius.

**Effect:** Caster and all friendly warriors within range may re-roll failed fear and panic tests.

**Remains in Play.**

## 4 Shield of Faith D8+

*The priest shields his comrades in the protection of the lord Sigmar.*

**Range:** Caster, 3" radius.

**Effect:** Caster and all allies within 3" of caster have a 4+ ward save vs. the effects of hostile spells. (Other warriors may still be affected.)

**Remains in Play.**

## 5 Soulfire D6+

*The priest extends the holy wrath of Sigmar in every direction from his own body.*

**Range:** Caster, 3" radius.

**Effect:** All enemies (*but not allies*) within 3" of caster take 1 *flaming* Strength 3 hit. Undead and Daemons take 1 *flaming* Strength 4 hit instead.

## 6 Hand of Restoration D3+

*The priest extends a restorative hand to his allies.*

**Range:** 6" or caster

**Effect:** Choose which:

- Target regains 1 point of armour save that was lost to an Armour Sundering effect.
- Target regains D3 points of Initiative that he has lost to Concussive effects.



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# Prayers of Ulric

---

## **Signature: Snow Squall D7+ / D9+**

*A forceful wave of snow and ices crashes into the enemies of the priest.*

**Range:** Flame Template

**Effect:** All warriors under or partially under the template take 1 Strength 2 hit.

**Augment (D9+):** Hits have 'Concussive (1).'

## **1 Fury of Ulric D7+**

*The priest or his ally is overcome with lust for battle, wishing for nothing but to crush the weak.*

**Range:** 6" or caster.

**Effect:** Target *hates* all enemies and is immune to fear and panic.

**Remains in Play.**

## **2 Winter's Chill D6+**

*Frost and snow hamper the enemies of the priest.*

**Range:** 18"

**Effect:** Target suffers -3 Initiative.

**Remains in Play.**

## **3 Wolf's Scent D8+**

*The priest or an ally is imbued with the primal instincts of the great white wolf.*

**Range:** 6" or caster.

**Effect:** All of target's close combat attacks have +1 to hit and all critical hits inflicted by him in close combat have an additional +D3 modifier.

**Remains in Play.**

## **4 Swiftess of the Wolf D6+**

*The form of the priest blurs into that of half-man, half-wolf as he leaps forth on the battlefield.*

**Range:** Caster.

**Effect:** Caster may immediately move up to 8" (taking climb tests etc. as normal). He may use this effect to enter close combat, in which case he counts as charging. If he uses this ability to leave close combat, enemies gain free hacks against him as normal.

## **5 Fangs of the Wolf D9+**

*The priest summons a pack of ethereal wolves to maul his enemy.*

**Range:** 12"

**Effect:** D3 Strength 4 hits.

## **6 The Wolf Howls D7+**

*The priest lets out a terrifying, ear-piercing scream that crushes the will of the weak.*

**Range:** 12"

**Effect:** Target must take a panic test (no effect vs. enemies immune to panic).



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# Prayers of Manann

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## **Sig.: Manann's Trident D8+ / D11+**

*A glimmering golden trident shoots forth from the hands of the priest.*

**Range:** Draw a line 18" long, 1" wide, 1" high.

**Effect:** All warriors (*friend or foe*) in the line of fire take 1 Strength 3 hit with 'Armour Piercing (1).'

This spell stops if it hits a terrain feature.

**Augment (D11+):** All hits (*including hits against friendly warriors*) must re-roll 1s 'to wound.'

## **1 Curse of the Albatross D8+**

*Landlubbers quake as a huge sea-bird hexes them with ill omens which foretell their doom.*

**Range:** 18"

**Effect:** Target suffers -1 to hit, in both shooting and close combat, and must also re-roll all its successful armour saves.

**Remains in Play.**

## **2 Blessed Voyage D10+**

*The priest asks Manann to grant his favored safe passage through the dangers ahead.*

**Range:** Caster

**Effect:** Must target a hero *out of action*. If this spell was active at the *end* of the battle and that hero rolled 'Dead' for any campaign injuries roll after the battle, he treats that roll as 'Multiple Injuries' instead.

- (*Attempts to end or affect this spell use the caster's position on the board when determining whether they are in range of this spell.*)

**Remains in Play.**

## **3 Verdant Geyser D7+**

*Subterranean caverns of stretch far under the mainland and may erupt at the behest of Manann.*

**Range:** 24"

**Effect:** Target takes 1 Strength 4 hit and anyone within 2" of target also takes 1 Strength 2 hit.

## **4 Mariner's Boon D6+**

*Manann extends his favor to the priest.*

**Range:** Caster

**Effect:** Target gains a 6+ ward save vs. all types of attacks, which is increased to 4+ vs. *flaming* attacks of any kind.

**Remains in Play.**

## **5 Siren's Call D6+**

*The priest calls out in the seductive tunes of a sea-siren, leading sailors to capsiz.*

**Range:** 18"; can only target enemies.

**Effect:** Target must take a Leadership test: If failed, you may immediately move target up to its twice its movement in inches, though target will not charge, climb up or down, or jump off buildings. (*This movement may be intercepted as normal.*) If this movement is used to make the target leave close combat, enemies will *not* gain free hacks against him.

## **6 Conjoin the Mists D6+**

*The priest gathers a bank of mist to shield himself or an ally from harm.*

**Range:** Caster.

**Effect:** Target gains all of these:

- Enemies wishing to target caster with missile weapons (*but not spells/prayers*) must pass a Leadership test: If failed, they cannot shoot that turn.
- When firing missile weapons, enemies may always choose another target instead of this warrior, even if this warrior is closest and subject to the fewest 'to hit' penalties.
- Enemies wishing to charge caster must deduct D3" from their maximum charge distance, down to a minimum of 6".

**Remains in Play.**



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# Prayers of Myrmidia

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## Sig: Spear of Myrmidia D8+ / D10+

*A giant ethereal spear materializes and shoots forth from the hands of the priestess.*

**Range:** Draw a line 18" long, 1" wide and 1" tall.

**Effect:** The first warrior in the path takes 1 Strength 4 hit, the next 1 Strength 3 hit, the next 1 Strength 2 hit, and the next 1 Strength 1 hit. *(Affects both friend and foe.)* This spell stops if it hits a terrain feature.

**Augment (D10+):** Hits are Armour Piercing (1).

## 1 Command the Legion D9+

*Myrmidia's servant brings order and discipline to the fighting force of which she is a part.*

**Range:** Caster, 6" radius.

**Effect:** Caster and all friendly warriors within range may re-roll failed fear and panic tests.

**Remains in Play.**

## 2 Blazing Sun D6+

*The priestess conjures up a bright solar ball with scorching rays and hurls it at her enemies.*

**Range:** 18"

**Effect:** 1 *flaming* Strength 4 hit and anyone within 2" of target also take 1 *flaming* Strength 2 hit.

## 3 Blessed Armour D7+

*Myrmidia, goddess of protection in battle, shields her servant in golden and silvery scales.*

**Range:** Caster

**Effect:** Warrior gains 'Scaly Skin (6+)' and may re-roll armour saves of 1 vs. all types of attacks.

**Remains in Play.**

## 4 Eagle's Vision D4+

*Myrmidia's eagle soars high above the battlefield, discerning the whereabouts of the priestess' enemies.*

**Range:** 30"; may target *hidden* enemies (but still requires line of sight).

**Effect:** If target has 'Stealth,' he loses 'Stealth' until the end of this turn. If target is *hidden*, he immediately becomes *un-hidden*.

## 5 Seize the Field D6+

*Ever at home on the battlefield, Myrmidia's servant seizes the initiative and goes on the offensive.*

**Range:** Caster.

**Effect:** Caster may immediately move up to 8" (taking climb tests etc. as normal). She may use this effect to enter close combat, in which case she counts as charging. If she uses this ability to leave close combat, enemies gain free hacks against her as normal.

## 6 Tactical Supremacy D7+

*Myrmidia, goddess of battle and warfare, lends her servant a hand on the battlefield.*

**Range:** 6" or caster.

**Effect:** Target may re-roll up to 1 failed roll 'to hit' each turn (i.e. including in the opponent's), whether in shooting or close combat. (Re-rolled dice cannot cause critical hits.)

**Remains in Play.**



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# Prayers of Taal

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## **Signature: Wasp Swarm D7+ / D10+**

*A mass of ethereal wasps is summoned to maul an enemy of the priest.*

**Range:** 24"

**Effect:** Target suffers D3+1 Strength 2 hits.

**Augment (D10+):** Hits may re-roll 1s 'to wound.'

## **1 Blessing of Taal D5+**

*A cloud of the blessed dew of Taal disseminates all around the priest.*

**Range:** Caster, 3" radius.

**Effect:** All allies (*but not enemies*) within 3" of caster (*including caster himself*) are relieved of all Concussive effects they have suffered this battle.

## **2 The Hunted D7+**

*All strikes against an enemy of the priest strike true as if nature herself intends to take him down.*

**Range:** 24"

**Effect:** All attacks, both shooting and close combat, against the targeted warrior have +1 to hit.

**Remains in Play.**

## **3 Cage of Thorns D5+**

*An enemy of the priest is enclosed in a bramble of razor-sharp thorns and barbs.*

**Range:** 24"

**Effect:** Target suffers 1 Strength 4 hit if it moves or is moved, other than to pivot on the spot.

**Lasts Until:** The *beginning* of your next turn.

## **4 Stag's Leap D5+**

*With a mighty spring, an ally the priest leaps across the battlefield*

**Range:** 6"; *cannot* target caster himself; can only target friendly warriors.

**Effect:** Target is moved to anywhere within 6" of caster. If this takes the warrior into close combat, he counts as charging. If this causes the warrior to leave close combat, enemies gain free hacks against him as normal.

## **5 Bear's Paw D7+**

*The priest or an ally is invigorated with the mighty strength of nature herself, ripping metal and flesh apart with his strikes.*

**Range:** 6" or caster

**Effect:** Target gains +1 Strength and all his close combat attacks have 'Sunder (1)' (*stacks with other Sundering effects he may have*).

**Remains in Play.**

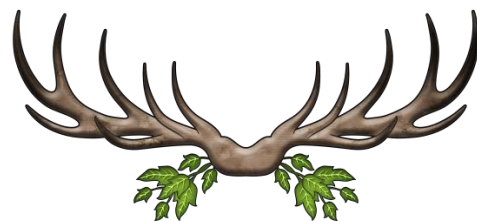
## **6 Tangleroots D6+**

*No matter where the enemy steps, he finds himself entangled in thickets and undergrowth.*

**Range:** 18"

**Effect:** Target suffers -3 Initiative.

**Remains in Play.**



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# Prayers of Morr

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## Signature: Morr's Touch D8+ / D10+

*An ethereal black hand flies towards the enemies of the priest, draining them of life.*

**Range:** 12"

**Effect:** Target must take a Toughness test: If failed, he suffers 1 Wound with no armour saves allowed.

**Augment (D10+):** +6" to range.

## 1 Banish D6+

*The priest blasts his enemies with a touch of white light.*

**Range:** 1"

**Effect:** Target takes 1 Strength 5 hit. Undead take 1 Strength 6 hit instead.

## 2 Morr's Protection D6+

*Morr, arbiter of death and passage to the next world, protects his servant from harm.*

**Range:** Caster.

**Effect:** Warrior has a 6+ ward save vs. all types of attacks.

**Remains in Play.**

## 3 Sign of the Raven D7+

*Seeing the sign of the raven before him, the priest knows that he is favoured by Morr.*

**Range:** 6" or caster.

**Effect:** Target may re-roll up to 1 failed roll 'to hit' each turn (i.e. including in the opponent's), whether in shooting or close combat. (Re-rolled dice cannot cause critical hits.)

**Remains in Play.**

## 4 Sacred Ground D6+

*The priest consecrates the ground where he stands, asking Morr to smite those close to him.*

**Range:** Caster, 3" radius.

**Effect:** All enemies (but not allies) within 3" of caster take 1 Strength 3 hit. Undead and Daemons take 1 Strength 4 hit instead.

## 5 Sanctuary Rites D5+

*The priest asks the dream-god Morr to purify the battlefield from magicks that are not of his doing.*

**Range:** 24"

**Effect:** End any one currently active spell that 'Remains in Play.'

## 6 Marked for Death D7+

*The priest asks Morr, god of dreams and death, to single out an enemy for collection.*

**Range:** 24"

**Effect:** All attacks, both shooting and close combat, against the targeted warrior have +1 to hit.

**Remains in Play.**



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# Prayers of Shallya

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## **Signature: Trance Wave D6+ / D9+**

*The priestess emits a wave of pacifying energy that leaves her enemies in a stupor.*

**Range:** Flame Template

**Effect:** All enemies (*but not allies*) under, or partially under the template suffer -3 Initiative to strike order this turn.

**Augment (D9+):** Enemies under the template must also re-roll armour save rolls of 6 this turn.

## **1 Cure Ailments D5+**

*Shallya, goddess of healing, restores the constitution of her servant.*

**Range:** 6" or caster.

**Effect:** Target ignores the effects of all campaign injuries. If target has no campaign injuries, he gains +3 Initiative instead.

**Remains in Play.**

## **2 Martyrdom D7+**

*The ally of the priestess is overcome with sadness at the state of the world, wishing nothing but to give her life for its betterment.*

**Range:** 6" or caster.

**Effect:** All attacks against this warrior that roll 'to hit' (*whether shooting or close combat*) suffer -1 to hit.

**Remains in Play.**

## **3 Protection of Shallya D8+**

*A golden shimmering shield protects the servants of the goddess from harmful magicks.*

**Range:** Caster, 3" radius.

**Effect:** Caster and all allies within 3" of caster have a 4+ ward save vs. the effects of hostile spells. (*Other warriors may still be affected.*)

**Remains in Play.**

## **4 Endurance of Shallya D6+**

*Shallya bolsters and purifies the life-essence of her servant.*

**Range:** 6" or caster.

**Effect:** Target gains 'Regeneration (6+)' and is immune to poison.

**Remains in Play.**

## **5 Purification D5+**

*The priestess calls upon the purity aspect of Shallya, asking her to dispel a lingering enchantment.*

**Range:** 24"

**Effect:** End any one currently active spell that 'Remains in Play.'

## **6 Restoration of Shallya D3+**

*The priestess extends a restorative hand to her allies.*

**Range:** 6" or caster

**Effect:** Choose which:

- Target regains 1 point of armour save that was lost to an Armour Sundering effect.
- Target regains D3 points of Initiative that he has lost to Concussive effects.



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# Prayers of Stromfelds

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## Signature: Rip Tide D5+ / D8+

*The priest spews forth a malevolent tide that pushes his enemy downwards.*

**Range:** 18"

**Effect:** Target takes 1 Strength 4 hit with Concussive (1).

**Augment (D8+) :** Hit ignores armour saves.

## 1 Shark's Scent D8+

*The priest imbues his allies with the bloodlust and malevolence of a giant shark.*

**Range:** 6" or caster

**Effect:** Target *hates* all enemies, and his critical hits in close combat have an additional +D3 modifier.

**Remains in Play.**

## 2 Dark Waters D7+

*Visions of dark waters full of unspeakable deep-sea monsters haunt the enemies of the priest.*

**Range:** 18"

**Effect:** Target suffers -2 Ld and *fears* all enemies. (No effect vs. enemies immune to fear.)

**Remains in Play.**

## 3 Piranha Rush D7+

*A wave of wiggling and stinging piranhas erupt from the priest's staff.*

**Range:** Flame Template

**Effect:** All warriors under, or partially under, the template take 1 Strength 2 hit.

## 4 Terror from the Deep D7+

*An eerie terror; the whispers of an ancient deep-sea race unnerves the enemy of the priest.*

**Range:** 12"

**Effect:** Target must take a panic test (no effect vs. enemies immune to panic).

## 5 Watery Grave D6+

*The ground under the enemies of the priest is constantly riddling with a current of shallow water, causing him to slip and lose balance.*

**Range:** 18"

**Effect:** Target suffers -3 Initiative.

**Remains in Play.**

## 6 Jaws of Stromfelds D9+

*A huge spectral maw emerges from the shadows to chew up the enemies of the priest.*

**Range:** 12"

**Effect:** D3 Strength 4 hits.



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# Prayers of Ranald

## Signature: Dagger Storm D7+ / D9+

*The priest summons an array of silvery enchanted daggers and hurls them towards the enemy.*

**Range:** 24"

**Effect:** Target must take 3 WS tests: For each test failed, he suffers 1 Strength 3 hit that is Armour Piercing (1).

**Augment (D9+):** Hits ignore Armour Saves. (*But not ward or regeneration saves.*)

## 1 Divine Distraction D6+

*The priest siphons the prowess of other casters, diverting it to his own ends.*

**Range:** Caster, 12" radius.

**Effect:** Whenever an enemy Wizard or Priest within 12" of caster gains a Power Dice, roll a D6: On a roll of (1-3) nothing happens, but on a roll of (4-6) that Power Dice is gained by caster instead. This ability does *not* require line of sight and is active even while caster is *fleeing*.

**Remains in Play.**

## 2 Cat's Reflexes D6+

*Ranald, lord of luck and trickery, grants preternatural suppleness and agility to his servant.*

**Range:** 6" or caster

**Effect:** Target gains +1 Movement, up to a maximum of 5, and +3 Initiative.

**Remains in Play.**

## 3 All That Glitters D6+

*Gold, riches, opulent foods, and other alluring object of an enemy's imagination appears before them as a shimmering mirage.*

**Range:** 18"; can only target enemies.

**Effect:** Target must take a Leadership test: If failed, you may immediately move target up to its twice its movement in inches, though target will not charge, climb up or down, or jump off buildings. (*This movement may be intercepted as normal.*) If this movement is used to make the target leave close combat, enemies will *not* gain free hacks against him.

## 4 Bamboozle D6+

*An enemy of Ranald's favoured becomes flabbergasted and confusing and is unable to find his bearing.*

**Range:** 18"

**Effect:** Target suffers -3 Initiative.

**Remains in Play.**

## 5 Vanishment D6+

*Ranald, god of tricksters and thieves enables his servant to melt into the shadows.*

**Range:** Caster.

**Effect:** Target gains all of these:

- Enemies wishing to target caster with missile weapons (*but not spells/prayers*) must pass a Leadership test: If failed, they cannot shoot that turn.
- When firing missile weapons, enemies may always choose another target instead of this warrior, even if this warrior is closest and subject to the fewest 'to hit' penalties.
- Enemies wishing to charge caster must deduct D3" from their maximum charge distance, down to a minimum of 6".

**Remains in Play.**

## 6 Trickster's Fortune D7+

*The servant of the trickster god is blessed with uncanny luck.*

**Range:** 6" or caster.

**Effect:** Target may re-roll up to 1 failed roll 'to hit' each turn (*i.e. including in the opponent's*), whether in shooting or close combat. (*Re-rolled dice cannot cause critical hits.*)

**Remains in Play.**



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# Blood Rituals

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## Signature: Blood Boil D6+ / D8+

*The Slaughterpriest boils the blood of an enemy within his body, causing fiery convulsions.*

**Range:** 18"

**Effect:** Target takes 1 *flaming* Strength 4 hit and must take a Leadership test: If failed, he takes another *flaming* Strength 3 hit.

**Augment (D8+):** +6" to range.

## 1 Khorne's Rage D7+

*The priest or an ally is invigorated with the unearthly rage of Khorne, tearing limbs and metal apart with abandon.*

**Range:** 6" or caster

**Effect:** Target gains +1 Strength and all his close combat attacks have 'Sunder (1)' (stacks with other Sundering effects he may have).

**Remains in Play.**

## 2 Spellbreak D6+

*The priest wrenches magical power from his foes, using the essence of Chaos to attack the minds of enemy wizards.*

**Range:** 24"; can only target Wizards.

**Effect:** The next time target fails a spellcasting roll, he must roll twice on the Miscasts table and apply the lowest result. Then this prayer is ended. If the spellcasting roll was already a Miscast, target also loses one random spell for the rest of the battle (this may be his Signature Spell).

**Remains in Play.**

## 3 Bonebreaker D9+

*The Slaughterpriest utters a dark incantation and bones snap inside an enemy's body.*

**Range:** 12"

**Effect:** D3 Strength 4 hits.

## 4 Blood Bind D6+

*The Slaughterpriest fires the blood of an enemy's veins, urging them to move.*

**Range:** 18"; can only target enemies; cannot target Undead or Daemons.

**Effect:** Target must take a Leadership test: If failed, you may immediately move target up to its twice its movement in inches, though target will not charge, climb up or down, or jump off buildings. (This movement may be intercepted as normal.) If this movement is used to make the target leave close combat, enemies will *not* gain free hacks against him.

## 5 Scorn of Sorcery D8+

*The Slaughterpriest channels Khorne's disdain for magic and those that use it.*

**Range:** Caster, 3" radius.

**Effect:** Caster and all allies within 3" of caster have a 4+ ward save vs. the effects of hostile spells. (Other warriors may still be affected.)

**Remains in Play.**

## 6 Blood for the Blood God! D7+

*The priest pleads with Khorne, lord of fighting, to grant a boon to those who earn victory through bloodshed.*

**Range:** 6" or caster; must target Heroes.

**Effect:** Target becomes immune to fear and panic. The next time target takes any enemy *out of action*, he gains an additional +1 XP. Then this prayer is ended.

**Remains in Play.**



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# Lore of Runes

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## Signature: Rune of Dispelling D5+

*A yellow rune of disenchantment engulfs an enemy magick or spellcaster.*

**Range:** 18"

**Effect:** Choose which:

- Target Wizard loses D3 Power Dice.
- End any one currently active spell that 'Remains in Play.'

## 1 Rune of Grudgebearing D7+

*A red rune, dripping with rancour materializes over the head of the runecaster or his ally.*

**Range:** 6" or caster

**Effect:** Target *hates* all enemies and is immune to fear and panic.

**Remains in Play.**

## 2 Rune of Speed D6+

*A buzzing azure rune enlivens and accelerates the movements of the runecaster or an ally.*

**Range:** 6" or caster

**Effect:** Target gains +1 Movement, up to a maximum of 5, and +3 Initiative.

**Remains in Play.**

## 3 Rune of Warding D8+

*A silvery rune shields the runecaster and his allies from evil magicks.*

**Range:** Caster, 3" radius

**Effect:** Caster and all allies within 3" of caster have a 4+ ward save vs. the effects of hostile spells. *(Other warriors may still be affected.)*

**Remains in Play.**

## 4 Rune of Smiting D6+

*A bronze rune materializes itself, inscribed upon the weapons of the runecaster or an ally.*

**Range:** 6" or caster

**Effect:** Target gains +1 Strength and all his close combat attacks are *flaming*.

**Remains in Play.**

## 5 Rune of Striking D7+

*A golden rune guides the blows of the runecaster's ally towards their target.*

**Range:** 6" or caster.

**Effect:** Target may re-roll up to 1 failed roll 'to hit' each turn (*i.e. including in the opponent's*), whether in shooting or close combat. *(Re-rolled dice cannot cause critical hits.)*

**Remains in Play.**

## 6 Rune of Righteousness D7+

*A bright white rune surrounds the runecaster, covering him in an otherworldly light and protecting him from harm.*

**Range:** Caster

**Effect:** Warrior has a 6+ ward save vs. all types of attacks and causes *fear*.

**Remains in Play.**

### **v.2.1**

Birona's Timewarp: +3 I is on profile, not just to strike order.  
Flesh Puppet, Lure of Chaos, Siren's Call: Can only target enemies.  
Eye of God gives re-roll to hit or wound, not trigger a random event.  
Clarified that Wings of Darkness is a flight spell.  
Buffed power level of Lava Storm.  
Lots of little tweaks and adjustments.  
More concept art.  
Corrected typos.  
Added Prayers of Ranald and Khorne Blood Rituals.

### **v.1.4**

Added Lore of Star Rituals  
Tweaked High Magic  
Tweaked a few spells and added rules clarification text in some places  
Made a few spells easier to cast, based on player feedback  
(Thanks to everyone who helped out on this!)

### **v.1.3.3**

Tweaked Stone Shaper Magic *Reconstruction in Stone* spell

### **v.1.3.2**

Tweaked lore of Death, Dark Magic, and Necromancy. Thank you to player seththedark.

### **v.1.3.1**

Working on balancing lores. Thank you to the players red5711 and icefire789 for their feedback.