



Sages and Mages



Compiled by Dave "Styrofoam King" Joria

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The following document is a list of Spellcasters that may be used in your Mordheim campaign. Each of them is described in two parts: as a Hired Sword and as a Replacement hero.

Rules for Hired Sword: May be treated as normal hired swords. They start with a certain number of spells and set equipment. If they have access to more than one spell list, you must choose WHICH spell list they have access to when they are first hired- they are permanently STUCK with that list and may not pick another after hiring. You must also observe the Rules of One (as listed below.)

Rules for Replacement Heroes: Certain hired swords may also be used to replace certain heroes in your warband- if you do, the maximum number of heroes for the replaced type is reduced by one, to make way for the caster. You may NEVER have more than 1 caster hero in any warband. When you use one of the following hired swords as a hero, they may start with several small changes: for example, they may start with only 1 spell instead of two. All caster heroes start without equipment (except for the normal dagger), but they may purchase a certain number of items as described in their section. If the Replacement Hero replaces a Leader rather than a Non-Leader Hero, the rules and cost might change slightly, to reflect the required strength of the warrior. Most wizards have a required Exp level for the hero being replaced- in most cases, a hero with at least experience 8. If they have access to more than one spell list, you must choose WHICH spell list they have access to when they are first hired- they are permanently STUCK with that list and may not pick another after hiring. You may never exceed 6 heroes. You must also observe the Rules of One (as listed below.)

Spell Lists: The first half of this document includes several new variations of old hired swords. The second half includes multiple Spell Lists that the Hired Sword may draw from. To save space, we have not reprinted any Spell List that is found in the Core Rulebook.

RULES OF ONE

1. If you already have ONE spell or prayer caster hero in your warband, you may NOT have any other permanent spell or prayer caster hero. The only way you may use any of the following replacement heroes is if the current caster on the roster is switched out, or a hero later learns spells through the Arcane Knowledge skill.
2. If a spellcaster Hired Swords draws from a particular spell list, you may not hire a hired sword that knows the same list. (Thus, if your Warlock knows Lore of Life, you may not hire a Shaman that also knows Lore of Life.)
3. You may not hire more than one hired sword which shares a name with another hired sword you have, even if they know separate spell lists (thus, you can't hire one Emissary of Chaos with Chaos Rituals and one Emissary of Chaos with Nurgle Rituals- they're the same hired sword, with only slight changes.)
4. If you hire one of the following as a Replacement Hero, you may not hire a hired sword of the same name, even if it knows a different spell list. (So, if you have a Shaman hero, you can't have a Shaman hired sword.)

Styro Says: The "Sages and Mages" document is intended to be a sister piece to Wrekin's "Miracle Worker" document, which details many new PRAYER caster replacement heroes. This may be found at <http://libermalefic.blogspot.com/search/label/Rules>.

Also, the Sages & Mages was created for my "Storm of Magic" Mordheim Campaign- but that doesn't mean you can't play with them all you want in ANY Campaign! Enjoy!

HIRED SWORDS & REPLACEMENT HEROES

WARLOCK

Hired Sword: Costs 30gc to hire and 15gc upkeep. A Warlock increases the warband's rating by +16 points plus 1 point for each Experience point he has. He starts with two spells from his list. He may learn Academic skills, new spells from that list, or on a skill that's a double (double 1, 2, 5, or 6) he may learn a mark specific to his spell list. He starts with a Staff.

Non-leader Hero: Any non-Leader hero with 8 experience or more may be replaced with a Warlock. The warlock costs 35 gc and has 12 experience. He starts with one spell from his list. He may learn Academic or Speed skills, new spells from that list, or on a skill that's a double (double 1, 2, 5, or 6), he may learn a mark specific to his spell list. He may purchase a staff, a dagger, an axe, or a bow. If he knows the skill Warrior Wizard, he may purchase light armor and a helmet.

Any leader Hero: Any Leader hero may be replaced with a Warlock. The warlock costs 65 gc, has 20 experience, and adds +1WS and +2 BS to his stats. He starts with one spell from his list. He may learn Combat, Academic or Speed skills, new spells from that list, or on a skill roll that's a double (double 1, 2, 5, or 6), he may learn a mark specific to his spell list. He may purchase a staff, a dagger, an axe, or a bow. If he knows the skill Warrior Wizard, he may purchase light armor and a helmet.

	M	WS	BS	S	T	W	I	A	Ld
Warlock	4	2	2	3	3	1	4	1	8

Spell Lists: There are fourteen different spell lists that the Warlock can use: Lesser Magic, Chaos Ritual, Lore of Light, Lore of Fire, Lore of Metal, Lore of Shadow, Lore of Life, Lore of Beasts, Lore of Heavens, Lore of Death, Arabyan Elemental, Elemental Lore of Water, Elemental Lore of Earth, Elemental Lore of Air.

LESSER MAGIC: A Lesser Warlock may learn spells from the Lesser Magic List.

Hired Sword for: Any warband that does not contain a Prayer caster may hire a Lesser Magic Warlock.

Replacement Hero for: Any non-Brettonian, Non-Witch Hunter human warband that does not contain a caster may switch in a Lesser Magic Warlock. If the warband already contains a caster, you may switch the warlock for that caster.

Lesser Magic Mark- Descent into

Madness: A Warlock learns one random spell from the Chaos Rituals spell list. He may not take this skill more than once, and is now considered a Chaotic / Evil hero.

Lesser Magic Mark- Paranoid: He Warlock suffers hatred against all other spellcasters, believing they are after his knowledge. A warband with a Paranoid may not include another spellcaster or prayercaster in your warband, either as a member or as a hired sword.

CHAOS RITUALS: A Chaos Warlock may learn spells from the Chaos Ritual List.

Hired Sword for: Any Dark Elf, Chaos, Outlaw, Norse, Beastman, Orc, Skaven, Undead or Evil warband may hire a Chaos Warlock.

Replacement Hero for: Any evil human warband or chaos warband (human or not) that doesn't contain a caster may switch in a Chaos Warlock. If the warband already contains a caster, you may switch the warlock for that caster.

Chaos Ritual Mark- Mark of the Undivided: Once per game, you may reroll any one die OR force an opponent to reroll a die he just made. The second result must be accepted.

Chaos Ritual Mark – Mutation: Your hero may purchase a mutation from the Possessed Warband, or a gain a free random mutation from the Power in the Stones PDF.

LORE OF FIRE: A Fire Warlock may learn spells from the Lore of Fire List.

Hired Sword for: Any Human, Dark Elf, Chaos Dwarf, Dwarf or Arabic warbands.

Replacement Hero for: Any human warband that doesn't contain a caster may switch in a Fire Warlock.

Special Equipment: A hired sword starts with a Flaming Brazier. A replacement hero may purchase one.

Lore of Fire Mark - Bathed in Flames: Any model in base contact with the wizard suffers an automatic Strength 1 hit at the beginning of each close combat phase. Flames will never

cause critical hits or ignite opponents. The wizard may never declare himself as hidden (as he's permanently alight!)

LORE OF METAL: A Metal Warlock may learn spells from the Lore of Metal List.

Hired Sword for: Any Human, Dark Elf, Chaos Dwarf, Dwarf or Arabic warbands.

Replacement Hero for: Any human warband that doesn't contain a caster may switch in a Fire Warlock.

Hired Swords Special Rules: A Metal Warlock Hired Sword has the skill Warrior Wizard.

Special Equipment: A Hired Sword Metal wizard has Heavy Armor. A replacement hero may purchase any armor, paying as normal (although the hero requires the skill Warrior Wizard to use it!)

Mark of Metal - Alchemist: If you are playing in a campaign that includes Wyrdstone, the wizard may evaluate any stone for free, using the rules from the Power in the Stones article. You may do this without wasting a rarity search (although it may only be done once per post game.)

LORE OF SHADOW – A Grey Warlock may learn spells from the Lore of Shadows List.

Hired Sword for: Any warband may hire a Shadow Warlock, unless they have a Non-Morr Prayer caster.

Replacement Hero for: Any human warband. Also, any Halfling warband may also hire one (if you need to ask why, you should be ashamed of yourself!)

Special Equipment: The hired sword starts with an Elven Cloak. A replacement hero may purchase.

Mark of Shadow - Journeyman: Grey wizards are the most common of adventurers, and learn to be very versatile. A Grey wizard may immediately learn one spell from the Lesser Magic list. He may only take this mark once.

LORE OF BEASTS – An Amber Warlock may learn spells from the Lore of Beasts List.

Hired Sword for: Any Human, Dwarf Slayer, Elf, Halfling Ranger, Dryad, Beastman Ogre, Skaven, or Orc warbands.

Replacement Hero for: Any Human or Halfling Ranger warband.

Special Equipment: A beast wizard hired sword starts with an axe. A replacement hero may buy a Warhound equipment for 25gc at start up, as described in the Equipment section of the Rulebook.

Mark of Beasts- Beast-wrangler: You may purchase 0-3 Wardogs in your warband, as written in the Witch Hunters warband. You may only take this mark once. If taken by a Hired Sword, the Dogs will leave the warband if the hired sword leaves or is killed- each dog adds +10 to your warband rating, and do not count towards your warband size limit.

LORE OF HEAVENS – A Heavens Warlock may learn spells from the Lore of Heavens List.

Hired Sword for: Any Human, High Elf, Tomb Guardian, or Lizardman warband may hire a Heavens Warlock.

Replacement Hero For: Any Human or Tomb Guardian warband may hire a Heavens Warlock.

Special Equipment: A Hired Sword Celestial Wizards have a Wyrdstone Pendulum. A Celestial replacement hero may purchase one at start up.

Mark of Heavens- Seeker. When rolling on the Exploration chart, the Wizard allows you to modify one dice roll by -1/+1.

LORE OF LIGHT – A Light Warlock may learn spells from the Lore of Light List.

Hired Sword for: Any Human, High Elf, Tomb Guardian, or Lizardman warband may hire a Light Warlock.

Replacement Hero For: Any Human or Tomb Guardian warband may hire a Light Warlock.

Special Equipment: A hired sword starts each game with one vial of Blessed Water. A replacement hero may purchase Blessed Water at start up. Even after start up, treats Blessed Water as a common item for the hero.

Mark of Light - Acolyte: Replacement Heroes only. When you gain the mark, you may pick any hero with less experience than the Warlock to be an Acolyte. Whenever that hero is within 6" of the Light Wizard, the Light Wizard may reroll one dice roll each time he makes a Difficulty roll. Remember, you can never reroll a reroll.

LORE OF LIFE – A Jade Warlock may learn spells from the Lore of Life List.

Hired Sword for: Any Human, High Elf, Wood Elf, Dryad, Halfling warband may hire a Life Warlock.

Replacement Hero For: Any Human, Wood Elf or Halfling Ranger warband may hire a Heavens Warlock.

Special Equipment: A Hired Sword Life Warlock starts with a sickle (treat as an Axe). A life mage may purchase an Animal Familiar at start up.

Mark of Life - Woodwalker: The Wizard may walk through wood, river and jungle terrain without penalty.

LORE OF DEATH – An Amethyst Warlock may learn spells from the Lore of Death List.

Hired Sword for: Any Human warband may hire a Death Warlock, as well as an Evil Warband.

Replacement Hero for: Any human warband, as well as any Undead or Sylvanian warbands (ex. Strigoi Warband.)

Special Equipment: A hired sword starts with a Scythe (treat as halberd.) A replacement hero may buy one.

Mark of Death - Last Rites: The Amethyst Wizard may learn one random Prayer from the Prayers of Morr list (see Miracle Workers PDF). This is treated as a spell, NOT a prayer.

ARABYAN ELEMENTAL – An Arabyan Elementalist may learn spells from the Arabyan Elemental List.

Hired Sword for: Any Human warband may hire an Arabyan Elementalist, as well as any Warband from the Khemri or Relics of the Crusade campaigns.

Replacement Hero for: Any human warband, as well as any Khemri or Fallen warband.

Special Equipment: A hired sword starts with a sword and a Venom Ring (immune to all poisons). A replacement hero may buy a Venom ring for 20gc at start up.

Mark of Elemental – Master of All: The Amethyst Wizard may learn one random Spell from the following spell lists: Lore of Fire, Elemental Lore of Water, Elemental Lore of Earth, or Elemental Lore of Air.

ELEMENTAL WATER– A Water Elementalist may learn spells from the Elemental Lore of Water List.

Hired Sword for: Any Human warband may hire a Water Elementalist, as well as an any Warband from the Sartosa or Mutiny in Marienburg campaign.

Replacement Hero for: Any human warband, as well as any Pirate warband.

Special Equipment: A hired sword starts with a trident (counts as a spear) and a vial of Blessed Water. A replacement hero may buy either of these at start-up.

Mark of Water – Seafather's Wrath: The Water Elementalist may learn one random

Prayer from the Prayers of Manaen prayer list (see the Miracle Workers pdf by Werekin). These count as spells, not prayers.

Mark of Water – Aqua Vitae: The Water Elementalist may learn one random Spell from the Lore of Life spell list.

ELEMENTAL EARTH– An Earth Elementalist may learn spells from the Elemental Lore of Earth List.

Hired Sword for: Any Human warband may hire an Earth Elementalist, as well as any Dwarf Warband and any warband in a Karak Azghal setting.

Replacement Hero for: Any human or Dwarf warband, including Chaos Dwarf.

Special Equipment: A hired sword starts with a heavy club or shovel (counts as a halberd) and a rope and hook. A replacement hero may buy either during start up.

Mark of Earth– Might of the Earth: The Earth Elementalist may immediately learn one Strength Skill of your choice.

ELEMENTAL AIR– An Air Elementalist may learn spells from the Elemental Lore of Air List.

Hired Sword for: Any Human warband may hire an Air Elementalist, as well as any Elf Warband.

Replacement Hero for: Any human or Elf warband.

Special Equipment: A hired sword starts with a staff and a long bow. A replacement hero may buy either during start up.

Mark of Air– Bending Reed: The air Elementalist may avoid any combat or missile attack on a 1D6 roll of 6+. If the Wizard learns Step Aside or Dodge, this instead adds +1 to Step Aside or Dodge roll, for a total 4+ save.



SHAMAN

Taken from the Lustria Development Team

Note: *A Shaman and the Hired Sword "Norse Shaman" are the same. If you have a Shaman hired sword or Shaman hero, you may not hire a Norse Shaman hired sword.*

Hired Sword: 45 Gs to hire +25 Gcs upkeep. The Norse Shaman increases the warband's rating by +25 points, plus 1 point for each Experience point he has. The Shaman carries a rune staff and either a sword or an axe. He starts with two spells from his chosen list. The Shaman may choose from the Combat and Academic skill charts, in lieu of a skill, they may roll for an additional spell from his spell list. Rolling a duplicate lowers the difficulty as normal for magic spells. If he rolls a double roll on his skill (double 1, 2, 5, or 6) he may gain a mark.

Replacing a Non-Leader Hero: Any non-Leader hero with 8 experience or more may be replaced with a Shaman. The Norse Shaman has 12 experience and costs 40gc. The Shaman choose equipment from the following item: dagger, staff, hammer, sword, axe, javelin, light armor and wolf cloak (see rules review). He starts with one spell from his chosen list. The Shaman may choose from the Combat and Academic skill charts, in lieu of a skill, they may roll for an additional spell from his spell list. Rolling a duplicate lowers the difficulty as normal for magic spells. If he rolls a double roll on his skill (double 1, 2, 5, or 6) he may gain a mark.

Replacing a Leader: Any Leader may be replaced with a Shaman. The Norse Shaman has 20 experience, has +2 WS and +1 BS, and

costs 70gc. The Shaman choose equipment from the following item: dagger, staff, hammer, sword, axe, javelin, light armor and wolf cloak (see rules review). He starts with one spell from his chosen list. The Shaman may choose from the Combat, Academic, or Strength skill charts, in lieu of a skill, they may roll for an additional spell from his spell list. Rolling a duplicate lowers the difficulty as normal for magic spells. If he rolls a double roll on his skill (double 1, 2, 5, or 6) he may gain a mark.

Rating: The Shaman adds +25 + his experience to the warband rating that he joins.

	M	WS	BS	S	T	W	I	A	Ld
Shaman	4	3	2	3	3	1	4	1	8

Spell Lists: The Shaman may pick his spell lists from the following: Norse Runes, Lore of Light, Lore of Death, Lore of Life, Lore of Beasts, or Wind Catcher.



NORSE RUNES – A Norse Shaman starts with Runes for the Norse Runes Spell list.

Norse Special Rules:

Runecaster: He also knows the Storm of Magic skill “Dispel”, which lets him use Runestones.

Prayercaster: A Norse Rune shaman counts as a Prayercaster, not a spellcaster. He may purchase and use light armor and a wolf cloak, but may not use any other type of armor.

Hired Sword for: Any human or dwarf warband may hire a Norse Shaman.

Replacement Hero for: Any Albion, Norse, Horned Hunter, Kislev, Middenheim, Pit Fighter, Chaos Marauder warband that doesn’t contain a caster may switch in a Norse Shaman. If the warband already contains a caster, you may switch the shaman for that caster.

Special Equipment: A hired sword starts with a staff and a sword or an axe. A replacement hero may buy either during start up.

Mark of the Runes – Root of Knowledge: Choose one of the following lists- the Norse Shaman learns a random Rune from that list: the Runes from the Journeyman Runesmith (see below), or the Runes from the Dwarf Ranger warband (see the Nemesis Crown warbands for rules).

LORE OF LIGHT - A Light Shaman learns spells from the Lore of Light spell list (formerly the “Lore of Truth” from the Truthsayer Hired Sword.)

Hired Sword for: Any good warband (including Mercenaries) may hire a Light Shaman.

Replacement Hero for: Any Albion, Amazon, Norse, Horned Hunter, Mercenary warband that doesn’t contain a caster may switch in a Light Shaman. If the warband already contains a caster, you may switch the shaman for that caster.

Special Equipment: A hired sword starts with a staff.

Mark of the Light – Triskele: The Light Shaman receives a special ward: whenever he suffers a wound, you may roll 1D6: on an unmodified roll of 6+, the wound is prevented. A Light Shaman may take this mark up to 3 times, for a total of a 4+ save. A Shaman with Triskele may never wear armor, even with the skill “Warrior Wizard.”

LORE OF DEATH - A Death Shaman learns spells from the Lore of Death spell list (formerly the “Lore of Darkness” from the Dark Emissary Hired Sword.)

Hired Sword for: Any evil warband may hire a Death Shaman.

Replacement Hero for: Any Albion, Norse, Chaos warband that doesn’t contain a caster may switch in a Death Shaman. If the warband already contains a caster, you may switch the shaman for that caster.

Special Equipment: A hired sword starts with a staff and a single Weeping Blade (not a pair, like Skaven List.) A replacement hero may individual weeping blades for 25gc each.

Mark of the Death– The Spiral: The Death Shaman receives a special ward: whenever he

suffers a wound, you may roll 1D6: on an unmodified roll of 6+, the wound is prevented. A Death Shaman may take this mark up to 2 times, for a total of a 5+ save. A Shaman with the Spiral may never wear armor, even with the skill "Warrior Wizard."

LORE OF LIFE - A Life Shaman learns spells from the Lore of Life spell list.

Hired Sword for: Any Elf warband or good human warband may hire a Life Shaman.

Replacement Hero for: Any Mercenary, Outlaw of Stirland, Horned Hunter, or Amazon warband that doesn't contain a caster may switch in a Life Shaman. If the warband already contains a caster, you may switch the shaman for that caster.

Special Equipment: A hired sword starts with a staff and a Healing Herb. A Life Shaman may buy Healing Herbs at start up for 20gc, and may buy them in the future for 25gc at Rarity 5.

Mark of the Life – Invigorate: At the beginning of your first turn, randomly pick a hero in your warband- that hero starts the game with +1 Wound. This may take the hero over starting wounds or maximum wounds, but if the hero drops below this extra wound, he may not regain it, even with healing spells and herbs.

LORE OF BEASTS A Beasts Shaman learns spells from the Lore of Beasts spell list.

Hired Sword for: Any Elf warband, good/neutral human, Ogre, or Dwarf Slayer warband may hire a Beasts Shaman.

Replacement Hero for: Any Middenheim, Ostlander, Norse, Kislev, Outlaw of Stirland,

Horned Hunter, or Amazon warband that doesn't contain a caster may switch in a Beasts Shaman. If the warband already contains a caster, you may switch the shaman for that caster.

Special Equipment: A hired sword starts with a double handed weapon, an axe, and a javelin (see the Lustria Norse Warband.) A replacement hero may buy any of the above, and may also buy a Warhound equipment for 25gc at start up, as described in the Equipment section of the Rulebook.

Mark of the Beasts – : The Beast Shaman may cast the Skaven Spell, "Children of the Horned Rat", summoning 1D3 animals to him during any game. You may choose to have them count as any animal you want (hounds, foxes, etc), and the Shaman is NOT considered an evil caster.

WIND-CATCHER - A Wind Catcher Shaman does not use any set spell list.

Hired Sword for: Any warband that's allowed to take hired swords.

Replacement Hero: Any elf, dwarf, or human warband. They may not join a Chaos Warband unless it bears some association with Khorne.

Special Equipment: A Wind-Catcher hired sword starts with a staff, a dagger, and a bow. A Wind-catcher hero may purchase a bow during start-up.

Special Rules: Dispel – A Windcatcher but does not actually cast any spells. Instead, he has the ability to drain magic away from others. When you first hire a Wind-Catcher, the player chooses: whether the Windcatcher can drain spells or prayers. The Windcatcher

counts as a caster of the opposite type (i.e. a prayercaster Windcatcher blocks spells, a spellcaster Windcatcher blocks prayers.) Whenever an enemy caster within 12" of the Windcatcher casts the chosen type of spell and rolls for difficulty, if your windcatcher is within range and is not knocked down or stunned, you may roll 2D6; if your roll is higher than the opponent's combined Difficulty Roll (after any bonuses), the spell is prevented from being cast. Any Academic Skills or items that influence Difficulty Rolls (ex. Familiars, Mind Focus) is also added to the Windcatcher's total. If the opponent is using a spell that has a Difficulty rating of "Auto", the opponent rolls two sets of 2D6s and uses the higher one- the Windcatcher may only make one roll to block it. A Windcatcher that is wearing armor may not use his Dispell

ability without the skill Warrior Wizard, even if he's a prayer caster.

Special Rule: Hunter – When you first hire/purchase a Wind-catcher, pick either Shooting or Strength- the Windcatcher starts with that skill list in addition to his normal skill lists.

Mark of the Windcatcher: Four Winds:
The Windcatcher's Dispell range is extended +6". He may take this mark twice (for a total range of 24".)

Mark of the Windcatcher: Dreamcatcher.
The windcatcher may attempt to dispel both spells and prayers.



WITCH

By Nick Kyme

There are those practitioners of magic that dwell permanently within the depraved ruins of Mordheim. They are unable to find a place in society and live as hermits, conjuring their magicks in utter solitude. These creatures are witches and are often seen in the broken down houses and ruined shacks that litter the City of the Damned, stooped over bubbling cauldrons, sheltering from the rain. They are ancient and individual practitioners of magic, using many old spells, and methods that are older still. It is a lucky warband that can find and employ the services of a witch for they are reclusive and solitary individuals but can be swayed when the price or purpose suits them.

Hired Sword: Costs 30gc to hire and 15gc upkeep. A Witch increases the warband's rating by +14 points plus 1 point for each Experience point She has. She starts with two spells from her list. She may learn Academic skills, new spells from that list, or on a skill that's a double (double 1, 2, 5, or 6), She may learn a mark specific to her spell list.

Non-leader hero: Any non-Leader hero with 8 experience or more may be replaced with a Witch. The Witch costs 35 gc and has 12 experience. She starts with one spell from her list. She may learn Academic or Speed skills, new spells from that list, or on a skill that's a double (double 1, 2, 5, or 6), she may learn a mark specific to her spell list. She may purchase a staff, a dagger, a bow, or a sling.

Any leader hero: Any Leader hero may be replaced with a Witch. The Witch costs 65 gc, has 20 experience, and adds +1BS, +1S, and +1 Ld to her stats. She starts with TWO spells from her list. She may learn Shooting, Academic or Speed skills, new spells from that

list, or on a skill roll that's a double (double 1, 2, 5, or 6), she may learn a mark specific to her spell list. She may purchase a staff, a dagger, an axe, a bow, a long bow, sword or a sling.

	M	WS	BS	S	T	W	I	A	Ld
Witch	4	2	2	2	3	1	4	1	7

Witch Special Rules:

Spell Lists: Witches may pick one of the following spell lists: Charms & Hexes, Lore of Life, Amazon Rituals, Magic of the Horned Rat, Prayers of the Lady, Necromancy, Lore of Death, Rituals of Slaanesh, and Dark Magic.

Recluse: Witches are very reclusive individuals and therefore difficult to employ. Even when they are found they may be reluctant to aid the warband no matter how much gold they offer. When attempting to hire a Witch Hired Sword the warband leader must roll a D6. If he or she can score a 4+ the Witch can be hired, otherwise the Witch shuns them and they will have to try again after their next battle. If your warband starts with a Witch Replacement Hero, you do not have to roll to find her- however, if you buy a Replacement Hero Witch after the campaign starts, you must roll as normal.

Reluctant: Whilst she is happy to use her magic to aid the warband, the Witch is reluctant to enter the fray herself. As such the Witch will never charge (although if charged she will defend herself) and will always try to stay at least 8" away from enemy models and must move away if she finds herself within this distance. All version of the Witches, unless stated otherwise, suffer this rule.

Wizard: The Witch has the ability to use magic and casts spells like any other wizard. She has spells generated at random from the the following lists: Charms & Hexes, Lore of Life, Amazon Rituals, Magic of the Horned Rat, Blessing of the Lady, Necromancy, Lore of Death, and Rituals of Slaanesh.

CHARMS & HEXES – A Hexes Witch starts and learns spells from the Charms and Hexes list.

Special Rules - Potions: The Charms and Hexes Witch is an expert as brewing all manner of curious concoctions. A single Hero in the warband who have hired the Witch may partake of such a potion before the battle. Roll a D6 to discover the draught's effect.

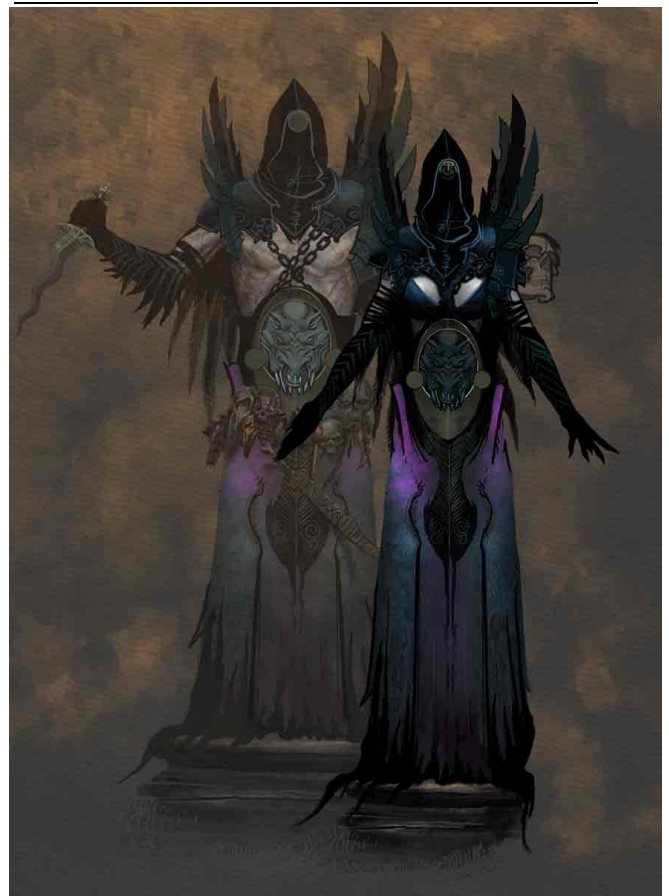
1D6	Result
1	<i>1 Debilitating:</i> The potion is simply too potent for the Hero and weakens them. They receive -1 to Toughness for the whole of the next battle until they can roll a 6 on a D6 in the recovery phase to shrug off the ill effects.
2-3	<i>2-3 Strength:</i> The Hero is infused with strength as he quaffs the potion. He receives a +1 Strength bonus until he rolls a 1 on a D6 in the recovery phase.
4-5	<i>4-5 Resilience:</i> An inner resilience passes through the Hero. He receives a +1 bonus to Toughness until he rolls a 1 on a D6 in the recovery phase.
6	<i>6 Fortitude:</i> The Hero's constitution is increased and he feels ready to take anyone on. He gains an extra wound for the whole battle. However, once lost the wound cannot be restored.

Hired Sword for: Any warband that does not contain a Prayer caster may hire a Charms and Magic Witch.

Replacement Hero for: Any Non-Witch Hunter human warband or Sylvania themed warband may switch in a Hexes Witch. If the warband already contains a caster, you must switch the witch for that caster.

Special Equipment: A Hexes Hired Sword starts with a Staff. Hexes Hero uses the normal items for Replacement heroes (see above).

Mark of Charms & Hexes- Poppet: At the start of each game, pick one friendly or enemy warrior. All of your Witch's spells aimed at that warrior (and that warrior only) have +8" further range. (Ex. A spell with range of 16" may hit that one warrior if he is within 24".)



LORE OF LIFE – A Life Witch starts with spells from the Lore of Life spell list.

Special Rules: Healer – At the start of each game, the Life Witch starts with 1D3-1 Soothing Herbs (which may mean you start with 0). She may hand these herbs to any other hero or keep them herself. The Herbs heal all wounds and grant the hero Jump Up until the end of the turn. If playing a one shot game, the Witch will not have fewer than 1 Herb. The herbs must be used in the next battle and cannot be sold or traded to other warbands

Hired Sword for: Any warband that does not contain a Prayer caster may hire a Lore of Life Witch.

Replacement Hero for: Any Non-Witch Hunter human warband or Wood Elf warband may switch in a Life Witch. If the warband already contains a caster, you must switch the witch for that caster.

Special Equipment: A Life Hired Sword starts with a Staff and a Healing Herb. A Life Witch may buy Healing Herbs at start up for 20gc, and may buy them in the future for 25gc at Rarity 5.

Life Mark- Eternal Life: If the Lore of Life Witch rolls the result “Death” on a Serious Injury roll, roll 1D6: on a 4+, treat it as Multiple Wounds instead.

AMAZON RITUALS– An Amazon Witch starts with spells from the Amazon Ritual List.

Special Rule - Brew: The Amazon Witch is an expert as brewing all manner of curious concoctions. A single Hero in the warband who have hired the Witch may partake of

such a brew before the battle. Roll a D6 to discover the draught’s effect.

1D6	D6 Result
1	<i>1 Hallucinogenic:</i> The brew is simply too potent for the Hero and drives him insane. They suffer Stupidity for the whole of the next battle until they can roll a 6 on a D6 in the recovery phase to shrug off the ill effects.
2-3	<i>2-3 Fury:</i> The Hero is infused with strength as he quaffs the brew. He receives a +1 Attack until he rolls a 1 on a D6 in the recovery phase. If frenzied, this is not doubled.
4-5	<i>4-5 Fortitude:</i> An inner resilience passes through the Hero. He ignores the first wound he suffers. This effect lasts until he rolls a 1 on a D6 in the recovery phase.
6	<i>6 Frenzy:</i> The hero gains the rules for Frenzy. This effect lasts until he rolls a 1 on a D6 in the recovery phase.

Special Rules - Fiery: Despite her brittle form, the witch was at one point a warrior, and instincts die hard. If she starts her turn within 8” of an opposing model, she has two options: to move out of 8” range, or to attempt to charge an enemy within range. If the Witch charges, she gains +1 Strength for the first round of combat. This overrules the Witch rule Reluctant.

Special Rule - Combatant: The Amazon Witch may learn Combat skills and Special Skills from the Lustria Amazon Warband list in addition to her normal skill lists.

Special Equipment – The Amazon Witch Hired Sword starts with a staff and a Star Blade (from the Lustria warband- reprinted below for convenience.) An Amazon Witch Hero may purchase a Starblade, and if they have Warrior Wizard, may purchase Enchanted Skins.

Starblade (15 gcs Rare 7)

Of the many strange weapons the Amazons possess the Starblade is built like an Amazonian dagger. It is usually painted exotic colours and contains magical properties that enhance the fighting prowess of the Amazons. It is a close combat weapon and attacks like a dagger but can parry the first successful hit of any combat on a 4+.

Mark of the Amazon – The Amazon may learn a random spell from the Lore of Beasts list.

MAGIC OF THE HORNED RAT – A Rat Witch starts with spells from the Magic of the Horned Rat warband.

Special Rules - Rat Charmer: A Horned Rat Witch Hired starts with up to 3 Giant Rats from the Skaven Warband. Each rat increases the Rat Witch Hired Sword's Rating by +5 and upkeep cost by +5gc. If a Hired Sword's rat dies, it may not be re-bought. If the hired sword dies or leaves the warband, the rats leave too. A Rat Witch Replacement Hero allows you to hire up to 3 Giant Rat Henchmen, each which cost 15gc.

Hired Sword for: Any neutral or evil warband may hire a Rat Witch.

Replacement Hero for: Any neutral, outlaw or evil human warband may switch in a Rat Witch, as well as any Skaven warband. If the

warband already contains a caster, you must switch the witch for that caster.

Special Equipment: The Rat Witch Hired starts with 2 daggers, which are always treated with Black Lotus. A Rat Witch Hero may buy vials of Black Lotus at start up for 10gc, and after start-up, treats Black Lotus as Rarity 5.

Horned Rat Mark- Rat Hunter: After each battle the Rat Witch may attempt to catch another Rat, provided that she did not go *out of action*. The Rat Witch makes this roll in the Recruitment phase of the post battle sequence and must roll under her Initiative to successfully catch a Rat. The Rat Witch may only attempt to catch one Rat after each game. If she fails to catch the Rat there is a chance that she is attacked. Roll a D6. On a roll of 1 the Rat Witch suffers a Strength 3 hit. A Hired Sword may have a maximum of 5 rats- see the Rat Charmer rules for upkeep and ratings. A Replacement Hero may have any number of rats, up to the maximum warband (meaning, each rat counts as model towards your maximum warband size.)



LADY'S PRAYERS - A Lake Witch starts with and learns spells from the Lady's Prayers spell list.

Special Rules- Prayercaster: A Lake Witch counts as a prayercaster, not a spell caster.

Special Rules - Selfless: The Lake Witch suffers Reluctant as normal. However, a witch may waive this rule to charge an uninjured enemy (as in not knocked down or stunned) that is in base contact with an injured friendly model.

Hired Sword for: Any good or neutral warband may hire a Lake Witch.

Replacement Hero for: Any human warband or Wood Elf warband may switch in a Lake Witch. If the warband already contains a caster, you must switch the witch for that caster.

Special Equipment: A Lake Witch Hired Sword starts with a sword and a Lucky Charm. A Lake Witch hero may buy and use a sword, and may purchase a Lucky Charm at start up for the normal price, and/or may buy Blessed Water for 10gc at the start.

Mark of the Lady – Saving Grace: Any time the Lady Witch suffers a wound from missile attacks, roll 1D6: on a 4+, the wound is prevented.

Mark of the Lady – Princess of Tides: The Lady learns a random spell from the Elemental Lore of Water. When cast by a Lady, it counts as a Prayer.

NECROMANCY - A Voodoo Witch may learn spells from the Necromancy List.

Special Rules - Witch Doctor: A Voodoo Witch Hired starts with up to 2 Zombies from the Undead Warband. Each zombie increases the Voodoo Witch Hired Sword's rating by +5 and upkeep cost by +5gc. If a Hired Sword's zombie dies, it may not be re-bought. If the hired sword dies or leaves the warband, the zombies leave too. A Voodoo Witch Replacement Hero allows you to hire up to 3 Zombie Henchmen, which each cost 15gc.

Hired Sword for: Any outlaw or evil warband may hire a Voodoo Witch.

Replacement Hero for: Any Undead Warband, evil or outlaw human warband, or Sylvanian warband (ex. Grave Robbers, Strigany River Gypsies, Stigoi Warband) and that doesn't contain a caster may switch in a Voodoo Witch. If the warband already contains a caster, you may switch the Witch for that caster.

Special Rules: A Voodoo Witch has a staff, a Rabbit's Foot, and an Unholy Relic. A Voodoo Witch hero may buy at start up for base price.

Mark of Necromancy – Hellhound: You immediately gain a free Dire Wolf, which counts as equipment of the Witch. If the witch dies, the wolf dies with it. It must start each game within 6" of her. A Hired Sword Witch with a wolf increases her rating by +15, and her cost by +10gc each game. A Wolf from a Replacement hero wolf counts towards the maximum number of warband members as normal. If the wolf dies and the witch remains, you may buy another one for 50gc. You may not have more than 1 Dire Wolf at a time, and may not take the mark more than once.

LORE OF DEATH: A Death Witch may learn spells from the Lore of Death List.

Special Rules- Bane of Life: Any hit from a Death Witch in hand to hand combat wounds on a roll of 4+, regardless of strength- this is ignored if the witch's strength allows her to wound on something BETTER than a 4+. This does not actually increase the Strength of the attack, so does change armor saves or critical hits (so, if she'd need a 6 to wound normally, a roll of a 6 to wound will not cause a critical hit).

Hired Sword for: Any neutral or evil warband may hire a Death Witch.

Replacement Hero for: Any evil or outlaw human warband, or Sylvanian warband (ex. Grave Robbers, Strigany River Gypsies, Stigoi Warband) and that doesn't contain a caster may switch in a Death Witch. If the warband already contains a caster, you may switch the Witch for that caster.

Special Equipment: A Death Witch Hired Sword starts with a Scythe (counts as a halberd) and a Holy/Unholy Relic. A Death Witch hired sword may purchase either at start up.

Mark of Death – Distant Whisper: At the end of any of your games, if a living member of your warband died, in the Exploration Phase, you may roll an extra die, to a maximum of 6 dice.



RITUALS OF SLAANESH: A Slaaneshi Witch may learn spells from the Rituals of Slaanesh List.

Special Rules- Sadist: The Witch suffers Reluctant as normal. However, she may waive this rule to charge a knocked down or stunned enemy within charge range. There's nothing she loves more than charging a helpless opponent!

Special Rule- Allure: Any enemy model that wishes to charge a Slaaneshi Witch must first pass a Leadership test. If the model fails, he cannot charge. Has no effect on models that are Immune to Psychology.

Hired Sword for: Any outlaw or evil warband may hire a Slaaneshi Witch.

Replacement Hero for: Any Marienburg, Tilean, evil or outlaw human warband that doesn't contain a caster may switch in a Voodoo Witch. If the warband already contains a caster, you may switch the Witch for that caster.

Special Equipment: A Slaaneshi Witch Hired Sword starts with a dagger and a Steel Whip. A Witch hero may purchase a Steel Whip at start up.

Mark of Slaanesh – Claws: The Witch's additional hand is replaced with a Giant Claw. That additional hand grants +1 Attack (like other additional hand weapons) which is at +1 Strength and -1 Armor Save. It may not be used to make main attacks, only secondary attacks.

DARK MAGIC – A Dark Witch may use Dark Magic.

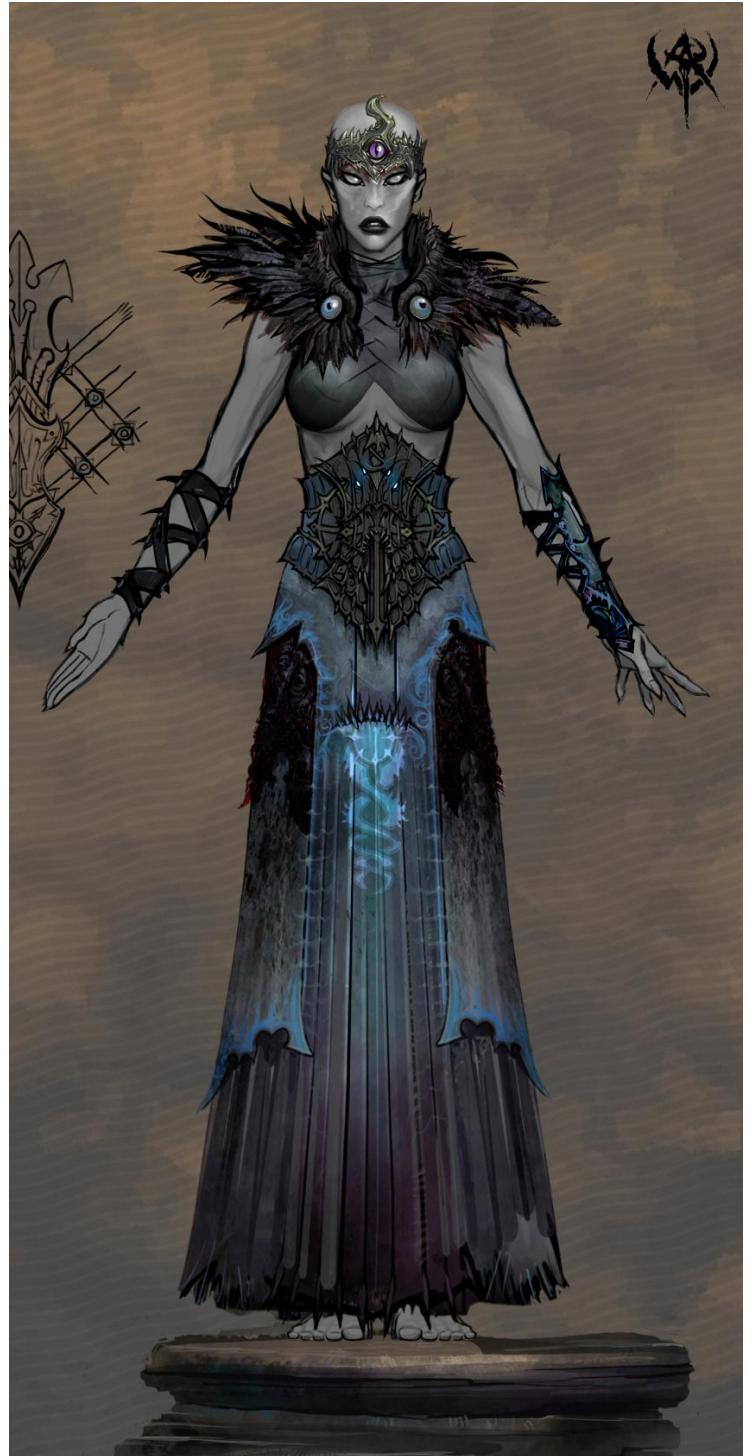
Special Rules - Master of Poisons: The Witch is proficient in concocting different poisons. Before each game, she may make D3-1 doses of Dark Venom instead- there is a chance of getting none, as the witch doesn't have access to a stable workplace. The poison must be used in the next battle and cannot be sold or traded to other warbands as the witch guards her secrets very carefully.

Hired Sword for: Any evil warband may hire a Dark Magic Witch.

Replacement Hero for: Any evil or outlaw human warband, or Sylvanian warband (ex. Grave Robbers, Strigany River Gypsies, Stigoi Warband) and that doesn't contain a caster may switch in a Dark Witch. If the warband already contains a caster, you may switch the Witch for that caster.

Special Equipment: A Dark Witch starts with a pair of daggers.

Mark of Death – Cruel Edge: The Witch learns to increase the potency of weapons, through poisons and barbed blades. From now on, whenever you buy a non-magical weapon, you may pay an extra +2D6gc – if you do, it is a Damaging Blade, which adds +1 to any rolls on the Critical Hit table. Should your Witch leave the warband, the Damaging Blades still maintain their cruel edge, but you may not purchase more.



EMISSARY OF CHAOS

[Note: This version is slightly altered version of Daniel Logee's Hired Sword Emissary of Chaos. For the purposes of the Rules of One (see beginning of the document), they count as the same hired sword, so you may not have an Emissary of Chaos Hired Sword (Logee version) and an Emissary of Chaos (Sages & Mages version) in the same warband.]

From the northern wastes they come, the mortal voices of the gods of chaos. They flock to Mordheim, for here Chaos rules. Their mission is to aid all those who would further their ends, and the ends of their masters. The Emissaries of Chaos are powerful warriors, their sole purpose in life to bring death and suffering.

Hired Sword: Costs 50gc to hire and 20gc upkeep. An Emissary increases the warband's rating by +25 points plus 1 point for each Experience point he has. He starts with ONE spell from his list. He may learn Combat, Academic, and Strength skills, new spells from that list, or on a skill that's a double (double 1, 2, 5, or 6) he may learn a mark specific to his God. He starts with Chaos Armour (see below). The Chaos Armor does not prevent him from casting.

Non-leader Hero: Any non-Leader hero with 8 experience or more may be replaced with an Emissary. The Emissary costs 70 gc and has 20 experience. He starts with one spell from his list. He may learn Combat or Academic skills, new spells from that list, or on a skill that's a double (double 1, 2, 5, or 6), he may learn a mark specific to his god. He may purchase a staff, club, sword, halberd, or

Chaos Armour (see below). If he knows the skill Warrior Wizard, he may purchase light armor, heavy armor, shield and a helmet.

Any leader Hero: Any Leader hero may be replaced with an Emissary. The Emissary costs 85 gc, has 25 experience. He starts with one spell from his list. He may learn Combat, Academic or Strength skills, new spells from that list, or on a skill roll that's a double (double 1, 2, 5, or 6), he may learn a mark specific to his god. He may purchase a staff, club, sword, halberd, or Chaos Armour (from Border Town Burning warband). If he knows the skill Warrior Wizard, he may purchase light armor, heavy armor, shield and a helmet.

Chaos Armor – Cost: 185gc – Rarity 13

From Border Town Burning

SPECIAL RULES

Rarity: *When searching for Chaos armour a warrior gains +1 on his roll for each model he took out of action in the previous battle.*

Cost: *The cost for found Chaos armour is decreased by 1 gold crown for each Experience point the Hero has.*

Gift of Chaos: *Chaos armour is a gift from the Dark Gods to the worthy warrior. A Hero who has successfully purchased a suit of Chaos armour will never give it away to another warband member but put it on himself immediately. Chaos armour becomes fused to the body of its wearer. It can never be removed.*

Save: *A warrior that is wearing Chaos armour has a basic D6 saving throw of 4+.*

Spellcasters: *Chaos armour does not hinder its wearer from casting spells or rituals. It can be worn by spellcasters but they cannot combine it with a shield or buckler.*

	M	WS	BS	S	T	W	I	A	Ld
Emissary	4	5	3	4	4	1	4	1	8

Spell Lists: There are four different spell lists that the Emissary can use: Chaos Ritual, Rituals of Slaanesh, Rituals of Nurgle, Rituals of Tzeentch.

CHAOS RITUALS – An Emissary of the Undivided may learn spells from the Chaos Ritual spell list.

Hired Sword for: Dark Elves, Possessed, Carnival of Chaos, Norse, and Beastmen may hire an Emissary of Chaos.

Replacement Hero for: Any Norse or Chaos Warband.

Special Equipment: An Undivided Emissary Hired Sword starts with a Staff and a Sword.

Mark of the Undivided – Winds of Fate: Once per game, you may reroll any one die OR force an opponent to reroll a die he just made. The second result must be accepted.

Mark of the Undivided – Mutation: Your hero may purchase a mutation from the Possessed Warband, or a gain a free random mutation from the Power in the Stones PDF.

RITUALS OF NURGLE– An Emissary of the Nurgle may learn spells from the Rituals of Nurgle spell list.

Hired Sword for: Skaven, Dark Elves, Possessed, Carnival of Chaos, Norse, and Beastmen may hire an Emissary of Chaos.

Replacement Hero for: Any Norse, Skaven or Chaos Warband.

Special Equipment: A Nurgle Emissary Hired Sword starts with a Scythe (counts as Halberd). A Nurgle Hero may start with a flail.

Mark of the Nurgle – Plaguecrow: All hand to hand attacks are poisoned (as black lotus), and he causes fear.

Mark of Nurgle – Mutation: Your hero may purchase a mutation from the Carnival of Chaos Warband.

RITUALS OF SLAANESH - An Emissary of the Slaanesh may learn spells from the Rituals of Slaanesh spell list.

Hired Sword for: Dark Elves, Possessed, Carnival of Chaos, Norse, and Beastmen may hire an Emissary of Chaos.

Replacement Hero for: Any Norse, Dark Elves or Chaos Warband.

Mark of the Slaanesh – Allure: All enemies must pass a leadership test to charge Emissary. Those that do engage the Emissary in close combat suffer a -1 to their to hit roles.

RITUALS OF TZEENTCH- An Emissary of the Tzeentch may learn spells from the Rituals of Tzeentch spell list.

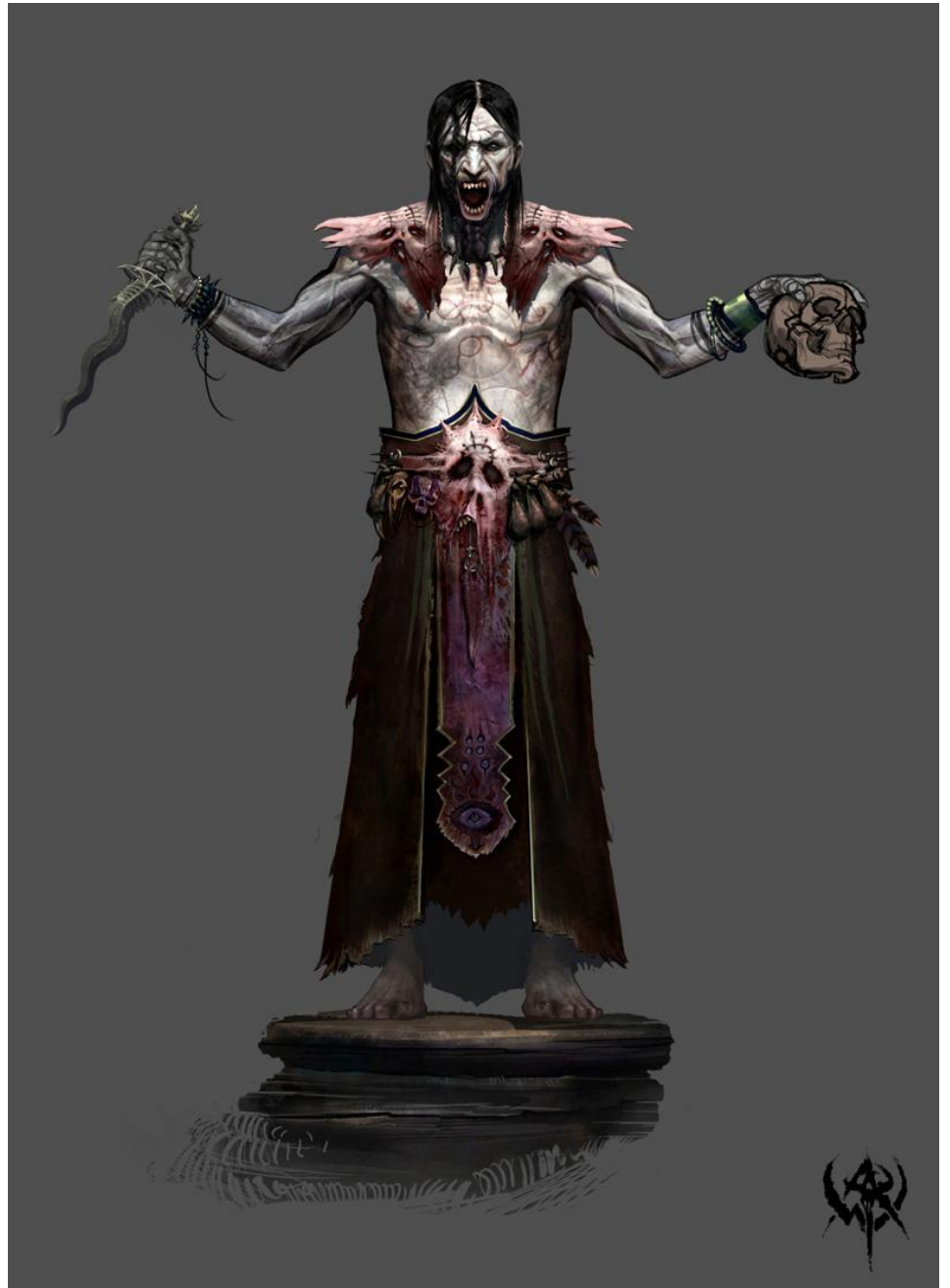
Hired Sword for: Dark Elves, Possessed, Norse, and Beastmen may hire an Emissary of Chaos.

Replacement Hero for: Any Norse or Chaos Warband.

Special Equipment- A

Tzeentch Hired Sword starts with a Staff, Sword, and a Rabbit's Foot. A Tzeentch Hero may purchase a Rabbit's Foot and/or a Wyrdstone Pendulum at start up.

Mark of Tzeentch – Master Wizard: The Emissary may pick any of the following spell lists: Chaos Rituals, the Lesser Magic, or any of the Eight Lores. You learn a random spell from that list. He may only learn any further spells from that list unless he rolls this Mark again.



RUNESMITH JOURNEYMAN

Taken from the Nemesis Crown Supplement
Having finished his apprenticeship it is usual for a Runesmith to spend several years seeking to increase his knowledge of the art. For some this may mean moving to another forge or hold and working with a different master. Some however are fired to discover things lost in the past and travel to old holds, looking for secrets that have passed out of knowledge. Recovery of ancient Runes is seen by most as a worthy exercise, unlike the pursuit of new knowledge. For this reason a journeyman will accompany parties seeking to right grudges and maintain their equipment in return for protection on his expedition.

Hired Sword for: 30 gold crowns to hire + 15 gold crowns upkeep. Mercenaries, Dwarfs and Witch Hunters may hire a Journeyman Runesmith. Warbands that include Elves may hire them, but must pay 30 gold crowns after each battle instead of 15 gold crowns. Dwarfs won't put up with weak pointy-eared folk unless they have to, or are adequately compensated for their sufferance. A Journeyman Runesmith increases the warband's rating by +15 points, plus 1 point for each Experience point he has. A Runesmith starts with ONE rune and is equipped with a Gromril hammer and heavy armour. A Runesmith may choose from Combat and Strength skills when he gains a new skill, or special skills from the Dwarf Treasure Hunter warband.. In addition, there are Runes Use skills unique to Runesmiths which he can have instead of a normal skill when he gains a new skill. If he rolls a double roll on his skill (double 1, 2, 5, or 6) he may gain a mark.

Replacing a Non-Leader Hero:

Mercenaries, Dwarfs and Witch Hunters may hire a Journeyman Runesmith. Any non-Leader hero with 8 experience or more may be replaced with a Runesmith. The Runesmith has 12 experience and costs 60gc. The Runesmith choose equipment from the

following item: dagger, hammer, axe, dwarf axe, gromril axe (1.5 base price) light armor, heavy armor, gromril armor (75gc). He starts with one random rune from his chosen list. The Runesmith may choose from the Combat and Strength skill charts, or special skills from the Dwarf Treasure Hunter warband. In lieu of a skill, they may roll for an additional rune from his spell list. Rolling a duplicate lowers the difficulty as normal for magic runes. If he rolls a double roll on his skill (double 1, 2, 5, or 6) he may gain a mark. If the warband already contains a caster, you must switch the runesmith for that caster.

Replacing a Leader: Any Leader may be replaced with a Runesmith. The Runesmith has 20 experience, has +1 WS, +1 BS, and +1I and costs 95gc. The Runesmith choose equipment from the following item: dagger, hammer, axe, dwarf axe, gromril axe (3x base price) light armor, heavy armor, gromril armor (75gc). He starts with one random rune from his chosen list. The Runesmith may choose from the Combat, Academic and Strength skill charts, or special skills from the Dwarf Treasure Hunter warband. In lieu of a skill, they may roll for an additional rune from his spell list. Rolling a duplicate lowers the difficulty as normal for magic runes. If he rolls a double roll on his skill (double 1, 2, 5, or 6) he may gain a mark. If the warband already contains a caster, you must switch the runesmith for that caster.

	M	WS	BS	S	T	W	I	A	Ld
Runesmith	3	4	3	3	4	1	2	1	9

SPECIAL RULES

Dwarf: As a dwarf, he ignores Concussion, ignores movement penalty for using a shield and heavy armor, and treats an injury roll of 3-5 as Stunned.

Runesmith: A Runesmith may inscribe Runes as detailed below. He counts as a prayercaster.

Runereader: A Runesmith replacement hero may purchase and use Elven Runestones.

Armourer: A Runesmith can repair and make weapons and armour. The warband may purchase one item per post game trading session from the following: axes, hammers, swords, double-handed weapons, helmets, shields, light and heavy armour at a 2D6 gold crowns discount to a minimum price of 1 gold crown. This applies only if the Runesmith did not go *out of action*.

Mark of the Runes – Root of Knowledge:

Choose one of the following lists- the Runesmith learns a random spell/Rune from that list: the Norse Runes, or the Runes from the Dwarf Ranger warband (see the Nemesis Crown warbands for rules).

RUNE USE

A Runesmith may inscribe Runes before a battle. They start knowing one Rune but may learn more as spellcasters learn spells. These Runes are only temporary due to the haste of the Journeyman Runesmith but may not be dispelled during the game. Runes may be inscribed on axes, hammers, swords, double-handed weapons, helmets, shields, light armour and heavy armour. The Runes are:

Rune Effect Effective on Difficulty

Iron 6+ ward save Armour 6

Stone +1 armour save Armour 6

Fury +1 Attack Weapon 7

Striking +1 Weapon Skill Weapon 6

Speed +1 Initiative Weapon 5

Cleaving +1 Strength Weapon 8

Before the battle the Runesmith may attempt to inscribe every Rune he knows, but once only. No Rune may be inscribed on an item with a Rune already on it. If he passes the difficulty roll made on 2D6 he has succeeded

and the Rune will affect the weapon/armour for the coming battle.

On a roll of 2 the process has highlighted shoddy (hence non-Dwarf) manufacturing and the item being inscribed on is broken. Remove the item from your warband roster. When inscribing a gromril item (including dwarf axes) re-roll a result of 2 but the second roll always stands.

On a roll of 12 the Rune is durable and will last beyond one battle else it fades after the game.

Durable: If a Rune becomes durable roll a D6 after each battle, but not the first, on a roll of 1 or 2 it fades and ceases to be effective, otherwise it will remain effective in the next battle.



ELVEN MAGISTER

By Jake Thornton

Unlike the staid and traditionally insular archmages of the Tower of Saphery, devotees of the smaller temples are wanderers. After a brief few decades study at the temple on Ulthuan, they leave to seek enlightenment in the true ways of magic by studying the ways of the world. There is no single path to this enlightenment, indeed there are said to be more paths than there are those that tread them. These mages are not merely students of the academic arts. Their wanderings are perilous and inevitably lead them into dangerous lands where they must defend themselves. Thus, most of their magics are means to enable them to survive to explore the world another day. Few magisters own much in the way of possessions, and this saves them from some of the less savoury folk they encounter. However, although robbing them is generally not worth the effort, the mere fact that they are Elves is enough to attract bigots and small-minded fools to attack them. All this just underlines the natural feelings of superiority of the wanderers, which in turn makes their enlightenment all the more distant.

Hired Sword for: 45 gold crowns to hire. Mercenaries may hire a Magister. The Magister increases the warband's rating by +23 Points. A Magister starts with three spells and is equipped with a staff and an elven cloak. An Elven Magister will not return for the second game, but will leave after one game. Unlike the Replacement Hero, the Magister starts with 2 wounds and the Mark "Fey."

Replacing a Non-Leader Hero:

Marienburg, High Elf, or Adventurer warbands may hire an Elven Magister. Any non-Leader hero with 8 experience or more may be replaced with an Elven Magister. The Magister has 12 experience and costs 55gc. The Magister choose equipment from the following items: dagger, staff, sword, ithilmar weapon (1.5x base price), elven cloak (75gc). He starts with 1 wound and one random spell from the High Magic (Spells Of The Djed'hi).

The Magister may choose from the Academic and Speed skill charts, or special skills from the Shadow Warrior warband. In lieu of a skill, they may roll for an additional spell from his spell list. Rolling a duplicate lowers the difficulty as normal for magic spells. If he rolls a double roll on his skill (double 1, 2, 5, or 6) he may gain a mark. If the warband already contains a caster, you must switch the Magister for that caster.

Replacing a Leader: Any High Elf Leader may be replaced with a Magister. The Magister has 20 experience, has +1 WS, +2 BS, and +1Ld and costs 95gc. The Magister choose equipment from the following items: dagger, staff, sword, ithilmar weapon (1.5x base price), elven cloak (75gc). He starts with 1 wound and one random spell from the High Magic (Spells Of The Djed'hi). The Magister may choose from the Combat, Academic and Speed skill charts, or special skills from the Shadow Warrior warband. In lieu of a skill, they may roll for an additional spell from his spell list. Rolling a duplicate lowers the difficulty as normal for magic spells. If he rolls a double roll on his skill (double 1, 2, 5, or 6) he may gain a mark. If the warband already contains a caster, you must switch the Magister for that caster.

M	WS	BS	S	T	W	I	A	Ld
5	4	3	3	3	1/2*	6	1	8

*A Hired Sword Magister has 2 Wounds, while a Replacement Hero has 1 Wound.

SPECIAL RULES

Wizard: Elf Mages are magicians and know rituals of Qhaysh generated at random from the High Magic list. See the Magic section of the Mordheim rulebook for more details.

Mark of the Magister- Fey: Hostile magic spells will not affect the Elf Magister on a D6 roll of a 4+. An Elven Magister Hired Sword starts with this mark, while a Replacement Hero must learn it.

Wanderer: An Elf Magister Hired Sword is a wanderer, and will only stay with a warband for the duration of a single battle. A warband who used an Elf Mage in their last battle may not seek out another until they have fought at least one battle without one.



SPELL LISTS

The following are any spell lists mentioned above that are not found in the Mordheim Rulebook.

Lore of Fire

from Sorcerous Society by Chris "Miginath" Van Tighem and Tom "Brahm Tazoul" Bell

1 - Jorun's Blast of Brimstone *Difficulty 9* - *The Mage casts a small ball of mixed stuffs, mostly ash, sulfur and coal, at his enemies. The results are, to say the least, explosive.* Range of the spell equals the caster's strength plus 1D6 inches. The caster then throws the small sulfurous rock at any model he has Line of Sight to within that range, and it explodes upon impact. The rock does a S3 hit to that model, and any others within 1.5 inches from it.

2 - Tazoul's Burning Skull *Difficulty 9* - *Throwing one's own head o'er the battlefield is never recommended, especially when its aflame. The Wizard known as Tazoul never heeded such warnings.* The flaming skull has a range of 8 inches and causes one S5 hit. On a roll of 5+ it will hit the nearest enemy model with a S3 hit. On a further roll of 4+ it will hit the next nearest enemy model with a S2 hit. The spell not target the same model during one casting.

3 - Hades Heat *Difficulty 6* *The wizard calls upon the sun to intensify its rays o'er a small area.* Place a small Blast Template (3 inches) anywhere within 8 inches of the caster. Models that are under or partially under the template suffer -1WS and -1S due to the exhaustion the intense heat causes until the casters next turn.

4 - Shield of Flame *Difficulty 8* - *The wizard weaves a shield of pure flame, aiding him in his defense.* The Shield of Flame hovers between the wizard and his foes. He is free to use his weapons normally as the Shield of Flame moves in conjunction with the Wizard's attacks. The shield grants the Wizard an Armour Save of 4+ in Close Combat and 5+ to ranged attacks. These do not stack and are unmodifiable.

5 - U'Zhuls Inferno *Difficulty 9* *A pillar of flame erupts from the casters hand, engulfing all in its path.* The pillar of flame has a range of 12 inches and is 1 inch wide. It hits all models in its path with a S2 hit. The target of the spell suffers the brunt of the attack, receiving a S4 hit. All hits have a -1AS modifier.

6 - Flesh of the Forge *Difficulty 6* *Surrendering himself to the winds of magic, the alchemist imbues his flesh with the heat of the forge. The Wizards skin becomes hot, smoldering with the heat of a thousand coals.* All hits against the wizard in Close Combat are at -1 to hit. Roll a D6 during the Wizards recovery phase. On a roll of 1-2, his flesh reverts to its natural form.

Lore of Heavens

1 - Winters Gale *Difficulty 10* - *Calling to the northern winds, the wizard brings forth freezing air and biting snow.* Place the large blast template (5 inches) over a location within 12 inches of the caster. Any model covered or partially covered will suffer a S4 hit. Undead and Possessed models do not suffer as mortals do from the cold, and thus only suffer a S2 hit instead.

2 - Dust Dervish *Difficulty 9* *Calling upon minor spirits, the caster bids them to seek out and attack his foes.* The spell summons D3 Dust Dervishes, who attack a model each who are within 12 inches of the caster. No other targeting restrictions apply, so even a model that is hidden may be sought out by the air elementals. Each Dust Dervish delivers a rapid succession of attacks, delivering D6 S1 hits to its target prior to vanishing back from whence it came.

3 - Celestial Shield *Difficulty 8* *The wizard manipulates the magic of the cosmos to create a scintillating blue shield capable of turning aside even the most powerful of projectile or spell.* This spell can be cast upon any friendly model within 6 inches of the caster, or the caster himself. The Celestial Shield provides a 4+ save versus all ranged attacks, and a 5+ save versus all hostile spells. Should the recipient of the Shield be the primary target of an area-effect spell and the save be made, no models shall suffer any of the spells effects.

4 - Second Sign of Amul – *Difficulty 5* – *The wizard can gaze into the heavens and read from the faint morning stars what the future is likely to hold.* Whenever the mage has to roll a dice, he may add +1 or -1 to the result. Lasts until the end of your next Movement phase.

5 - Portent of Far – *Difficulty 6* – *The wizard grants second sight to an ally, allowing him to see the twisting paths of battle before they even happen.* The spell has a range of 12" and affects a single model within range. All subsequent dice rolls of a 1 made either to hit or to wound by that warrior can be rerolled once. Any rerolled scores of 1 stand- you can never reroll a reroll. This lasts until the start of your next turn.

6 - Forked Lightning – *Difficulty 8* – *The normally docile Heavens mage calls down raw power from above, hitting his target to a degree that even the best sage cannot predict.* May be cast against the closest enemy model within 18". The enemy is hit with a Strength 1D6 hit. Roll each time the spell is cast, armor save as normal.

Lore of Beasts

1 - Crows Feast *Difficulty 9* - *With dark intentions, the caster brings the attentions of Corvos the Crow upon his enemies.* Crows Feast is a magic missile spell, with a range of 24 inches. If successfully cast, the spell causes D6 S3 hits.

2 The Bear's Anger - *Difficulty 8* *The shaman draws power from his totems, giving in to the bestial rage of the mighty bear.* Shaman gains +2 Attacks, +2 Strength, and suffers Hatred against all enemies. All attacks count as unarmed, but suffer no penalties (like an Animal. No bonus for additional hand.) The shaman must pass a Leadership test every Shooting phase to keep Bear's Anger.

3 The Oxen Stands - *Difficulty 7* *The valiant warriors instinctively dig in their heels, drawing upon the inner strength of a creature many times their size.* Until next Shooting Phase, every member of the Warband may reroll any Leadership or Rout Test. The second result stands.

4 The Beast Cowers - *Difficulty 7* - *The shaman opens his mouth and releases an unearthly roar, causing hairs to raise and muscles tremble.* All animals within 6" of the caster must pass a leadership test or flee its full movement away from the Shaman. In the case of Steeds, the animal uses the rider's leadership, but a failed test will take the rider with the mount. If the monster has more than 1 wound, it automatically rallies during its next turn. If it has 1 starting wound, it must test to rally during its next Recovery Phase.

5 Hunter's Spear- *Difficulty 9* - *The shaman draws forth an ethereal javelin, in a mockery of the weapon of the great Orion himself.* Unlike other spells, this cannot be cast whilst in hand-to-hand combat. The spell summons a single javelin which the wizard can use to shoot against one enemy model. The javelin has a range of 10". Use the wizard's own Ballistic Skill to determine whether he hits or not, but ignores movement and range penalties. The javelin causes one S6 hit.

6 The Wolf Hunts - *Difficulty 6* - *The Shaman or target animal models within 6" of the Shaman may make an additional move, moving up to its maximum move (ex. 4" for a Shaman with M4).* If this takes a model into base contact with an enemy model, it counts as a charge.

Lore of Life

1 - Howler Wind *Difficulty 8* *The fury of the skies unbound is a force that few can hold at bay.* This spell is cast upon the wizard himself. Both he and any models within 8 inches of him gain the protection of the Howler Wind. Anyone targeting these models with mundane ranged weapons suffer a -2 penalty to their Ballistic Skill, however shooting past these models does not affect the missile in any way.

2 - Healing Might *Difficulty 9* *Allowing the healing power of the earth to rise up within him, the wizard aids even those with the most grievous wounds around him.* All models within 4 inches of the wizard rise from the ground, shrugging off the effects of being Knocked Down or Stunned. Furthermore, any units within 2 inches of the wizard have all of their wounds restored.

3 - Mistress of Marsh - *Difficulty 7* – *Water from underground seeks out a victim, softening the ground and pulling his feet into the softened earth.* Pick any model within 24". Until your next turn, the model counts as moving through Difficult Terrain (if already on Difficult Terrain, this spell has no effect.)

4 - Master of Wood - *Difficulty Auto* – *Strangled seedlings are given new life, twisting skyward before the viewer's eyes.* This spell must be used before the game, and only once. After deployment but before the start of a game, you may place 1D3-1 Forest terrain pieces on the board (which means you can result in 0). This may be placed anywhere on the board, so long as it is 12" away from any enemy warband and 3" away from each other. These forest pieces count as cover and difficult terrain.

5- Rain Lord - *Difficulty 6*: *The air crackles and the wind howls around the shaman, until the skies suddenly open up.* Weather immediately changes to Raining. All missile and powder weapons are at -1 to hit. Those wishing to fire a Black Powder weapon must first roll 4+ on 1D6 otherwise the powder is too wet to fire. At the start of each player's turn, roll 1D6: on a 1, the rain stops. You may choose to end it at the start of any of your Turns, although you must wait until next turn to recast it.

6 - Master of Stone - *Difficulty 7*: *The earth crawls up around a willing host, encasing him in a shell of rock.* You may use the Master of Stone successfully only once per battle. Choose any single model within 6". Roll a D6 to see what happens to the affected model.

1 - May ignore difficult terrain when moving over rocks.

2-3 - Gains +2 Armor Save

4-5 - Gains +1 Toughness

6 - Gains +1 Wound and may ignore difficult terrain when moving over rocks.

Lore of Shadow –

From Shadow Warriors Warband by Mark Havenor

Note: By “wall”, we interrupt that they mean any terrain piece that is at least half as tall as a human. Trees, statues, rocks, any other non-warrior obstacle works fine.

1 Pool of Shadow *Difficulty 7* - *The area immediately surrounding the mage is suddenly filled with twisting shadows that make it nearly impossible to see anything inside.* This spell allows the mage and all within 6" to Hide, exactly as if there were a wall or other obstruction between them and their enemies. They may Hide even after marching. This Hiding is disrupted if any enemy enters the area of affect. In addition, all affected count as being in cover against enemy shooting. This spell lasts until the start of the Spellcaster's next turn.

2 The Living Shadows *Difficulty 7* - *Shadows around the target suddenly writhe as if alive and move to strike the victim.* The Spellcaster may cast this spell at any enemy model within 12" of him and within 2" of a wall. The target suffers a single Strength 4 hit with no armour saves.

3 Wings of Night *Difficulty 6* - *Wings of darkness unfurl from the Spellcaster's back and engulf him. He disappears, only to reappear in nearby shadow.* This spell may only be cast if the Spellcaster is within 2" of a wall. He is instantly moved up to 12" to a place that is also within 2" of a wall. If moved into contact with an enemy model, the Spellcaster counts as charging in the first round.

4 Cloak of Darkness *Difficulty 7* - *The Spellcaster appears to be swallowed by shadows that even the sharpest sense cannot pierce.* The Spellcaster is effectively concealed from enemy sight. As long as he does not attack (cast spells, shoot, or engage in close combat) any enemy models, he may not be attacked. He may intercept as normal if the player controlling him wishes, but he does not have to do so (and if he does not, enemy warriors may charge past him of course). The spell lasts until the Spellcaster attacks an enemy model. Note that a model engaged in close combat with an enemy warrior may never choose to not attack.

5 Shadowbind *Difficulty 9* - *Tendrils of darkness rise from the shadows to engulf an enemy warrior, rendering him helpless to the whims of the Spellcaster.* The Spellcaster may cast this spell at any enemy model within 24" of him and 2" of a wall. The target may not move unless it first passes a Strength test on 2D6 at the start of his turn (before the Recovery Phase). This spell lasts until the Spellcaster suffers a Wound or attempts to cast another spell. If attacked while affected by this spell, treat the target exactly as if he were Stunned.

6 Shield of Shadow *Difficulty 7* - *Shadows congeal and become a solid barrier in front of the Spellcaster or one of his comrades, protecting the target from enemy attacks.* The Spellcaster may cast this spell on himself or a member of his warband within 12". The target receives an armour save of 5+ that is not modified by the attacker's Strength. The spell lasts until the start of the Spellcaster's next turn.

Lore of Metal

1 Rule of Burning Iron – Difficulty 6 – *Plate and mail glows red hot and sears the wearer, cooking him from without.* Cast against the closest enemy model within line of sight, with a range of 18". The target suffers a S1 hit. The hit receives +1S for each step of the target's armor save- thus, a model with an armor save of 6+ receives a S2 hit, a save of 5+ equals a S3, and so on. Normal armor does not grant a save against the Burning Iron attack, although Lesser Artifacts and Major Artefact armor saves as normal. Use the saving throw that the target would receive against missile hits (ex. A sea dragon cloak counts as 4+ save, as it is a missile attack.) Do not include the +1 for being mounted, but Barding does add +1 to the Strength as normal. This counts as a flame attack.

2 Commandment of Brass – Difficulty 9 – *Even the sturdiest firearm finds its smaller parts twisting and trickling like quicksilver.* Choose any enemy target within 24" that the caster can see- this spell affects that model and any other enemies within 3" of him. The targets cannot use any type of crossbow or gunpowder weapon. This effect lasts until the start of your next Shooting phase.

3 Transmutation of Lead – Difficulty 8 – *In a flash of light, all material near the wizard takes on the properties of lead, simultaneously weakening the strength and increasing the weight of all garments.* All enemies in the same combat as the spellcaster suffer -1 to any of their Hit rolls, and are at -1 Armor Save. Lasts until the end of the combat.

4 Law of Gold – Difficulty 6 – *Using the techniques perfected by alchemists through the years, the target's metal weapons takes on the heft of pure gold.* Hits closest target within 6". The opponent drops a random hand-to-hand combat weapon he owns. If he's not in combat, he may immediately reclaim it during his next Movement phase, although he may not move and pick it up in the same turn. If the model's in combat, he may immediately pick it up after the combat is over. If not reclaimed during the game, the warrior will automatically reclaim it at the end of the game.

5 Ritual of Steel – Difficulty 8 – *Filaments of iron, like tiny hairs, cling to the alchemist and his allies, fusing into a barrier as strong as steel.* The caster, and all friendly models within 4" of the caster, count as having +1 Armor Save. If they do not have any armor, it counts as having an Armor Save of 6+. This is reduced as normal. This effect lasts until the start of your next Shooting Phase.

6 - Distillation of Molten Silver - Difficulty 7 – *A dozen harmless silver buttons and bells adorned on the alchemist melt into white hot balls of molten argent, flying in all directions at the same time.* All enemy models within 4" of the mage suffer one S2 hit. Counts as a flame attack.

Lore of Light

Taken from the Truthsayer Hired Sword from the Albion Campaign by Nick Kyme.

Only the Truthsayers know of the strange and powerful rituals of the Lore of Light and they pass this knowledge on to a few.

1 Wings of Fate *Difficulty 6* *Using the powers of life itself, the Truthsayer conjures a flock of birds to sweep down and attack his enemies.* The flock has a range of 18" and may attack any model within this range of the Truthsayer. The enemy model suffers D3 Strength 2 hits.

2 Light of Battle *Difficulty 6* *The power of light infuses one of the Truthsayer's allies, encasing them in a protective barrier of pure light.* This spell may be cast upon a friendly model within 12" of the caster. That model has an additional save of 5+ that cannot be reduced in any way against all attacks until the start of the Truthsayer's next turn.

3 Gift of Life *Difficulty 9* *Life is at the essence of the Truthsayer's magic. Harnessing all of his power the Truthsayer restores a fallen comrade miraculously back to life!* This spell may be cast upon a friendly model slain in the previous enemy turn. The model is immediately restored back to life with 1 wound remaining and should be placed as accurately as possible where they fell.

4 Blessing of Valour *Difficulty 8* *The Truthsayer evokes a powerful blessing, which instils an ally with the courage and strength of the immortal hunter gods.* This spell may be cast upon a single friendly model within 24". The model is infused with strength and courage, gaining +1 to all hit rolls in close combat for the duration of the turn.

5 Boon of Courage *Difficulty 8* *A corona of reassuring energy surrounds the Truthsayer and envelops an ally with its power, instilling resolve and unshakeable determination.* This spell affects all friendly models within 12". The models are completely immune to the effects of psychology and all alone tests until the end of the Truthsayer's next turn.

6 Voice of Command *Difficulty 9* *The booming resonance of the voice of the Truthsayer echoes across the fens and enemies quake with indecision and doubt.* This spell affects one model within 24" of the Truthsayer. That model may do nothing in its next turn other than defend itself in combat. It may not move, shoot, attack or perform any other action.

Lore of Death

Formerly the "Lore of Darkness" from the Dark Emissary Hired Sword from the Albion Campaign by Nick Kyme.

It is whispered amongst the wise that the Dark Master taught the Lore of Death to his disciples in order to spread corruption through the world.

D6 Result

1 Bolt of Dark Light *Difficulty 7* *The Dark Emissary conjures a bolt of malign power to smite his enemies.* The bolt has a range of 12" and causes a single Strength 5 hit against the first model in its path.

2 Betrayal in Death *Difficulty 8* *Summoning all the curses of the Dark Master, the Emissary instils the vigour of the undead into a slain enemy forcing them to attack their comrades.* This spell will affect all enemy models slain in the shooting phase or close combat and lasts until the start of the caster's next turn. The enemies will reanimate as they are killed and attack their comrades. If not in combat the model will shoot if able, or charge if it has no missile weapons. If in combat the enemy will only make a single attack. After attacking the enemy will fall once more, dead.

3 Nightmare *Difficulty 7* *A vision of a warrior's worst nightmares manifests before him instilling inner feelings of dread.* This spell may be cast upon an enemy model within 18" of the caster. The model must take an immediate fear test as if charged by a fear-causing enemy. If failed the model flees 2D6" away from the Dark Emissary.

4 Curse of the Dark Master *Difficulty 8* *The Dark Emissary has the power to enfeeble his enemies, loosening their grip on their swords and debilitating their will with the cold touch of fear.* This spell can be cast upon a single model within 24" of the caster. All that model's rolls to hit for both shooting and close combat are reduced by -1 until the start of the caster's next turn.

5 Fog of Death *Difficulty 10* *A deep and impenetrable fog cloaks the entire battlefield, filled with the vicious embodiments of nightmares. Chaos and fear ensue.* This spell affects every model on the board except the Dark Emissary. Enemy models are affected on a roll of 4+, while friendly models are only affected on a 6+. All models attacked by the nightmare creatures suffer a strength 2 hit. The fog lasts until the start of the caster's next turn and reduces line of sight to 3D6" for all warriors present which will affect shooting, charging etc.

6 Coils of the Serpent *Difficulty 10* *The Emissary conjures a dark serpent of pure malign energy to ensnare and crush an unwitting adversary in its coils.* This spell may be cast upon a single enemy model within 6" of the caster. The model must take an immediate toughness test to fight off the deadly serpent. If failed the model is crushed to death and out of action. No saves of any kind will protect against this magic.

Arabian Elemental Magic

The magic of the Djinn is a rare, almost lost, art among men. It is the preserve of the Djinn of the deep desert and of those Djinn unfortunate enough to be captured.

D6 Result

1 Riding the Wind Difficulty: 6

Invoking the Element of the Air, the caster rises up on a warm breeze, only to set down again on another part of the battlefield.

This spell is cast at the beginning of the caster's Movement phase. The caster may move up to 12+D6" anywhere on the battlefield, ignoring any intervening terrain; this counts as the caster's movement for that turn. This spell may not be used to move the caster into base contact with an enemy warrior, but the caster may shoot as normal (with a -1 penalty for having moved).

2 Skin of Stone Difficulty 7

Calling upon the Element of the Earth, the caster is able to make a warrior's skin become as hard as stone.

This spell may be cast on any friendly warrior within 6". The target gains +2 to his armour save but suffers a -1 penalty to Initiative. The spell may be maintained each turn, providing the affected warrior remains within 6" of the caster and the caster can pass a Difficulty test. If the caster is more than 6" away from the affected warrior in the Recovery phase, the spell cannot be maintained and wears off. Only one warrior may be affected by a Stone Skin spell at any one time, although the caster is free to cast other spells while maintaining the Stone Skin.

3 Burning Hand Difficulty: 8

By invoking the Element of Fire, one of the caster's hands becomes burning hot which he can use to smite his enemies.

This spell is cast at the beginning of the Combat phase. The caster may sacrifice all of his normal attacks to make one hand-to-hand attack at Strength 5 causing 2 wounds. If the enemy warrior is successfully hit, he is set on fire on a roll of 4+. This spell lasts for one round only.

4 Quicksand Difficulty: 6

By invoking the Element of Water, water rises from the very rocks and sand and turns the ground to quicksand.

This spell is cast at any warrior within 6". The water floods the area for 3" around the targeted warrior. The effect lasts until the beginning of the caster's next Recovery phase. All warriors within the quicksand must pass a Strength test or be unable to move. Warriors in combat cannot attack but may defend themselves.

5 Storm of Magic Difficulty: 9

By breaching the very fabric of reality, the caster is able to summon a bolt of pure magical energy.

The caster may target any warrior within 12". If the spell is successfully cast, the target is struck by a bolt of energy and takes one S5 hit. Armour saves may be taken as normal.

6 Blessing of the Elements Difficulty: 6

The caster calls on the elements of the desert and draws upon the fortune they can bestow.

May attempt to cast only after the game, and may only make one attempt. In the post battle sequence the player may re-roll any one dice or modify one dice by +1/-1. If the caster was taken out of action this spell may not be cast.

Elemental Lore of Water

from Sorcerous Society by Chris "Miginath" Van Tighem and Tom "Brahm Tazoul" Bell

1 - Geyser Difficulty 9 - *Calling upon the earth, the caster beckons a steaming geyser to erupt.*

The spell has a range of 10 inches and cannot target elevated targets. The unit suffers a S4 hit and is blown 2 inches in a random direction. Should the model collide with something, both will suffer an additional S2 hit.

2 - Portent of Amul Difficulty 6 - *Divining auspicious signs, the wizard guides the minds of his fellow warriors, allowing them to predict the actions of their foes.* This spell effects all of the wizards friendly units. During this and their opponents Close Combat phase, any 1's that are cast may be re-rolled. Re-rolled scores of 1 must stand, as you may never re-roll a re-roll.

3 - Premonition Difficulty 8 - *The wizard closes his eyes and seeks to foresee the outcome of the battle.*

As long as the wizard stands, the warband will gain +1 to its Leadership and the ability to re-roll any failed Rout Tests. The wizard has foretold of their victory, and they are not easily swayed from his Premonition.

4 - Frostbolts Difficulty 8 - *Holding a small icicle aloft, the wizard channels the power of the Winds of Magic into it. Borne upon the arcane winds, the frozen bolts arc through the skies at the wizard's foe.* Frostbolts is a magic missile with a range of 16 inches. If successfully cast, a squall of frozen missiles hit the target and causes D3 S3 hits.

5 - Blindness of the Depths Difficulty 7 - *The caster binds the enemy in the shadows and silence of the deep, rendering him oblivious to the world around him.* This spell has a range of 12 inches. The target may make an immediate Initiative test. If passed, the spell has no effect. If the test is failed, the model is Blind and may not fight or shoot any missile weapons, nor cast any spells. Furthermore, the model may not be charged or targeted for ranged fire or spells, as it is completely engulfed in shadow. The model may make an Initiative test during each of its own Recovery Phases. Once passed, the spell fades.

6 - Lifespring Difficulty 8 - *Bearing the gift of life, the wizard wisely taps into the Lifespring and offers its blessing to his friends.* Any one friendly model within 4 inches of the wizard instantly regains a wound, and recovers from being **Knocked Down** or **Stunned** and may act as normal this turn.

Elemental Lore of Earth

from Sorcerous Society by Chris "Miginath" Van Tighem and Tom "Brahm Tazoul" Bell

1 - Flesh of Clay Difficulty 8 - *Attuning himself to the earth, the wizards flesh becomes as dense as clay.* The wizard doubles his Toughness, but halves his Movement and Initiative. The spell remains in effect until the caster is **Knocked Down**, **Stunned** or taken **Out of Action**.

2 - Healing Might Difficulty 9- *Allowing the healing power of the earth to rise up within him, the wizard aids even those with the most grievous wounds around him.* All models within 4 inches of the wizard rise from the ground, shrugging off the effects of being **Knocked Down** or **Stunned**. Furthermore, any units within 2 inches of the wizard have all of their wounds restored.

3 - Curse of Thorns Difficulty 6- *The caster curses his foes, calling upon their life-force to transform into a jagged and thorny essence.* The target of the spell must be within 18 inches. The model must pass a Toughness test or be wracked with unimaginable pain. The model will remain immobile and will only defend himself if attacked. A Toughness test must be passed before the spell will fade.

4 - Jozun's Decay Difficulty 9 *Ashes and dust. The caster calls upon the earth to reclaim what is rightfully hers.* This spell has a range of 12 inches. Upon a successful casting, the target must pass a Leadership Test or suffer a one point reduction to its Toughness attribute. Each recovery phase the model must attempt to pass a Leadership test, reducing its Toughness a further point for each failure. Should a model be reduced to 0 Toughness, it is removed from the game irrespective of how many wounds it has left. Should a Leadership test be passed, the model must play the remainder of the game at its modified Toughness score. A model may not be targeted by Jozun's Decay more than once per game.

5 - The Hunter's Spear Difficulty 8- *Beseeching Venor the Hunter, the caster conjures a pure manifestation of amber-hued magic in the shape of a mighty hunting spear.* The wizards weapon takes on an amber-hue and transmutes into a hunting spear. It grants the caster an additional two points to his Strength, and grants him an additional attack. The caster must make a Leadership test during his Recovery phases. The spear fades away if the test is failed.

6 - Shifting Sands Difficulty 8- *Calling upon the very fibers of the earth, the mage forces the ground to swallow his foes.* This spell may be cast on any enemy model within sight of the wizard. The model in question must make a successful Initiative test or be treated as **Knocked Down** until its next Recovery phase, where it has another chance to pass an Initiative test. Any friendly models within 1 inch of the trapped model reduce the difficulty of the Initiative test by 1, to a minimum of 1.

Elemental Lore of Air

from Sorcerous Society by Chris "Miginath" Van Tighem and Tom "Brahm Tazoul" Bell

1 - Winters Gale Difficulty 10 *Calling to the northern winds, the wizard brings forth freezing air and biting snow.* Place the large blast template (5 inches) over a location within 12 inches of the caster. Any model covered or partially covered will suffer a S4 hit. Undead and Possessed models do not suffer as mortals do from the cold, and thus only suffer a S2 hit instead.

2 - Crows Feast Difficulty 9 *With dark intentions, the caster brings the attentions of Corvos the Crow upon his enemies.* Crows Feast is a magic missile spell, with a range of 24 inches. If successfully cast, the spell causes D6 S3 hits.

3 - Dust Dervish Difficulty 9 *Calling upon minor spirits, the caster bids them to seek out and attack his foes.* The spell summons D3 Dust Dervishes, who attack a model each who are within 12 inches of the caster. No other targeting restrictions apply, so even a model that is hidden may be sought out by the air elementals. Each Dust Dervish delivers a rapid succession of attacks, delivering D6 S1 hits to its target prior to vanishing back from whence it came.

4 - Howler Wind Difficulty 8 *The fury of the skies unbound is a force that few can hold at bay.* This spell is cast upon the wizard himself. Both he and any models within 8 inches of him gain the protection of the Howler Wind. Anyone targeting these models with mundane ranged weapons suffer a -2 penalty to their Ballistic Skill, however shooting past these models does not affect the missile in any way.

5 - Celestial Shield Difficulty 8 *The wizard manipulates the magic of the cosmos to create a scintillating blue shield capable of turning aside even the most powerful of projectile or spell.* This spell can be cast upon any friendly model within 6 inches of the caster, or the caster himself. The Celestial Shield provides a 4+ save versus all ranged attacks, and a 5+ save versus all hostile spells. Should the recipient of the Shield be the primary target of an area-effect spell and the save be made, no models shall suffer any of the spells effects.

6 - Shade Mount Difficulty 8 - *Darkness forms about the caster, carrying him aloft upon wings of shadow.* This spell may be cast upon the wizard himself, or a hero within 8 inches of him. Upon a successful casting, the model may immediately fly up to 12 inches. Should this movement bring the model into Base to Base contact with an enemy model, consider it a charge.

Dark Magic

Formerly the Dark Elf Magic List, from the Lustria Dark Elf warband. Created by the Inner Circle Gaming group.

1 Doombolt *Difficulty 9* *Whispering an ancient incantation the Sorceress conjures a bolt of pure dark energy and unleashes it from her outstretched hand.* The bolt of doom may be targeted at any enemy model in line of sight. The Doombolt has an 18" range and causes a Strength 5 hit. If the target model is wounded, then the next closest model within 6" is also hit on a 4+, at -1 Strength than the previous hit. The bolt will keep leaping until there are no more targets within range or until its Strength drops to a one. Each model can only be hit by a bolt once per turn. Take armour saves as normal.

2 Word of Pain *Difficulty 8* *The Sorceress calls the curse of the Witch King down on his enemy reducing their willingness to fight.* The spell may be cast at an enemy model within 12". The victim must re-roll all successful hand to hand or missile attacks and all to wound rolls. If the victim wishes to charge, he must pass a successful Leadership test first. Lasts until the beginning of the next Dark Elf turn.

3 Soul Stealer *Difficulty 9* *At the Sorceress's touch, the essence of life is drained from her enemy and absorbed into her body giving him renewed strength and vigour.* Once successfully cast, the Sorceress has to make a to hit roll against a model in base contact. If the attack is successful and her opponent is struck, he suffers a wound with no armour save possible. The Sorceress feeds on this life-force and adds one wound to her profile. Note: the Sorceress can never have more than one extra wound from the use of this spell and the extra wound is lost at the end of the battle.

4 Flamesword *Difficulty 8* *Summoning Dark Magic the Sorceress engulfs a weapon in twisted black flames.* The Sorceress may choose the hand-to-hand combat weapon of a member of her warband within 6" to be engulfed in flames. A weapon with these flames acts as a normal weapon of its type, but also adds a +2 bonus to the users Strength. Hits inflicted from the weapon ignore armour saves. Lasts until the Sorceress' next shooting phase.

5 Deathspasm *Difficulty 10* *The Sorceress channels Dark Magic into her enemy, causing him to writhe in excruciating pain.* The Deathspasm has a range of 6" and must be cast on the closest enemy model. The affected model must roll on the injury chart. If successfully cast, the casting Sorceress is immediately knocked down.

6 Witch Flight *Difficulty 7* *The Sorceress bends the winds of magic to her will and flies through the air.* The Sorceress may immediately move anywhere within 12", and may count as charging. If she engages a fleeing enemy in the close combat phase she will score 1 automatic hit and then the opponent will flee again.

Norse Runes

Taken from the Norse Shaman Hired Sword. Created by the Inner Circle Gaming group.

In lands so bleak, so haunted, few tribes would willingly stay for longer than a day at a time, so a viktí exists in solitude, exploiting their residence to glimpse the future, twisting the fates of the northmen. To harm one with the sight is to invite the wrath of the gods, so shaman are respected by the tribes that employ them and more than a little feared. They pierce the veil of life and see through the darkness. With divination the witch doctors command powers not easily comprehended and even Tchar's sorcerers cannot match the viktí in their ability to manipulate the death winds. Norse Runes are these magic rituals used by the Norse Shamans.

D6 Result

1 Howl of the North Difficulty 9 *Icy winds sweep before the Shaman knocking missiles from their path.* The Shaman is immune to all missile fire. Roll a dice during the Shaman's recovery phase. On a roll of 1 or 2 the winds dissipate. The Shaman is no longer immune.

2 Angvar's Fury Difficulty 7 *The Shaman's howls rouse the anger of the warriors around him to a fever pitch.* All warriors within 8" of the Shaman gain a +1 to hit in hand-to-hand combat against the opposing warband. The spell lasts till the start of the Norse players next turn.

3 Elvek's Cold Spear Difficulty 7 *A razor sharp icicle flies at the Shaman's foe.* The icicle has a range of 18" and causes one Strength 4 hit. It strikes the first model in its path. Normal armour saves apply.

4 Gift of the Fates Difficulty 7 *The Shaman calls on the three Wyrd Sisters of Norse legend for a glimpse of the future.* The Shaman may adjust one die roll by +1/-1 between a successful casting of this rune and his next recovery phase. A roll to wound that was adjusted to or from 6 will not cause a critical.

5 Kiss of Frost Difficulty 6 *The Shaman covers ground of his choosing with slick ice.* A single model within 12" of the Shaman must pass an Initiative test or be *knocked down*.

6 Bear's Might Difficulty 9 *The Shaman calls upon the spirits of the great Ice Bears of the North to aid him.* The Shaman gains +1 Attack, +2 Strength, +2 Toughness and loses -2 Initiative (to a minimum of 1). Take a Leadership test at the beginning of each of player turns. If the test fails, Bear's Might drains away. Bear's Might can only be cast successfully once during each battle.

Amazon Rituals

From the Lustria Amazon warband. Created by the Inner Circle Gaming group.

Little is known about Amazon magic beyond their island home. It is said that the immortal Amazons learn their magic from the very gods themselves.

1 Singing Wind Difficulty 8 *The Priestess calls upon the power of Sbaekal the Wind Goddess to enter the battlefield.* The goddess appears in the form of singing motes and dancing lights that will entrance and 'hold' any model within 10" till the start of the Amazon player's next turn. The model cannot move, shoot, or cast spells, but may defend itself in hand-to-hand. Models affected by this ritual automatically go last in combat.

2 Serpent's Strength Difficulty 9 *The Priestess begins the ritual by dancing wildly and screaming in an ancient tongue.* All friendly models close to the Priestess will be charged with a frantic energy until the end of their next turn. During this time any model within 8" of the Priestess (including herself) will add +1 to their Strength. The ritual cannot be cast if the Priestess is in close combat during her shooting phase. The effects will continue after the ritual is cast if the priestess enters combat.

3 Wendala's Maelstrom Difficulty 7 *The priestess summons harsh tropical winds to protect the Amazons from enemy ranged attacks.* The storm extends out from the Priestess 18". All attempts to shoot missile weapons by the enemy will be at -1 to hit. The ritual lasts up until the start of the Amazon player's next turn.

4 Shield of Thorns Difficulty 7 *Moving her arms about in a weaving motion the Priestess calls upon the plants to protect her.* The ritual produces a cocoon of thorns all about the Priestess making her immune to ranged or magical attacks. Any models wishing to charge the priestess can do so but the thorns negate any strikes by the priestess and her enemies in the first round of combat. The Priestess cannot cast this ritual while in hand-to-hand combat.

5 The Living Jungle Difficulty 6 *Drawing upon her will, the Priestess reaches out to the denizens of the jungle, seeking their aid.* Pick one model within 12". The model is suddenly swarmed by a savage mix of snakes, spiders and insects, most of them poisonous. The afflicted model takes 1D6 Strength 2 hits with no armour saves allowed apart from ward saves. One cannot use a dodge save against a swarm.

6 Siren's Dreams Difficulty 7 *The priestess starts to sing with a wondrous voice and all the Amazons join her.* The song is so beautiful and mesmerising that it momentarily distracts the Amazon's enemies within 12" such that all Ld tests for the opposing warband are made at -1 until the end of the opposing player's next turn. Lizardmen and Undead are immune to the effects of this ritual.

Lady's Prayers

Reminder: *The Lady's Prayers count as Prayers, not Spells. They are listed solely because they were not included in the Miracle Workers PDF (which contains a large array of Prayer Casters.)*

1 – Lady's Favors – *Diff: Auto.* *Each simple prayer and token from the simplest maiden becomes a literal shield against harm.* All of your heroes count as having Lucky Charms for this battle, and ignore the first hit against them on a D6 roll of 4+. If they already own Lucky Charms, they ignore the first hit on a D6 roll of 2+.

2 - Blessed Protection *Difficulty 8* *The Damsel draws into herself the hated magic in the air, hoping her will is strong enough to save her from corruption's path.* The Damsel and any Bretonnians within 6" of her gain a ward save of 4+ against the effects of spells or prayers. Test each shooting phase: on a roll of 1 or 2, the spell dissipates.

3 – Floodgates of Courage – *Difficulty 7* – *Without saying a word, the Damsel fills the Knights with waves of courage, as the whispers of long gone heroes whisper in their ears.* Any allied warriors within 8" of the Damsel (as well as the Damsel herself) may reroll any failed Leadership tests once. If the Leader is within 8" range, the Rout Check may be rerolled, if the first roll was a failure. Any dice rerolled in this matter may not be rerolled a second time. This spell lasts until the start of your next Shooting Phase.

4 – Lady's Scorn – *Difficulty 5* – *The Damsel looks across the field at the many instruments of the cowardly... and teaches them what it truly is to feel fear.* Anyone attempting to shoot at the Damsel must first pass a Leadership test, or else they are unable to fire this turn. This includes Silver Arrows, Crossbow Pistols, Hand-to-Hand Pistols, and Template shot weapons that she is within the path of (like Blunderbusses.) This spell lasts until the end of the game.

5 – Elixir of Life – *Difficulty 7* – *From a chalice in the Damsel's hand is a cup that has been dipped in a sacred lake of the lady... it is ever filled with blessed liquid, never spilling a drop.* Any one model within 4" of the Damsel (including herself) may be healed. The warrior is restored to his full quota of Wounds. In addition, if any friendly models within 4" are *stunned* or *knocked down*, they immediately come to their senses, stand up, and continue fighting as normal.

6 – Guiding Vision – *Difficulty 6* *With the aid of the Damsel, the Lady guides one of her warriors with a Blessed Vision of what's to come.* He may use this rare knowledge to destroy his foe, or save his own hide. For the duration of the turn, one hero or henchman may re-roll 1D3 dice rolls and +1 or -1 to the result.

Charms & Hexes

By Nick Kyme

Charms and Hexes are the magic of Witches. They involve copious amounts of spell ingredients and painstaking incantations but they can be devastating reducing enemies to pitiful wrecks and infusing comrades with almost incomprehensible luck

D6 Result

1 Scry *Difficulty 6* *The Witch uses ancient diving crystals to foretell the future and influence the actions of her comrades. For the duration of the turn one hero or henchman may re-roll D3 dice rolls and + or -1 to the result.*

2 Curse *Difficulty 6* *The Witch bestows a powerful curse on one of her enemies that saps their confidence and resolve. One enemy model within 12" of the Witch must re-roll all successful dice rolls for the duration of this and their next turn.*

3 Dust of the Blind *Difficulty 9* *Casting a handful of dust into the air, the Witch blows it around her, blinding her enemies. One enemy model within 16" of the Witch is struck instantly blind. They may not shoot, charge or run, are at half Weapon Skill and will move in a random direction at the start of their turn. The Blindness lasts until the Witch casts another spell or moves.*

4 Age of Stone *Difficulty 8* *Whispering words of ancient power the Witch causes an enemy to age rapidly before their very eyes, making them weak and feeble! One enemy model within 12" of the Witch will be severely debilitated and all of their characteristics are reduced by -1 for the duration of this and their next turn.*

5 Warrior's Bane *Difficulty 7* *Muttering a dark and malicious incantation the Witch causes a warrior's grip to loosen, making it almost impossible for them to attack. One enemy model within 18" of the Witch will be unable to use any of their weapons as they perpetually slip from their grasp. They will be unable to shoot and count as fighting with fists in hand-to-hand combat. The enchantment lasts for the duration of this and their next turn.*

6 Cure *Difficulty 6* *A faint aura extends from the Witch's body. All who are touched by it feel warmth and vitality flowing through their veins. All friendly models within 6" of the Witch have a single wound healed. In addition any stunned or knocked down models may immediately stand up.*

Rituals of Nurgle

Taken from the Carnival of Chaos Warband, and the Chaos Marauders Warband (by Christian "Cianty" Templin and the Border Town Burning Team)

The Carnival Master uses the rituals of Nurgle to pervert and corrupt nature, inflicting hideous diseases for which there are no known cures. Roll a D6.

D6 Result

1 Daemonic Vigour Difficulty 8 *The Master imbues his Daemonic minions with supernatural power. Any Plague Bearers or Nurglings within 8" of the Master increase their Daemonic Aura save from 5+ to 4+ until the beginning of their next turn.*

OR (if your warband has no demons)

1 Touch of Onogal – Difficulty 10 – The shaman's body is covered with smallpox and blisters. His touch can transmit devastating diseases. This spell can be used against one of the Shaman's close combat opponents. If he takes the model out of action in the following hand-to-hand combat phase, that player rolls for Serious Injuries immediately. If the model dies permanently, replace it with a Nurgle Plague Bearer (see Bestiary for rules) under the Shaman's control. If the Shaman is stunned or taken out of action the Plague Bearer disappears into the Realm of Chaos. Note that only one Plague Bearer can be created at a time.

2 Buboes Difficulty 7 The Master bestows the gift of pus-filled buboes upon *his enemies*. This spell has a range of 8" and affects a single enemy warrior. The warrior must pass a Toughness test or lose a Wound. No Armour saves are allowed.

3 Stench of Nurgle Difficulty 8 *The Master spews forth a foul, stinking mist that chokes his foes.* This spell has a range of 6" and affects all living creatures – friend or foe. Each enemy warrior in range must pass a Toughness test or lose an Attack until their next turn.

4 Pestilence Difficulty 10 *The Master inflicts horrible diseases upon the unbelievers.* All enemy models within 12" of the Master suffer a Strength 3 hit. No Armour saves are allowed.

5 Scabrous Hide Difficulty 8 *The Master's skin becomes tough and leathery like that of his patron god.* The Master has an armour save of 2+ which replaces any normal Armour save. The Scabrous Hide lasts until the beginning of his next Shooting phase.

6 Nurgle's Rot Difficulty 9 *The Master bestows the blessing of the Plague God upon his foe.* All enemy models in base contact with the Master must immediately test against their Toughness or contract Nurgle's Rot (see the Carnival of Chaos warband for details.)

Rituals of Slaanesh

Taken from the Chaos Marauders Warband (by Christian "Cianty" Templin and the Border Town Burning Team)
The Shornaal Rituals are used by the Marauder Shamans who worship the Great Serpent. They use their power to show unlucky victims the horrible pleasures of their patron.

1 Delicious Suffering Difficulty 8 The Shaman summons great suffering to overwhelm his enemies. All models (friend and foe, except for the Shaman) within 3" must pass a Ld test or are knocked down.

2 Dance of the Serpent Difficulty 8 The Shaman's sight is so incredibly fascinating that his opponents cannot help staring stupidly while he draws his sword. All enemy models that are not immune to psychology suffer a -1 'to hit' against him in close combat. The Dance lasts until the beginning of the Shaman's next shooting phase.

3 Endless Torment Difficulty 9 The Shaman falls into ecstasy torturing his helpless victim and watching it die slowly. Choose one enemy model within 8". From now on the model must roll for injury -1 after its Recovery phase. For the duration of the Torment the Shaman can do nothing else but end the spell at the beginning of his turn and if attacked in close combat, he is hit automatically and the spell breaks.

4 Mystify Difficulty 8 "Pain, beautiful Pain!" – last words of Snaghel, Exalted Shaman of the Tribe of the Snake Target enemy model within 8" will have their Initiative value reduced to 1 and will always strike last in close combat, even if they charge an opponent or are armed with a spear or pike and are charged themselves. This spell lasts until the target passes a Ld test during the recovery phase.

5 A thousand Voices Difficulty 8 A thousand voices manifest within the head of the unlucky victim driving him insane by mocking at his secret desires and dreams. Choose one enemy model within 12". For the duration of the spell the model reduces its Ld by D3 +1 (to a minimum of 2) if it is not immune to psychology. The model must pass a Ld test at the beginning of its turn to end the spell. A thousand Voices can only enchant one model at a time.

6 Shornaal's Temptation Difficulty 7 The Great Serpent has chosen to deliver a certain warrior from his miserable existence by promoting him to one of his Daemonic servants. Choose one enemy model within 8" that is not immune to psychology. The model must pass a Ld test. If the model fails, then the Shaman gains control over the model. The player may attempt to regain control at the beginning of his turn by passing a Ld test. Shornaal's Temptation can only enchant one model at a time. If the shaman is hit whether by a missile or in close combat he must pass a Ld test or the spell ends.

Rituals of Tzeentch

Taken from the Chaos Marauders Warband (by Christian "Cianty" Templin and the Border Town Burning Team)
The Tchar Rituals are used by the Marauder Shamans who worship the Great Eagle. For Tchar is the Lord over destiny and fate respecting wisdom and subtlety his servants are amongst the mightiest of spell-casters and his magic is especially effective against the dumb and inexperienced.

1 Tchar's Blessing Difficulty: auto *The Shaman prays to his god to fill him with wisdom and thus triumph over his enemies.* This spell must be used before the game and may only be used once. The Shaman may not cast spells in the following battle. After the game he gains D3 Experience points if he wasn't taken out of action.

2 Dispel Magic Difficulty 7 *The winds of magic are bound to the will of Tchar and no so-called wizard may use them against his favoured.* The Shaman ends all effects of currently active spells.

3 Foresight Difficulty 10 *The Changer of the Ways pulls the strings of destiny to protect his servants.* This spell must be used before the game and may only be used once. Choose a warband. One randomly determined Hero of that warband must miss the following game. Models that are capable of casting spells, prayers or meditations are immune to this effect.

4 Wrath of the Great Eagle Difficulty 9 *The Shaman calls Tchar to punish the ignorant and stupid for their delusion* Choose one enemy model within 12". The model is hit with a Strength equal to the difference of the Shaman's Experience points and the model's Experience (to a maximum of 10). Armour saves are taken as normal. If the victim has more Experience points than the Shaman, the latter is hit instead.

5 Tchar's Reward Difficulty 8 *The Shaman is rewarded for his great power.* The Shaman gets +1 on any one stat per 10 Experience points he has. Each stat may be increased only once through this spell. The power of Tchar's Reward lasts until the beginning of the Shaman's next shooting phase.

6 Slave to Chaos Difficulty 9 *The Great Eagle has chosen to deliver a certain warrior from his miserable existence by promoting him to one of his Daemonic servants.* This spell has a range of 12" and causes one Strength 2 hit with no armour save. If the model is taken out of action roll for Serious Injuries immediately. If they die replace the killed warrior with a Horror of Tzeentch (see Bestiary for rules) until the end of the game. If the Shaman is stunned or taken out of action the Horror disappears into the Realm of Chaos.

High Magic

From Spells Of The Djed'hi from the Elf Magister Hired Sword by Jake Thornton.

1 Divination of Shirath *Difficulty 6* *Looking into the mists of the future, the Mage divines his best move.* The Mage may re-roll all his failed dice rolls, though the second result stands. The effect lasts until the beginning of the Mage's next turn.

2 Shimmering Shield *Difficulty 7* *The Mage is surrounded by a pale glow.* This spell acts as a shield to protect the Mage. It gives him an additional unmodified 5+ save against all attacks. The effect lasts until the beginning of the Mage's next turn.

3 Statue of Light *Difficulty 7* *A pillar of light transfixes the Mage as another stabs down from the heavens to pin his target.* The Mage chooses a single enemy model he can see. That model may not move as long as the Mage remains both static and alive. The Mage and the target may cast spells normally, but fight in close combat at -2 WS (minimum of 1).

4 Fleeting Shadows *Difficulty 8* *The Mage slips between worlds, shimmering in and out of existence and becoming hard to pinpoint exactly.* The first time the Mage is hit in close combat or shooting, the spell protects him and the hit is ignored. Move the Mage 2" from his current position in a random direction (but not off a cliff, etc). This is where he really was all along. The spell remains in play until it saves the Mage from a hit, whereupon it is dispelled. It may not be cast again whilst it is in play.

5 Hunter's Fury *Difficulty 9* *The Mage gestures at the target, and glowing arrows shoot from his fingertips to fly at the foe.* The spell summons D3+1 arrows which the Mage can use to shoot against one enemy model following the rules for normal shooting. The arrows have a range of 36". Use the Mage's own Ballistic Skill to determine whether he hits or not, but ignore movement, range and cover penalties. Each arrow causes one S3 hit.

6 Silent Guardian *Difficulty 9* *Glowing swords appear by the Mage, leaping to his defense if he is attacked in close combat.* This spell acts as an invisible guardian that will defend the Mage. If the Mage is attacked in close combat then the guardian will fight first with WS5, S3. The guardian will make 1 attack per turn against each enemy that attacks the Mage. The guardian will not leave the Mage's side, and will only fight if the Mage himself is being attacked. The Guardian cannot be attacked in return and will only be dispelled if the Mage casts another spell or dies.

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