


WARHAMMER

STORM OF MAGIC

WARHAMMER EXPANSION





Storm of Magic

*Ancient walls crumble,
old hearts despair.*

*In the baleful light of Morrslieb's eerie glow,
the bewitching gale of eldritch power
makes frail mockery of earthly stone and brick-built rampart.
Centuries old bastion and iron fort, long assumed impregnable,
are broken and smashed asunder,
rendered unto dust by the tempest.*



*A great conflagration of twisting, swirling magick rises up,
engulfing the city in a deadly fountain
of caustic faerie-fire.*

*The flame's lurid hues leap and swirl frantically.
First slick red of blood, then cold mysterious blue,
gives way to the ghastliest of greens.*

*At once fetid brown filled with death and decay,
becomes a soulless black laced with blinding white.
An endless cascade of colour-splashed insanity.*



*The firestorm strips bare the cobbled streets and lofty balconies,
and lifts tiles from olden roofs, scattering debris all over.*


*The crackling and roaring of the arcane winds,
is drowned by an almighty crash as the very sky is ripped apart.*

*From realm of daemon pours forth the horde,
of dread nightmares made flesh.*

*A gibbering, capering, caterwauling, howling menace,
the inhuman tide brooks no resistance,
all defenders are swept to oblivion.*



*Such is the fate of things,
when the bad moon rises too close for comfort.
Time forgotten magicks are now easily recalled,
venerable magic items are charged with burgeoning energies,
dusty parchments give up ancient secrets anew.
Wizards, warlocks and witches are twisted by fresh ambition,
yearning to wield the supernatural forces unleashed.
Places of power are exposed by the gusting weirdness,
and the world is shaken by the wrath of the storm.*



STORM OF MAGIC



When the Eight Winds Howl

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INTRODUCTION

Welcome to Storm of Magic, a brand new way of playing Warhammer, the game of fantasy battles. This book is an expansion to the Warhammer rulebook, and it allows you to take your collection of Citadel miniatures to battle within the maelstrom of a magical tempest.

Storms of magic are cataclysmic events that unleash arcane energies in boundless proportions. As the Winds of Magic rise to gale force, armies of every realm march out to seize the unbridled power, or at the very least, to deny their foes from doing the same. A Storm of Magic game allows players to:

HARNESS UNTOLD POWER

A storm of magic unleashes untold volumes of raw power, and Wizards can corral such energies to fuel their spells. Indeed, so great is the influx of the Winds of Magic that a range of new and especially devastating spells can be attempted. Spells of titanic force will blaze across the battlefield like never before.

BIND MONSTERS

When the Winds of Magic rise, monsters are stirred to action, slithering out of darksome lairs or soaring from rocky eyries. With the abundance of magical energy during such storms, Wizards can summon monsters to the battlefield, mystically forcing them to fight alongside any army. Some prefer a darker path still, sealing pacts with Undead and Daemonic forces.

WIELD LEGENDARY MAGIC ITEMS

Some magic items draw their strength from the Winds of Magic – waxing and waning with the flux of that unpredictable source. During a storm of magic, some powerful items become infused with outrageous powers – able to split mountainsides or single-handedly smite entire regiments.

CAPTURE MAGICAL FULCRUMS

The best place for a Wizard to tap into the power unleashed by a storm of magic is from atop an Arcane Fulcrum – one of the mystic pylons summoned forth by the raging tempest. A Wizard who controls an Arcane Fulcrum can shift the Winds of Magic to ensure his lore is in ascendancy, thereby gaining ever greater power. Claiming the fulcrums is the ultimate goal of the battle, as the winner of the game is the side that can claim the majority of the monuments.

Of course, if you use the power provided by the Arcane Fulcrums to annihilate every enemy model during the course of the battle, you won't have to worry about the end of game victory conditions, but it's still worth bearing in mind.







STORMS OF MAGIC

When the Winds of Magic rise
from a strong gale into a howling
tempest, no kingdom is safe.

Monsters awaken from slumber
and emerge from their lairs at the
bidding of sorcerous masters.
Armies assemble, ready to defend
their realms or seize the
opportunity of boundless power,
while tenuous pacts are sealed
between realms long-thought
firm enemies.

A time of doom and
great deeds is at hand.
Will you rise to meet the storm?



A TEMPEST LIKE NO OTHER

The world is a battle-scarred and treacherous place where threats beyond number beset every realm. Yet there is one peril whose dangers are so great that all other hazards must pale in comparison.

By tapping into the Winds of Magic that blow across the world, scryers, sorcerers and shamans are able to produce enchantments, cantrips and spells. Yet no matter how skilled the mage, none can fully control such eldritch energy, for magic is a capricious force. The winds can gust strong one moment, fuelling great wizarding works, or can lull to nothing in the next breath, leaving even the least potent of incantations to sputter ineffectively. Such erratic behaviour should be expected, as the source of the winds – the wellspring from which the mystic powers flow – is the Realm of Chaos. That land is a dread limbo, a wayward place where nightmares are made real and reality is malleable. Few mortals can survive even a glance into that great maelstrom and remain sane. Although the Winds of Magic bring but a sliver of that supreme power into the world, any attempt to harness their magic is dangerous, for sorcery can shatter a caster's mind. A miscast spell can slay the wizard or tear the veil that separates the mortal world from the Realm of Chaos. Despite the risk, magic represents true power – wielded by the noble to rule justly, or unleashed by the nefarious to wreak untold devastation.

There have been innumerable instances throughout history where the Winds of Magic have risen far beyond their normal fluctuations, growing into great storms or even hurricanes of pure magic that sweep over the lands. This arcane inundation might be localised to a small area or, in the most cataclysmic examples, rage like a tidal wave unchecked across the entire globe. Most storms strike and then dissipate soon after; others spiral across the world in a haphazard manner, drenching the lands in a torrential reign of magic that can alter the landscape beyond recognition. Being the stuff of Chaos, there is no fathoming exactly what the effects of such storms will be or how long they will last, but there is one certainty – with so much raw power available for the taking, these magical storms are epoch-changing and have altered the course of history many times over. Into such turmoil march vast armies, whilst wizards rush to wield the enormous energies that run wild. In the most calamitous of storms, nations can rise or fall and the fate of the very world hangs in balance.

Tumultuous Origins

The cause of such raging typhoons of magic is, like all things of Chaos, mysterious and often erratic – as likely to be explained by superstitious lore as by applied logic. Some blame the wrath of the gods, others see such violent storms as opportunities, a time of great revelry and bloodshed. Nearly every race has some theories, legends or apocryphal tales about these turbulent and dangerous storms.

THE WINDS OF MAGIC

The invisible currents of magical energy that flow across the world are known as the Winds of Magic. When raw magical power enters the world, it is refracted into eight colours, each of which bears its own elemental characteristics and can be used to generate spells true to the form from which it came. The wizards of Mankind can each only ever comprehend a single colour of magic, else their minds quickly collapse. The Slann, venerable Mage-Priests of the Lizardmen, are possessed of a bewildering intellect for the eldritch arts, which allows them to shift between any one of the eight colours of magic at a time. High Elf mages are similarly masterful, having learned to refocus the eight winds of magic into a complex lore known as High Magic. Their malicious cousins, the Dark Elves, forsake the unity of High Magic and delve into the madness-inducing black arts known as Dark Magic. Other races have developed their own unique methods of adapting the spectrum as befits their kind – such as the destructive Waaagh! magic of the Orcs or the necromantic spells of the Vampires. Only the Dwarfs do not cast spells. Having no wizards as such, they instead capture magic through craftsmanship, their Runesmiths using enchanted runes to forge potent arms and armour.





WHEN THE BAD MOON RISES

Some eldritch tempests are foreshadowed by omens, such as an eclipse of the sun or bestial faces seen on a moon's surface. Often, however, there are no portents — blue skies are swallowed in the blinking of an eye by great thunderheads of ominous clouds, while strange-hued lightning splits the sky. The ground shakes as titanic amounts of energy sweep across the lands and the veil that separates reality and the immaterial stretches ever thinner. Many learned scholars suspect that the baleful moon, Morrslieb, is associated with the ensorcelled storms, its proximity creating an unnatural lunar pull which alters the Winds of Magic in ways incalculable to mortal minds. Morrslieb waxes impossibly large during such storms, filling the horizon as its green-tainted face leers down upon the world.

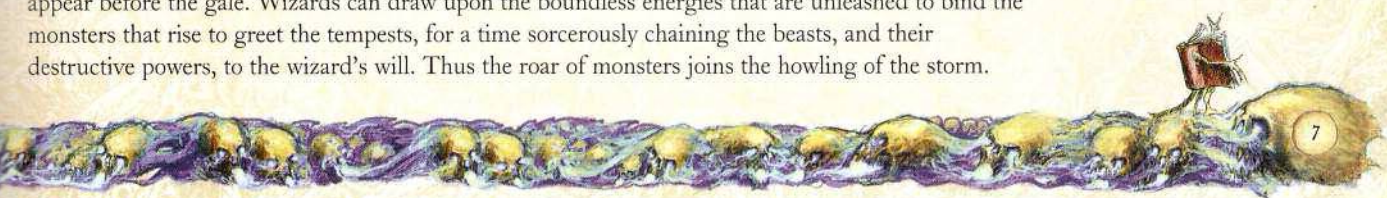
At the height of major storms, a window into the hellish Realm of Chaos is opened, and maddening squalls of utter pandemonium are visible to all. The massive influx of magic can momentarily breathe life into the inanimate, causing mountains to move or rivers to alter course, perhaps for a time flowing backwards or, even more improbably, shaping its waters into human form and striding long miles away. A gale could rain blood, melt rocks or reverse the aging process, reducing tall Drakwald Oaks to saplings or proud men to mewling babes. Ancient monuments erupt from the ground or form instantaneously to act as conduits for the raging energies swirling about them.

A CALL TO MONSTERS

When the Winds of Magic blow strong it awakens long-slumbering monsters. Hydras slither out of deep tunnels, Manticores are goaded to new levels of rage and Chimerae end their hibernations. All magical creatures feel the siren call of the supernatural storms, and beasts seldom seen suddenly appear before the gale. Wizards can draw upon the boundless energies that are unleashed to bind the monsters that rise to greet the tempests, for a time sorcerously chaining the beasts, and their destructive powers, to the wizard's will. Thus the roar of monsters joins the howling of the storm.

These storms are to be much feared — for in them are echoes of the bitter past and promises of an abominable future.

*Teclis, teaching at the
Colleges of Magic.*





LEGENDS & LEGACIES

Even the most fleeting of magical tempests leaves behind an indelible signature – a landscape altering residue or some legend of lingering madness. Unnatural occurrences and vast storms of magic have been recorded throughout the history of the world, but there are many instances which have never been entered into ancient tomes. Just because it has not been documented does not mean a storm of magic has not left some enduring mark upon the land. An arcane tempest might strike only once in a generation, but over the millennia of history these phenomena have left trails of destruction across the whole of the world, including twisted landscapes, hidden deposits of eldritch energy, but sometimes only tales and legends.

THE RUINS OF ITZAHOTEK

The dense growth of the Lustrian jungle is periodically marked with great ruins, massive stone edifices that were raised when the world was young. Long abandoned, many of these ancient sites hold powerful secrets – arcane artefacts or the otherworldly teachings of the Old Ones. Just south of the Scorpion Coast stand the ruins of Itzahotek – shattered stone blocks and archways that have long since crumbled beneath their own inexorable weight. Yet if enough of the vines and overgrowth could be cut away, closer inspection would reveal some columns that do not fit with the rest of the ruins. Instead of the stone remains of angular ziggurats, a great many of the pylons scattered throughout the jungle resemble billowing flame, frozen into solid crystal.

Itzahotek was a warding temple built long ago, its concentric rings and mystic design were meant to funnel power to block an unseen hole between the mortal world and the Realm of Chaos. The rent in the veil of separation was made during the Great Catastrophe when Daemons had entered the world in vast numbers. Over the long ages, Itzahotek's central archway, a key feature in plugging the gap, was at last defeated by slow erosion. Even as the surrounding jungle beasts halted to listen to the sound of crashing masonry, ripples in the current of eldritch energy spread out, alarming any sensitive enough to detect them. The Slann awoke from their dream-like slumber, their large amphibian eyes bulging in consternation. They were instantly aware of the disturbance in their geomantic web and what such a calamity would bring. Once again, a crack had opened between realms, allowing raw Chaos to pour into the world. Pillars of blue fire erupted to loom far above the jungle's canopy. Greater Daemons of Tzeentch arrived to circle about the eldritch flames, growing strong in the rich flow of pure magic. Tides of change washed over the verdant forests, causing newly sentient vines to twist in endless knots and mist to congeal into ethereal beings.

Hoping to stem the rising peril, the Lizardmen launched a counterattack the size of which had not been seen for a thousand years. Scores of Carnosaurs and entire herds of Stegadons were bound by the Slann, and in the vanguard were so many snakes that the ground seemed to be a slithering carpet. Lord Mazdamundi and the host of Hexoatl marched behind the devastating first wave. Spells of great magnitude were levelled upon both sides and the jungle was blasted apart. The Daemons were at last driven back by the spectres of dead warriors summoned forth by Mazdamundi, which allowed time for the gateway to be closed. In the blackened ruins, the pillars of blue flame were frozen in time, and in their midst, a new protective archway was constructed. Now, hundreds of years later, the Battle of the Blue Flames is little remembered; the jungle has grown to reclaim the scoured lands, although there is an unwholesome taint about the area. The beasts there have a strange aspect and it is said that even the vines writhe with uncanny speed, strangling any creature that tarries too long.

THE FLOATING ISLES


The Northern Wastes are far from the civilised nations, and events often go unrecorded, save for campsite tales of the barbarous tribes of Men who eke out a living in that harsh and uncaring environment. As the legends go, a squall of screaming winds once came wailing southwards from the Realm of Chaos – roiling clouds of black that discharged flickering blue lightning. So many

The Slann Awaken

Although they often appear to be in a near-catatonic trance, Slann are highly aware of fluctuations in the Winds of Magic. While their agile minds might one minute be floating far into the cosmos studying the ordered law of the stars or contemplating great lattice works of thought, they will jolt to their senses in an instant should they detect a growing blot of Chaos energy disrupting the geomantic patterns of the world.

The end is nigh; a storm of wrath is coming. Madness will rain from the sky, and in its fury walk Monsters. Our doom cometh!

Dammos, Disciple of the Red Redemption.



monsters prowled within the great storm that entire tribes were devoured in a bloody slaughter. Yet contained within the darksome tempest was magical might for the taking, so much power that even the least of the tribal shamans could fell Giants with a glance and smash mountains with bolts of incandescent fury. As rival tribes fought for supremacy, so many spells of titanic proportions were unleashed upon the world that the very ground began to break apart. Such was the fury of the storm that the broken landmasses rose up like inverted mountains, floating high into the air. Even as the hellish clouds dissipated, the last gusts sent them scudding southwards, pushed by the wind as is a ship under sail. Whether these strange aerial islands are still adrift, none can say.

THE HOWLING WASTE BONEFIELDS

Many Skaven hunt the Dark Lands seeking to scavenge the warpstone that frequently showers down upon those benighted wastes. During one particularly heavy strike, so much raw magic was released that a supernatural tempest blossomed in the ashen wastes. Green tinted tornadoes rose from the ground to rip across the landscape, daemonic faces howling in their twisting coils. Before the Skaven could snatch their prizes, the Eyebiter Ogre tribe arrived to claim the spoils, even if they weren't sure what exactly they might be. As battle was joined, Skaven Warlock Engineers discovered (somewhat accidentally) that they could teleport atop the writhing cyclones where they were bathed in magical energy beyond even their greediest dreams. Soon both sides vied for control of these conduits, and the attempt to ride the writhing tornadoes led to sticky end for many of the spellcasters. Using the bounty of magical power provided by the storm, the wizards of both sides bound many of the monsters of that fell land to aid their cause. Great-tusked beasts waded into a sea of swarming Clanrats, crushing and gouging all about them, while black-scaled Hydras lit up the gloom with great goutts of fire that incinerated entire ranks of Ogres. Before either side could claim victory, the fight was ended by the eruption of volcanoes that burst suddenly from the earth and began to spew magma. Naturally, each side blamed the other, claiming it was a magical ruse to avoid certain annihilation. In the Howling Wastes there is still a bone-ridden battlefield punctuated by green-glowing hunks of warpstone; none have claimed the spoils, for the grounds are known to shift and swallow up any who dare enter that patch of living hell.

THE BLOOD HALLOWS

Sylvania is a land with an ill-fortuned past, a place where dark magics collect and pool, turning all to evil. Yet in the forbidding countryside, a wooded grove known as Blood Hollows is especially dreaded, for it marks the epicentre of the Tempest of Death. That black and infernal hellstorm whirled and lashed the surrounding lands during the times of the Wars of the Vampire Counts. Some say the storm was created by the unleashed souls of Vlad and Isabella von Carstein cursing the world for one last time after their final deaths; others cite a massive spell gone wrong by the desperate cabal of necromancers who were recklessly trying to reverse their battle fortunes by raising yet more Undead. Whatever the cause, a storm of untold fury spun mysteriously over the hallows, draining the life from all within its terrible confines. Under its sick clouds the dead rose up and for days terror held sway. Entire villages disappeared, hulking creatures emerged and a large shadow with enormous bat wings was seen to circle in the glowering clouds. When the storm finally lifted, it left behind a barren and stripped land, save for a grove of gnarled trees where hung the skeletons of innumerable dead. To this day this region is held as especially cursed, contaminated far beyond the tolerance of even the hardiest of Sylvania stock. There prowl moving forests of blood-sucking trees, carrion birds of unusual size and an over-riding gloom which blinds all who enter.

Monoliths of Power

Many mystical monuments, such as the great idols raised by the greenskins or the sacrificial altars built by the barbarians of the north, act as conduits, beacons to draw in and collect otherworldly powers.

However, not all such monoliths are built – some emerge from the natural currents of the Winds of Magic. Others are the storm-strewn remnants from mighty tempests of the past that once drenched the lands in magic and left behind buried artefacts of untold power. Such lost monuments may lie for long ages before another magical deluge stirs them once again, or even be built upon by unwitting settlers of new civilizations, who do not realise that the very foundations of their temples will be devastated come the next Storm of Magic.







THE HORRORS OF THE ARDEN FOREST

Many tales are told of when the sun was swallowed by blackest cloud and all of Bretonnia was enshrouded beneath unnatural gloom.

What became the battle that darkened Bretonnia began when Duke Hagen of Gisoreux and his knights ousted Lord Malvoux' coven of Vampires from their hidden nest in Mousillon. Vowing to rid the lands of his evil, the knights pursued Lord Malvoux across the country, seeking to end his reign of blood-sucking horror. The trail was not hard to follow; rumour of unholy Black Coach apparitions rumbling down the road, sightings of the walking dead and a string of small peasant villages mysteriously emptied, all pointed the righteous towards their quarry. One by one the Vampire's rearguard actions were overcome until, at last, only Lord Malvoux himself remained. With the pursuit only hours behind him, Lord Malvoux fled into the Forest of Arden. Duke Hagen and his knights were not anxious to follow, for Arden is a wild wood, full of wicked creatures. Regardless, vows were vows, and so the bold men pressed on, riding beneath the benighted boughs of the forest.

Lord Malvoux was a desperate, hunted creature. With waning strength, he sought an escape, or at the least a refuge where he could gather strength before confronting his pursuers. Leaving the rutted forest road, the Vampire hoped to burrow deep into the trackless woodland, disappearing like a carrion beetle boring into a corpse. His pathless flight led Malvoux to a rising series of hills, each crowned by an ancient barrow. Protective wards had been placed around the cairns, although they were long forsaken and had lost much of their potency.



THE CORNERED BEAST

Through force of will, Lord Malvous stripped away the wards and penetrated the largest of the sacred tombs. In doing so, the well of dark energy, which the ancient runes had siphoned and stored for ages, was released. Immediately, a power surge rippled through the currents of magic and set in motion a lethal chain of events. Thick billowing storm clouds gathered from all directions, scudding against the rising winds to build an ominous mountain of darkness over the Forest of Arden.

The hills beneath Lord Malvous shuddered with the sudden heave of unnatural energies. The symbols on the cairnstones had been carved to stave off the rot of corruption, but the protections were broken, and the old sigils changed to new and blasphemous images. With a groan, each of the cairns sprouted out a monolith, an edifice of stone that burst from the ruin-covered hill. These mighty pylons were covered in leering skull symbols – a perversion of the wards which had once sought to halt the darker forces of the world. What had once been a shrine of peace and restful sleep had now become an altar of unholy death and a fulcrum of intense magical energies. Sensing the immense power, Lord Malvous leapt atop the central pillar, spreading his arms wide and bathing in the rising energy. He instantly sensed that his pursuers were mere moments away. Wasting no time, Lord Malvous chanted words of dread, funnelling into himself eldritch force the likes of which he had never imagined. At the height of his invocations, the storm broke with a single, thunderous roar.

FORWARD GO THE RIGHTEOUS

In the woods nearby, Duke Hagen rode in the van of his army, guided on the trail by a Fey Enchantress. The unnatural cloud cover had unnerved everyone, and as a clap of thunder sounded, Duke Hagen gazed upwards in horrified wonder. At long last he spied his quarry, for the hated Vampire was looming over the trees atop a pillar of skulls. A halo of energy encircled the Undead fiend as he chanted a hellish spell. Deep blasts from ancient warhorns and the distant roars of savage beasts boded of monstrous things stirring in the woods. The knights behind the Duke, their bright heraldic colours vivid even in the supernatural gloom, fought to steady their horses. Duke Hagen prayed for the Lady's protection and his loud voice carried over the howling winds and steadied both man and mount. The Bretonnian army advanced, coming to the clearing at the foot of the cairns in time to see the hills above them teeming with movement as Undead hordes pushed their way out of the burial mounds.

It was a nightmarish scene as thousands of Skeletons rose from out of the ground and formed up beneath fell banners. Wight Kings led each regiment, their ornate crowns and ancient armour glowing eerily in the pitch darkness. Purplish clouds swirled ominously low over the field of battle, forming a circular pattern over Lord Malvous, and across Bretonnia all rays of daylight disappeared into the ever-thickening gloom. Incandescent bolts forked down from the sky, momentarily illuminating the battlefield. Where the magical lightning struck, the trees began to twist violently and come alive, uprooting themselves to join the fight. Whole groves of thick-boled Bloodoaks, twisted Gnarlwood, and other trees that had grown peacefully for long ages in the Arden now lumbered towards the knights. Undaunted, Duke Hagen and his knights lowered their lances and crashed into cadaverous creatures and strangely animated wood spirits alike. Bones and splintered tree limbs flew as the pride of Bretonnia clove through the foe.

As the knights churned forward, a new and more terrible threat arose. Roused by the storm, the monsters of the forest emerged from their many noisome lairs. Infused with the power of the tempest, Lord Malvous found it child's play to ensnare the great predators' minds, binding them to his own dark will. The first of these creatures to emerge was a snarling pride of three Manticores. Normally solitary creatures, a single Manticore can spell doom for an entire settlement, but three together was enough to make the boldest heart quail. Bounding forward and gliding on leathery wings, the enraged beasts closed with horrifying speed, hitting the knights like a thunderclap. Great claws tore armour and unseated knights with ease, while the terror-filled whinnies of warhorses could be heard even over the sound of bones crunching beneath powerful jaws. The swirling melee quickly developed into the fiercest battle that Duke Hagen had ever witnessed, yet the Bretonnians held on.

A Deadly Legacy

There is a mystic power about battlefields and ancient cairns, or any grounds hallowed by a great many dead. There, long before the Colleges of Magic, the wisemen of the primitive tribes of Mankind wove their spells of protection. For men have always considered it a great evil for the dead to rise up and walk again. From curses to wards all the way to complex spirals of carefully arranged hexstones, many of these prehistoric locations can still be found – hiding in the foundations of cities, in ruins scattered across long-abandoned hilltops or secreted amidst eerie clearings deep in the wilderness. The wise avoid such sites, for there lurk many seen and unseen dangers.



The Heraldry of Gisoreux

Long ago, the first Duke of Gisoreux was saved by a vision of a white hart that led him to safety. To this day the device is still borne into battle by his descendants. Although rare, the legendary white hart is still occasionally seen, appearing as a harbinger of great feats of heroism or before the onset of a storm of magic.

**'Who knows what evil dwells
'neath the caves of Arden? Few
who pass beneath those caves
ever come out again...'**

*A Bretonnian peasant's
warning to the curious.*

The Monsters of the Arden Forest

Songs, tales and fables all name the sprawling Forest of Arden as a breeding ground for monsters. It is a dangerous place that houses innumerable lairs of the kinds of beasts of which legends are made – Manticores, Giants, Chimerae and Dragons of enormous size and unrivalled ferocity. Many bold knights seek glory within the shadows of that great wood but, even amongst the boldest, the Forest of Arden is reckoned a fell place.



All Wood Elves are intrinsically linked to the forest of Athel Loren and Elven mages have especially close bonds. Athel Loren's natural web of consciousness can detect any invader who dares to travel beneath its boughs and, in addition to triggering myriad defenses, the forest will alert the Wood Elves. Being itself mystical, Athel Loren can also detect sizable anomalies, such as a storm of magic, from quite a distance away. If a threat is detected, no matter how distant, Wood Elves can use their interwoven network of magical links between the deep woods to respond with the speed and lethality for which their fey race is renowned.

As one threat was countered, another emerged – rising out of the cairns or pushing through the forest. The very land seemed infused with evil spirits as the tree roots writhed, snaking out to strangle the wounded. The woods were filled with the bellows of monsters and the cries of the injured and always the deep, rumbling thunder of the unnatural storm. Flocks of Harpies screeched down from the treetops to tear proud knights from atop their warhorses and carry them off into the black skies. The unmistakable sounds of armoured forms being dropped from on high and hitting the forest floor with a sickening clang echoed throughout the forest. A towering Giant, a behemoth beyond any Duke Hagen had ever seen before, smashed aside trees to wade into the ensuing battle. The creature was so tall that his upper half was lost in the gloom and only when he bent to scoop victims into his mouth could his whole vastness be seen. Into this maelstrom of combat the cursed Vampire summoned black lightning to rip apart man and horse alike, while spectral warriors swept from the unnatural dark to harry the flanks of the beleaguered Bretonnians. Many reported black-cloaked apparitions that resembled Death himself stalking the battlefield, mowing down knights with every stroke of their sweeping scythes. With grim realisation, Duke Hagen knew that he could not win this battle, yet this harsh comprehension bred not despair, but a resolute desire to go down fighting, to take such a toll upon the enemy as would be remembered in legend and song.

THE GLIMMERINGS OF HOPE

Without warning, the fey folk of Athel Loren appeared all over the battlefield, as if summoned by magic. Green clad archers sent hails of arrows to slay two of the Manticores, their pincushioned corpses crashing amidst the trees. Wood Elf cavalry, accompanied by a gleaming white Unicorn, charged the ranks of Undead and were swallowed up by the seemingly endless horde. Treemen and Dryads arrived to grapple with the strangely animated trees, a trio of Great Eagles tore through the mass of Harpies, and a young Forest Dragon landed amidst the Skeletons, shearing them asunder with its mighty claws. For a moment the Duke felt hope renewed, but all too quickly this faded as the foliage parted to reveal a three-headed monster from the fables of his forefathers; a Chimera had come, and once again the fortunes of battle shifted. The lumbering beast smote a newly arrived regiment of Elves, snapping their spears like twigs, its great serpentine neck darting out so the Dragon head could snap a knight in twain, while the second bestial head skewered more Elves upon its mighty horns, and the lion head roared its triumph over the mauled remains.

Even thus, in the blackest of moments beneath unwholesome skies, all was not yet lost. Duke Hagen looked on in wonderment as a lithe Elf maid, clearly a sorceress of some kind, sent concentric rings of green fire spiralling towards the power-mad Vampire atop his pillar of skulls. For a moment the two locked eyes, expressions of concentration on the faces of both fair and foul. Whatever unseen duel the wizards had engaged in, the Elven sorceress had clearly won, for in a flash she replaced Lord Malvous on the pillar and the Vampire, looking somewhat bewildered, appeared back on the hilltop. Before the loathsome fiend could escape again, the Duke goaded his warhorse into a charge. His blessed lance hit the creature full in its breast, smashing aside ribs and skewering the Vampire through its non-beating heart. With an unholy howl, ashen skin shrivelled before his eyes and bones turned to dust, leaving behind only a mouldering mound topped by a fanged skull.

Before the last echo of Lord Malvous' death shriek had finished ringing through the forest, the Undead collapsed like marionettes shorn of their strings. A trio of Elven Sorceresses gathered at the broken cairns, singing songs in a language Duke Hagen could not understand. As they sang, the unnatural clouds began to rapidly clear until the skies above could once again be seen, not just above the battlefield, but all across Bretonnia. The daylight was gone now, but stars twinkled above. Like that, the magical storm was over and once again the air felt fresh and clean. The Undead were altogether gone, and the Chimera, Giant and the last few summoned monsters were disappearing deeper into the forests, pursued by the arrows of the Wood Elves. Duke Hagen dismounted his horse to examine the remains of the cursed Vampire when he noticed the strange singing had ended. He turned to find the Elven spellcasters looking directly at him, and that was the last he remembered until he and his surviving knights awoke as if from a dream in the bright morning light, on a grassy hill outside the Forest of Arden. In his gauntleted hand he still held the fanged skull of the Vampire...





SLAUGHTER AT THE SIX SPIKES



Deep in one of the most dreadful vales of the Great Forest, a place overridden with predatory monsters, there is a miles-wide clearing hidden by dense groves of gnarled and sickly trees. No paths lead to this darksome site, so to reach it requires hacking through the undergrowth of thorn-ridden brambles. So quickly does the entangling brush grow back that it could cover up the passage of an army overnight. If a traveller were to persevere, they would stand on the edge of a wide open expanse, once encircled by the Six Spikes. Rumoured to be fallen splinters of the moon Morrslieb, each spike was made of a single hunk of meteoric black rock, and together they appeared as the jagged fangs of a gaping maw, or perhaps a ring of gigantic spearpoints. Greenish mist rose from their rough surfaces like steam, and even under the light of day the spikes seemed to absorb light rather than be illuminated by it, their unnatural darkness overpowering the sun's rays.

The Six Spikes were sacred to the Beastmen that roamed the Great Forest, a gathering point for foul rituals. It was known amongst the warherds that when the light of the fully waxed Morrslieb struck the obsidian columns, the spikes would whisper dark secrets to the Bray-Shamans and that if enough blood washed the base of the Six Spikes, a mighty gift of power untold would be given to the true children of Chaos. Many herds had come to pile the severed heads of the foe against the base of each spike, but no gifts were ever bequeathed in return. That is, until the ratmen came...





A TRIBUTE OF BLOOD

The Skaven sought to undermine the Six Spikes, dropping the great stones into the Under-Empire for their own greedy consumption. The nefarious ratmen had long spied upon their prize, timing the Beastmen migrations. They knew that by acting quickly, the stones could be pilfered long before any herd returned. In their wanderings, the Beastmen regularly left the Six Spikes unattended for many erratic cycles of Morrslieb, but at the urgings of his Bray-Shamans, Beastlord Brrak Gorehorn had been convinced to return to the site. Pushing through the razor-sharp brambles, the warherd arrived in time to see the great stones covered in guide ropes, and multitudes of ratmen straining to shift the rocks into tunnels below. Enraged at the violation of their sacred grounds, Brrak Gorehorn led his warherd into battle – but it was no real battle; it was more akin to butchery.

Stunned at the fury of the sudden assault, the Skaven could not retreat, as their underground tunnels were packed, teeming with the slave labour needed to haul the massive monoliths. The Beastmen slaughtered the Skaven in numbers beyond count, hunching into the underground passages to continue the mauling. Morrslieb, which had been sliver-thin the previous night, rose now, mysteriously full, shining its green-tinted light on the carnage below. The Bray-Shamans, their fur bristling in anticipation, ordered the offering to begin. Piles of mangled and blood-matted corpses were stacked against the Six Spikes. Thus began a grim ceremony which lasted for three nights and three days. Awash with quantities of blood as never before, the Six Spikes emitted clouds of veiling dark which, picked up by the rising wind, began to cloak the Great Forest in a mist of gloom.

THE STORM GATHERS

Far away, in the surrounding small towns of Talabecland, they too read the signs of impending doom – milk turned to blood, bestial images appeared in the flames of hearth fires, and ominous and ill-shaped clouds rose over the ‘dark place’ – a notoriously wild part of the Great Forest. Hastily scrawled warnings had already been sent from the Celestial College, the Grand Astromancer having read grim portents in the Great Astrolabe. Cog-driven mechanical pigeons and couriers on lather-whipped steeds had raced to deliver the dire message. With great haste, Kurt Helborg, Grand Marshal of the Reiksguard, mustered an army to meet the threat. With each hamlet or small town he passed through, he saw his force grow – a regiment of Halberdiers here, some militia there. Huntsmen arrived out of the wild to join the army. Already his train was long and included horse-drawn artillery pieces, the clanking Steam Tank, *Conqueror*, and many regiments of state infantry. Representatives from each College of Magic accompanied the force; though soon there was little need for portents or the directions of astrolabes, for a towering column of swirling black clouds stretched up from the forest floor and reached far into the heavens. It writhed out tentacles of vapour like some living beast, and no man that looked at it could remain unafraid. After a march of three days, the coalition of Imperial troops was ready to enter the roiling black fog that now engulfed the Six Spikes.

During those three days the Beastmen feasted and the surging winds carried the raucous howling of their blood-orgy far, stirring many dark creatures. The skies above the Six Spikes appeared to crack apart, revealing a growing black hole through which no stars could be seen. Nearly blind to the mundane world, Cygors saw the amplified outpouring of magic from the Six Spikes as a glowing beacon, and the enormous beasts pushed a path through the forest to join the throng. Like sharks to blood, the growing arcane storm attracted wild packs of Trolls, Jabberslythes and the Giant Spiders that roamed the woods – all drawn by the magical summons.

Many more Beastmen and fell creatures of the forest answered that call. The Bray-Shamans clambered atop the Six Spikes, the black pinnacles of rock which stabbed high into the growing storm. From there, the horned sorcerers could better immerse themselves in the rising flow of otherworldly power. They sensed the approaching army of men and, furthermore, they perceived that if they could remain on their lofty perches, the darkness would grow. The shamans heard whispers from the ever-increasing Winds of Magic, promises from the Dark Gods of a return to the Time of the Beast, when their kind openly ruled, and the pink-skins lived not in towns, but in caves, not daring to raise up buildings or clear the woodlands. The Beastmen howled and scraped their hooves in anticipation of battle and in hope of gaining their rightful ascendancy – ruling supreme over a new age of darkness.

Warnings of the Celestial Wizards

In Altdorf, perfectly aligned between the many towers of the Celestial College, sits the pride of that mystical order – the Grand Astrolabe. It is an enormous device with a central gauge akin to the face of a clock, which spins on the head of a spike of purest silver. On its facings are many hands and dials, each whirling past intricately carved symbols to track and predict the alignment of stars and planets. These, in turn, are used to glimpse snatches of the future.

The astrolabe dial watched most closely by the attendant acolytes is the twitching needle representing the fell moon, Morrslieb. Should this dial signal the coming of a storm of magic, Celestial Wizards are sent far and wide to prepare the Empire for the coming tempest.

When the green orb hangs heavy in the night sky and the wind howls — it is our time. It is time to take what has long been promised...

Dark Promise of the Six Spikes.

The Wisdom of the Common Man

The people of Talabecland have long feared and avoided the dark swathe of woods that surrounds the Six Spikes. The woodsman's paths were cut to skirt far around the region and Huntsmen knew not to follow game past a certain point.

Although truthfully, most game animals avoided the dark patch of forest too, and only desperate or wounded beasts dared flee in that direction. The messages of all the superstitions and child-scaring tales are clear. Danger lurks in the woods, and these are no mere fables...

TO SEIZE THE STANDING STONES

As his forces cut through the undergrowth, Kurt Helborg, a gifted commander of many victories, instantly appraised the battlefield. A tide of Beastmen was formed up in the clearing, and behind them were ragged towers of rock forming a circle of black oblivion so dreadful that it hurt his eyes to look upon it. Atop each of the six stones, in a nimbus of balefire, stood a cowed shaman. It did not take the augurs of his Battle Wizards to tell the Reiksmarshal that these must be the source of the supernatural storm. His commands echoed in the eerie silence as the Empire battleline formed – all efforts must be taken to destroy the stones and the Bray-Shamans atop them. And so the battle that became known as the Slaughter at the Six Spikes opened as a battery of Great Cannon spouted tongues of fire, their long-ranged shots hoping to smash the rock towers. Even in the gloaming, it could be seen that some of the cannonballs should have hit their mark, yet the heavy iron balls disappeared in a flash before making contact. Gunsmoke rolled down the Empire lines, along with prayers to Sigmar, Taal and all the gods fit to mention. There were powerful magics at work here and Kurt Helborg knew he must find a way to close with the mystic stones or face certain defeat.

In answer to the thunderous blasts of artillery, the Beastmen hordes charged, cutting loose with a resounding roar of their own. Many of the Empire troops were veterans, warriors who had fought in the gloomy forests against Beastmen before – but never had they seen such an assembly, nor had they seen the foe so bloodthirsty. Interspersed between the oncoming ranks of Beastmen strode monstrous horrors – towering Ghorgons, their many mouths drooling in eagerness for the coming flesh-feast, obscenely shambling Chaos Spawn, seemingly sprouting new clawed appendages from their hunched masses, and the bull-headed and muscle-bound Minotaurs, their flared nostrils scenting their prey. A Great Spined Beast, a foul creature seldom seen outside of the Chaos Wastes, howled in its anguished anticipation of slaughter. The attacking waves were as ferocious as they were brutal. Some spell of madness was upon all the creatures of Chaos, for they fought with a reckless abandon and were oblivious to pain. Again and again the twisted beast-creatures crashed into the Empire lines, only to be repulsed with great losses. Yet each relentless attack left gaping holes in the bloodied ranks of the men, and there were fewer and fewer troops to fill them.

BREAKTHROUGH

The Imperial wizards sought to counteract the enchantments that leant further ferocity to their foes, but the Beastman Bray-Shamans who opposed them had too much power at their disposal to be denied. Tapping into the pure flow of the Winds of Magic, the Beastmen not only fuelled their side to hellish fury, but also showered the Imperial lines with no end of foul spells – sending swarms of foul insects to savage the men of the Empire. No few of the brightly uniformed state soldiers fell to the ground writhing in pain as their bodies mutated in horrible ways, and bolts of dark energy hurtled from the pinnacle-mounted Bray-Shamans to clang against the Steam Tank or blast apart Nuln-forged cannon, splitting their iron barrels with searing flashes. It was Gunther Bearhide, the Amber Wizard, who first took the battle to the enemy.

Using the abundant magical energy to transform himself into an immense Dragon, the wizard cleared a path with a gout of smoking flame before flapping his enormous wings in order to launch a flying attack at the top of the nearest monolith. There, the mighty jaws of the reptilian beast made short work of a shaman and, in a flash, it was no longer a Dragon atop the black pillar of stone, but once again the fur-clad Amber Wizard. Before he could take advantage of the nexus of power, however, a great, calloused hand reached up to snatch at him. Gunther's cries of horror ended as he was bitten in twain and greedily devoured by a slaving Cygor.



While the Battle Wizards of the Empire sought to turn the tide against the magical bombardment they were receiving, the Reiksmarshal did all he could to stave off disaster. A counter-charge by the Reiksguard Knights bought time for the regiments of Handgunners to reload and pour more fire into the bestial horde. All too quickly, however, a pair of Ghorgons, using their great bladed appendages like scythes, swept through a regiment of Halberdiers and threatened to roll up the right flank. Indeed, they would have done so if they hadn't stopped to gorge, stuffing mangled corpses by twos and threes into their maws; the cracking of bones and the cries of horror from those too wounded to escape was audible over the din of battle. Bringing up reserves, Kurt Helborg shored up the ever-tightening battlelines, but even fresh troops could only just hold back the attack. Reaching the Bray-Shamans atop the black stones was impossible.

THEY CAME FROM ON HIGH

It was then that Balthasar Gelt, the Supreme Patriarch, arrived over the battlefield. Upon receiving the dire warnings from the Celestial Wizards, Balthasar had bound almost the entirety of the Imperial Zoo to his will, forming a squadron of flying beasts to bring aid to the battle. Mounted upon a Pegasus, he circled above the fray leading a menagerie including: a vast arrowhead formation of Griffons, a swift herd of Pegasi, a Manticore, and the pride of the Imperial Zoo, the mighty Imperial Dragon of Altdorf. Even through this unnatural gloom, it was obvious to Balthasar that he could not break the forces assailing the Imperial troops – they were too many in number. If he were to make a difference, he must attack the shamans atop the Six Spikes. So, with a mental command, he urged the monsters to dive. Several of their number were blasted with black energy bolts, plummeting downwards to crash in ruin. Those that survived swooped upon the remaining Bray-Shamans, clawing them off the spikes. Balthasar himself turned a Shaman to gold before tipping him off the pylon in order to land his Pegasus atop the jagged black rock. Immediately, the Supreme Patriarch felt magical energy coursing through him. Wasting no time, the greatest of the Gold Wizards cast a mighty spell at the surrounding Beastmen. A vast golden orb burst from Balthasar's gleaming staff, growing in size and brilliant lustre while it rolled towards the enemy. In its wake, it left behind a field of gilded statues, creatures of Chaos frozen forever with looks of agony on their bestial faces. The beleaguered men of the Empire cheered.

Suddenly freed from their mental duels with the Bray-Shamans, several wizards transported themselves atop the now unoccupied waystones. Soon fireballs crashed into the ranks of the Beastmen and lava bubbled from the ground beneath their hooves, consuming the mutated creatures in geysers of molten rock. Elsewhere, Ghorgons were buried alive under titanic hills levitated on high and then dropped in an avalanche from the sky. Panicked at last by the unrelenting magical onslaught, the surviving Beastmen fled towards the safety of the treeline, but none escaped the wrath of the wizards.

Observing the growing crack in the skies and hearing the dark lures of forbidden secrets whispered on the gusts of the Winds of Magic, Balthasar Gelt ordered the Six Spikes destroyed as soon as it was apparent that no single foe remained alive. Impervious to magic and repeated strikes from cannonballs, the black towers were finally toppled thanks to the guidance of Imperial Engineers and the muscle-power of hundreds of soldiers pulling together. The black rocks were buried in deep pits in the ground and sealed with powerful enchantments before the Imperial troops marched away from the foreboding area. As they trudged wearily back to the roadways leading out of the forest, the heaped funeral pyres of the dead sent up plumes of oily smoke. Naturally, the spying eyes of the ratmen observed all of this. Soon, they reasoned, it would be time to get to work breaking the magical seals. Soon the much-coveted black rocks, and power untold, would be theirs for the taking.



The Supreme Patriarch of the Colleges of Magic

The Empire's eight Colleges of Magic are eclectic and independent places of learning, where wizards are taught to use and control the Winds of Magic. The head of all the Colleges is known as the Supreme Patriarch, a position of great power within the Empire. Every eight years, a wizard who has proved himself worthy can challenge the Supreme Patriarch in a magical duel. Currently holding the esteemed position of Supreme Patriarch is Balthasar Gelt, head of the Gold Order.



THE TIMES OF GREAT MAGIC

What follows are some brief descriptions of some of the more cataclysmic magical tempests to beset the mortal world. Dates for these events use the Imperial Calendar.

-c5600

The Great Catastrophe. The polar gateways, made by the Old Ones for star travel, collapse, and the greatest magical storm ever known rages. The world is nearly sucked in its entirety into the Realm of Chaos.

With great sacrifice, the Slann Mage-Priests, the most powerful wizards in the world, stabilise the planet but cannot halt the storm that envelops it. Many monsters are transformed by the great influx of Chaos into the world.

-4500 to -4420

The Great Vortex. The world teeters on ultimate destruction as Daemonic forces overrun the world. Aenarion, the first Phoenix King, leads the Elves of Ulthuan in the defense of their island and allows time for the casting of the Great Vortex, a magical spell of titanic proportions that drains the eldritch storm and robs the Daemons of the energies they need to stay upon the mortal world.

-2750

The Great Maw.

A vast comet strikes west of Cathay. Its impact destroys the majority of the Ogres and scorches the fertile plains. The resulting magical flux unleashes many storms.

-2749 to -2723

The Sundering. Malekith, the Witch King, interferes with the Great Vortex. As a result, titanic energies are once more released, and for a time Daemons freely stalk the world.

-2199

The Battle of the Blighted Isle.

The Blighted Isle, dread home of the Altar of Khaine, changes hands many times after the Sundering. So many fall during the climactic battle at the foot of the Altar of Khaine that a blood-storm rages, swirling the Winds of Magic. Both armies bind beasts to join the fray so while Elf fights Elf, noble Dragons are pulled from the skies by packs of Manticores. High Elf Mages seal a victory by dropping the very hills upon their kindred. Great Phoenixes of living flame scour the dead as the High Elves reclaim the Blighted Isle.

-1780

Morrslieb Flares. Witchfire lights the heavens and green-tailed meteors fall from the skies. A storm of black rain centres over the city of Karzaz, pouring down its strange fury. Soon that once-great city is naught but ruins sinking into a rising swamp, the only survivors are a verminous horde of rats that scurry in search of food.

-1500

The Time of Mad Stars. A great wave of magical energy begins over a vast Black Pyramid in Khemri. It sweeps over the lands, and the stars swirl and change position. In Lustria, the Slann Mage-Priests sense the moment of ultimate power. Seizing the opportunity of the star alignment, Lord Quex casts a mighty spell that realigns continents and more firmly connects the magical leylines that can be used to protect the world from the ravages of such storms in the future. The sudden influx of raw magic (not to mention the shifting tectonic plates) causes the Great Machine of the Seer Order in Skarvenblight to malfunction and explode. The resulting counter-wave releases yet more magical energy and unwittingly alters the perfection of Lord Quex's spell.

Magical shockwaves from both Lustria and Skarvenblight crash into the Worlds Edge Mountains. Many earthquakes and unnatural disasters beset the Dwarfs' realm.

-c1151

The Black Year. In the wake of Nagash's Great Ritual, many magical storms erupt over the world. Black cyclones descend from roiling clouds and the skull-like visage of death itself is seen stalking the lands.

-666

Wars of the Green Moon. The moon Morrslieb hovers low for a full month and waves of madness wash over the world. The disparate followers of Chaos, both mortal and daemonic, battle for control of the arcane tempests that spin wildly across the Northern Wastes. No power gains ascendancy, but the previous seven year domination of Khorne is, at last, ended. This was probably Tzeentch's plan all along.

1

A Mighty Gift. Alaric the Mad, one of the greatest of all Dwarf Runesmiths, captures the last eddies of a magical storm. Through potent runes, Alaric binds those vast energies into molten metal and begins to make the twelve Runefangs, the magical swords gifted to the Empire by the Dwarfs.

c328

Danger in the Dark Lands.

A maelstrom of magic swirls about the Dark Lands for the better part of a year. The power of the storm unearths long-buried ruins, causes volcanoes to grow from the ashen plains and looses a hail of warystone upon the lands. Armies of Skaven, Orcs & Goblins, Ogres, Chaos Dwarfs and more clash many times as they attempt to capture the rampant energy.



570

The Disappearance of Kurak Peak.

While mining deep in the northern reaches of the Worlds Edge Mountains, the Dwarfs unknowingly unearthed a large piece of what had once been the inter-dimensional portal that allowed the Old Ones to travel great distances. Still imbued with great power, the twisted metal is somehow reactivated and the resulting storm attracts the attention of Night Goblin Shamans who wish to use the eldritch energy to further their own causes. Night Goblin hordes, accompanied by vast Squigs and other monsters of the deep underground, attack the Dwarfhold. During the course of the ensuing battle, the entire mountain peak is transported into the Realm of Chaos. Neither the Dwarfs of Kurak Peak nor their foes are ever heard from again, although visions of candles being snuffed out by a maelstrom of blackness visit all who travel atop the strange glassy black plateau that marks the site of the old mountain peak.

800

Altar of Ultimate Darkness.

The Daemon Tz'arkan leads an unholy host that captures the Altar of Ultimate Darkness in the north of Naggaroth. Using the power generated by the Altar, the Daemons build a bridge between the Realm of Chaos and the Ironfrost Glacier. Once a gaping hole in reality has been torn, a flood of chaotic energy crashes into the mortal world creating a swirling maelstrom of arcane might. Dark Elf Sorceresses bind entire armies of monsters in an effort to retake the Altar. Phalanxes of Hydras and many Manticores spearhead an assault against the Daemons. The ongoing war lasts for nearly two decades of unrelenting battles before the Dark Elves are at last able to retake the Altar and end the storm.

1113

Battle of the Plague Dragons.

The Skarven, swollen with the victories brought on by the release of the Black Plague, attempt to invade Sylvania. With three-quarters of the Empire's population already slain, the vast release of pestilent energies churn the Winds of Magic and cause fitful storms across the Old World — one of which breaks just as the Skarven army meets the Undead horde raised by the Necromancer Vanhal. While a wall of newly risen plague victims holds the tide of ratmen in place, the Necromancer taps into the boundless power to summon a horde of Zombie Dragons. When dozens of Undead monsters descend upon the Skarven, the ratmen break and run. For years afterwards, the ratmen fear to enter the lands of Sylvania.

1283

Averheim Besieged. A black storm grows over the Empire city of Averheim. Even as a funnel of multi-coloured energy descends from the skies the city is surrounded by a host of Lizardmen and enormous reptilian monsters. Empire soldiers hold off the attack along the walls until the clouds disappear and the Winds of Magic die down. The Lizardmen end their assault and mysteriously fade away.

1452

The Desert of Blood. During the climactic Battle of El Haikk, Sultan Jaffar of Araby makes a desperate pact with Kairos Fateweaver and unleashes a tumult of terror upon the battlefield. As the host of Knights Errant meets the Sultan's forces, the skies rain blood, living whirlwinds of sand emerge to wreak havoc and vast daemonic pylons thrust out of the writhing dunes. Yet the Sultan's plans go awry, and he is overthrown when his Daemonic legions suddenly withdraw.

2000

The Destruction of Mordheim.

A comet smites the city and shrouds its ruins in a roiling cloud of magic. An eldritch storm hangs over the crater for years, allowing Daemons and monsters to stalk the blasted remnants. Since those days, it has become known as the City of the Damned.

2150

Green Idol. Amidst the jungle ruins of the Southlands, Savage Orcs unwittingly open a rift to the Realm of Chaos. Daemons pour forth to do battle. In the midst of the battle, the Savage Orcs are surprised when a third army, made of Lizardmen and giant reptilian monsters, emerges from the jungle and joins the fray. Unsure of what to do and not liking the look of either opposing army, the greenskins slaughter everyone. Using whatever materials they can find, the greenskins erect a giant idol of Gork atop the arcane ruins. This seals the breach and still stands today.

2302-2304

The Great War Against Chaos.

So large is the army that marches out of the north under the command of Asavar Kul that its power alone opens a rift between worlds. Until their final defeat at the gates of Kislev, the Chaos legions make a self-sustaining hole that unleashes pure pandemonium. It powers vast spells of destruction, summons great hordes of Daemons and ensures the army leaves only shattered ruins and madness in its wake. The devastation of Praag is an example of this, as the razed city is transformed into a hellish nightmare, where the victims melt into the walls and their imprisoned souls cry out from the twisting torture. Limbs writhe out from the pavement and living stone gargoyles hunt the rubble-strewn streets.

2424

The Battle of Tor Yvresse.

Grom the Paunch of Misty Mountain, the largest and most powerful Goblin Warboss of all time, launches an invasion of Ulthuan. Many of the protective waystones that aid the Great Vortex in siphoning magical energy away from the world are destroyed, unleashing a typhoon of arcane power. As the Goblins and High Elves clash amidst the ancient Elven city of Tor Yvresse, the magics holding the island together begin to unbind. Timely intervention by the Elven hero Eltharion, his veteran warriors and many bound Great Eagles and Griffons turn the tide. Eltharion beheads the Shaman Blacktoof at the last moment before the magically charged Goblin can climb the final waystone and unleash his great spell of cataclysmic doom.

2518

The Mists of Death. A Dark Elf fleet uses the cover of unnaturally thick mists to land upon Bretonnia. As Dark Elf raiders scour the seaside towns for riches and slaves, an army of knights masses and attacks the invaders. The mysterious fog grows tendrils and assails both armies as a full arcane storm erupts. Dark Elves with their host of bound monsters are winning until the Fay Enchantress arrives, banishing the fog with a blindingly powerful spell before draining the Winds of Magic. Only a few Dark Elves escape back to their ships.

2522

Gathering Clouds. Portents of doom and great glory abound as never before, while zealots preach that the end is nigh. Thunderheads of unnatural size, shape and colour are seen massing on the horizons of many lands. Armies mass in preparation, ready to seize the power of any storms that arise...







BENEATH UNNATURAL SKIES

A clash beneath a raging storm of magic is a battle like no other. So devastating are the spells that flash and arc across the battlefield that a single one can destroy the better part of any force, but magic is fickle and can betray those who wield it at the most inopportune time. So armies, and monsters bound into their service, join the fray – fighting and clawing at the enemy battlelines while wizards duel and spells crisscross the skies. The only surety in such a battle is that much blood will be spilt...



THE RULES

This section looks at how to fight extraordinary Warhammer battles that take place during a storm of magic.

On the previous pages you will have read about how the Warhammer world is periodically battered by powerful storms of magic. In the following sections of the book we will provide the rules and other information you need to fight Warhammer battles that take place at such a time.

A battle fought during a storm of magic is unlike anything you will have seen before. Arcane Fulcrums burst out of the ground or simply appear from nowhere. Each fulcrum is a mystical focus that allows a Wizard to gain a small measure of control over the winds of magical energy that rage across the battlefield. Claiming the fulcrums allows the Wizard to cast cataclysmically powerful spells that previously would have been impossible for him to use.

Vast magical energies swirl round fulcrums during a storm of magic and trigger latent powers in magical artefacts that are nearby, making already powerful items even more destructive and dangerous. It is only at such times that the magical Scrolls of Binding, created by the great sorcerer Kadon, can be used, allowing Wizards to bind monstrous creatures to their will and use them to defeat their foes in battle.

The fulcrums offer immense power to anyone who controls them, and because of this it is very common for huge battles to be fought over them. Mighty armies will converge at locations

where fulcrums have burst or flickered into existence, and soon the ground will run red with blood as each side seeks to drive the opposing army from the field.

The rules that follow will allow you to include all of these things and more in the Warhammer battles that you fight. First of all we describe the Storm of Magic scenario, which you can use instead of the Pitched Battles that appear in the Warhammer rulebook. The Storm of Magic scenario is based on a battle between two armies who are vying to control several arcane fulcrums. It describes how to set up the battlefield, which special rules you need to use, and how to determine the winner.

After the scenario are several new rules sections, which explain how to use Arcane Fulcrums, Mythic Artefacts, Cataclysm spells and bound monsters in a Storm of Magic battle. Each rules section adds exciting new elements to your games of Warhammer, allowing you to field new units and take spells or magic items more powerful than any you have ever used before.

All in all, Storm of Magic takes your games of Warhammer to a whole new level. You will find your skills as an army general challenged as never before in a battle that will see the powerful magics and monstrous creatures of the Warhammer world unleashed in all their fury. Will you be able to weather the storm?

IN THIS SECTION YOU WILL FIND:

The Storm of Magic Scenario: Find out how to set up and play Storm of Magic games. This section also covers the monsters and magic items you can field to augment your mighty army.

Magical Flux: Here you'll find additional rules concerning how to bend the recalcitrant Winds of Magic to your will, and ensure that your spell lores are ascendant.

Wild Magic: This section presents rules to represent the instability of the Winds of Magic.

Arcane Fulcrums: Here you'll find full rules covering Arcane Fulcrums, as well as the benefits and perils they bring to your Wizards.

Cantrips: Learn additional spells that your Wizards can use in a Storm of Magic game.



Dark Elf Sorceress.



Wood Elf Spellweaver.

STORM OF MAGIC SCENARIO

It's time to seize the energies of the storm of magic and unleash them to your own ends. Gather your wizards, prepare your sorceries and let the battle begin!

THE ARMIES

Each player chooses his force using the army list from a *Warhammer* army book, to an equal points value agreed before the game. In addition, each player can spend an extra 25% of that value again on Scrolls of Binding, Pacts and Mythic Artefacts that are unique to games of Storm of Magic – this is sometimes referred to as the Monsters and Magic allowance.

For example, if you've agreed to play a 2,000 point game, both players have an extra 500 points to spend on bound monsters, Pacts and Mythic Artefacts; if you've agreed to play a 2,500 point game, both players have an extra 625 points to spend on 'monsters and magic', and so on.

MYTHIC ARTEFACTS

All races and realms have hoards of magical items. Most such artefacts are enchanted to work in the everyday levels of magic that permeate the Warhammer world, but some are so powerful that they don't come to life until a storm of magic takes place – only Wild Magic can animate them. In a standard sized army, you can take a maximum of one such Mythic Artefact. In a grand army you can take a maximum of two Mythic Artefacts.

SCROLLS OF BINDING

Scrolls of Binding are used to summon and control monsters and other savage creatures. They are incredibly powerful, but the magics used to bind them are incredibly rare and difficult to duplicate.

In a standard army you can take a maximum of two of each Scroll of Binding. In a grand army you can take a maximum of four of each Scroll of Binding.

PACTS

A Pact is a magical treaty a Wizard forms with an army of magical creatures, allowing him to call upon Undead or Daemonic allies. Each army and grand army can only take one Pact.

THE BATTLEFIELD

Set up the battlefield as described in the Warhammer rulebook. When this has been done, divide the table into four quarters by drawing one imaginary line between the midpoints of the short table edges and another between the midpoints of the long table edges.

The players then place four Arcane Fulcrums. Roll off to see which player places the first one. No more than one Arcane Fulcrum can be placed in each table quarter. Arcane Fulcrums must be positioned at least 18" apart, and no closer than 6" to any table edge or the centre point of the board. Arcane Fulcrums cannot be placed in impassable terrain.

There's No Room!

Depending on how the first three Arcane Fulcrums are placed, you might find it impossible to place the fourth whilst observing the minimum distances set out above. Where this happens, you may move the other Arcane Fulcrums by the minimum distance necessary to ensure that the last one can be placed. It goes without saying that this caveat is intended to make the impossible possible, and shouldn't be employed in order to gain an advantage over your opponent!



Dark Emissary.



DEPLOYMENT

Now, roll off to see which player picks the half of the table he will deploy in. The player places a Wizard (or Runesmith or Runelord) on each fulcrum in his table half. His opponent then does the same in the opposite half. If either player has insufficient Wizards to occupy the fulcrums in his table half, he must choose which fulcrum(s) to occupy.

The remainder of the armies are then deployed using the rules for alternating deployment – roll off once again to see who starts. Units can be placed anywhere on the table as long as all models are completely within 12" of their board



Amethyst Wizard.

A World of Possibilities

You'll notice that the rules governing the *Storm of Magic* scenario are split into several different sections, with each governing a different facet, such as the Arcane Fulcrums, Magical Flux and so on. This makes it easy for you to increase the magical influence on other scenarios (such as the ones in the Warhammer rulebook) by using one or more *Storm of Magic* special rules alongside any others that the scenario might already have. For example, applying the Wild Magic special rule increases the number of power and dispel dice available to Wizards – a simple tweak that will nonetheless have a profound effect.

edge, or 6" of an Arcane Fulcrum occupied by a friendly Wizard. Any units that cannot be placed enter play following the rules for reinforcements, arriving during the first turn in which there is sufficient space.

FIRST TURN

Roll off after deployment to see which player takes the first turn. The player that finished deploying his army first adds +1 to the roll.

GAME LENGTH

The battle will last for six game turns, or until a time limit agreed by the players is reached, whichever comes first.

VICTORY CONDITIONS

At the end of the game, the player who controls the most Arcane Fulcrums wins the battle! If both players control the same number of Arcane Fulcrums, use Victory Points (as described in the Warhammer rulebook) to break the tie.

SCENARIO SPECIAL RULES

Magical Flux, Arcane Fulcrums, Wild Magic, Cantrips, Cataclysm spells.

DIFFERENT SIZED GAMES

The battlefield setup rules presented earlier assume that you're fighting over a battlefield between 5' x 3' and 6' x 4' in size.

You can easily play games of *Storm of Magic* on larger or smaller playing areas. In fact, doing so opens up all kinds of strategies, challenges and opportunities to vanquish your foe.

Small Battlefields (less than 5' x 3')

On playing areas of less than 5' x 3', only two Arcane Fulcrums are used. Divide the battlefield in two by drawing an imaginary line between the centre of the two shortest board edges (or any two opposite edges if you're playing on a square board). One Arcane Fulcrum must be placed in each half of the board. In games of this size, the fulcrums must be at least 9" apart, and 3" away from the battlefield edge.

Large Battlefields (larger than 6' x 4')

If playing on a large battlefield, more fulcrums are used. To work out the number of fulcrums you need to set up, look up the length of the longest battlefield edge on the table below:

Length	Fulcrums
More than 6' and up to 8'	6
More than 8' and up to 10'	8
More than 10' and up to 12'	10
More than 12' and up to 14'	12
Each additional 2'	+2

Obviously, with so many fulcrums, you'll have to place more than one in some of the table quarters. When playing a large-scale game, you cannot place more than one fulcrum in a single table quarter until there is at least one fulcrum in all four table quarters. You then cannot place a third fulcrum in a table quarter until all four quarters have at least two fulcrums, and so on.

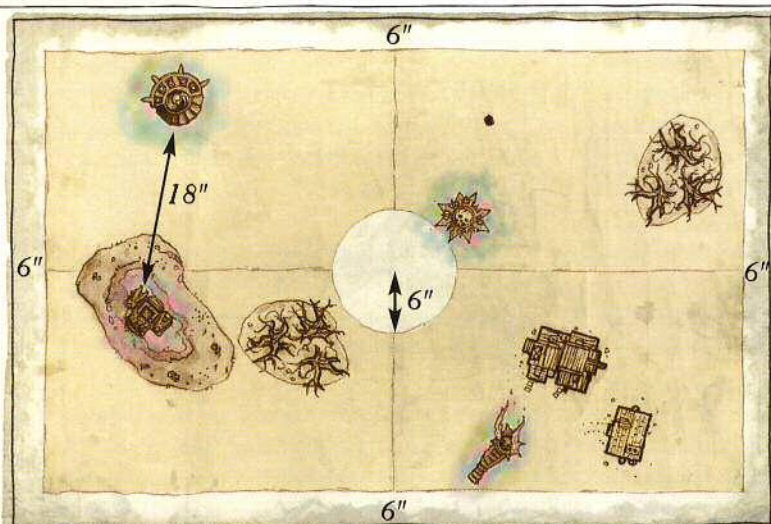
Furthermore, each long-edged half of the table must have an equal number of Arcane Fulcrums in it once they have all been placed.



Goblin Great Shaman.

The Whites of Their Eyes...

Don't want to get charged in the first turn? Then place your half of the fulcrums to maximise the distance between your units and those of the enemy. This will give you a little more time to shatter the foe with sorcery before the real cut and thrust of battle begins.



Magical Mastery

When you're deploying your forces, think carefully about which parts of your army will defend your fulcrums and which will attack those held by the enemy. Different units excel in different roles, and their initial placement can prove crucial to success.

MAGICAL FLUX

When a storm of magic sweeps the Warhammer world, the Winds of Magic become more unpredictable than ever. They will be wrathful and strong one moment, only to fade almost to nothingness within seconds. Such unpredictability can be a wizard's greatest enemy and ally both – if he can time his spells correctly, he can harness the rage of an ascendant wind to unleash unbelievably powerful spells.

RESOLVING MAGICAL FLUX

Magical Flux is resolved at the start of each Magic phase, before any other actions. To resolve Magical Flux, use the Wheel of Magic spinner found inside the back cover of this book.

The Wheel of Magic is divided into eight equal segments. Each segment represents one of the eight Battle Magic lores, as well as either Dark Magic or High Magic, and two other less common (or 'secondary') spell lores – you'll find a key to the various symbols next to the Wheel of Magic itself.

You use the Wheel of Magic at the start of each of your Magic phases, place it on a flat surface and give the spinner a good hard flick so it spins around the dial several times. When it comes to rest, look to see which segment the spinner points to – all spell lores in this segment are ascendant.

ASCENDANT LORES

If a spell lore is ascendant, Wizards receive a bonus to cast spells from that lore, though the bonus varies depending on the type of spell lore. Wizards receive:

- A +5 bonus to cast spells from an ascendant Battle Magic lore.
- A +4 bonus to cast spells from any ascendant secondary lore (this excludes Dark and High Magic – see below).
- A +3 bonus to cast spells from ascendant Dark Magic or ascendant High Magic.

These bonuses last until the end of the Magic phase. You'll notice when looking at the Wheel of Magic that secondary lores are always tied to two Battle Magic lores so, although they receive less benefit from ascendancy, they have a greater chance of being ascendant. Similarly, regardless of which Battle Magic lore is ascendant, either Dark or High Magic will always be ascendant.

For example: The Wheel of Magic shows the Lore of Metal to be ascendant. Spells from the Lore of Metal therefore receive +5 to cast. Spells from the other lores in that segment (High Magic, the Lore of Tzeentch and the Lore of the Vampires) also receive casting bonuses.



MANIPULATING MAGICAL FLUX

If your side controls one or more Arcane Fulcrums, your Wizards can tap into the eldritch energies of the awesome edifices and thus influence the Magical Flux. You may declare that you're going to manipulate the Magical Flux directly after using the Wheel of Magic spinner; declare a direction – either clockwise or anti-clockwise. Then roll a D3, and move the spinner that many segments on the dial in the direction you have nominated.

For example: Jervis has spun the spinner on the Wheel of Magic – the Lore of Beasts (and therefore the Lore of the Great Maw, High Magic and the Lore of the Wild) are in ascendancy. However, Jervis doesn't have any spells from any of those lores, but he does have spells from the Lore of Light. Happily, Jervis controls two Arcane Fulcrums, and declares he wishes to manipulate the flux clockwise. He rolls a D3 and scores a 1, and has to move the spinner 1 segment clockwise on the dial. The Lore of Light is now ascendant instead of the Lore of Beasts!

With Magical Flux established, you can now proceed with the rest of the Magic phase.



Chaos Sorcerer.



Bretonnian Damsel.



Skink Priest.



WILD MAGIC

To represent the heightened flow of sorcerous energy, roll 4D6 to determine the Winds of Magic, rather than the usual 2D6 – the casting player receives the sum of all the scores as power dice, the dispelling player receives the sum of the two highest scores as dispel dice.

Furthermore, because Wild Magic saturates the ground itself, Wizards can use the bedrock of the battlefield as a magic battery, vastly increasing the power they can draw upon. As a result, the limit on the number of dice allowed in the power and dispel dice pools is increased to 24.



Beastman Bray-Shaman.

ARCANE FULCRUMS

For the Wizards of the Warhammer world, Arcane Fulcrums are terrible, complex and eldritch monoliths whose nature and function have puzzled the finest minds for millennia. Happily for us, their rules are a lot more straightforward.

Any piece of suitable-looking sorcerous terrain can be an Arcane Fulcrum, so long as there's space to place a model atop it. Agree with your opponent which pieces of terrain in your collection will be used to represent them, before you set up the battlefield. By default, it's best to ignore any special rules those terrain pieces ordinarily have, assuming them to be replaced by the Arcane Fulcrum rules instead. However, feel free to use both sets of rules if you wish!

An Arcane Fulcrum is treated as a building, with the following exceptions and additions:

- Only one model can occupy an Arcane Fulcrum, and that model must be a Wizard (or a Runesmith or Runelord). If a model occupies the fulcrum, place him on top of it. Unlike other buildings, a model of any troop type, or with any type of mount, can occupy the Arcane Fulcrum, provided he can fit on top. Whilst the model occupies the fulcrum he is considered to 'control' it.
- The Arcane Fulcrum is protected by powerful enchantments. Except where explicitly stated, a fulcrum can never be destroyed. Furthermore, a model occupying an Arcane Fulcrum benefits from the same protections as the fulcrum itself. Accordingly, he receives a 3+ ward save and has the Stubborn and Immune to Psychology special rules, and is

immune to the Multiple Wounds special rule. The model receives additional protection too, as described in the buildings rules in the Warhammer rulebook.

- If the Arcane Fulcrum is charged, the occupying model must fight. However, due to the raging sorceries and protective wards of the fulcrum, only one model (of any troop type) from the attacking unit can fight.
- A model who controls an Arcane Fulcrum cannot be targeted by Stomps or Thunderstomps (he's too high up to be easily trod upon!).
- A Wizard who miscasts whilst controlling an Arcane Fulcrum is tempting fate in a very serious way indeed. As a result, he must not only roll on the standard Miscast table in the Warhammer rulebook but, after he has done so, must also roll on the Arcane Fulcrum Miscast table (page 31). Other Wizards use the standard Miscast table as normal.

If the Wizard dies as part of the spell's effect, you do not roll on the Miscast table. Similarly, if the Wizard dies as a result of the first Miscast result, you do not roll on the Arcane Fulcrum Miscast table.

- A Runesmith or Runelord on an Arcane Fulcrum counts as a Wizard for the purposes of resolving results on the Arcane Fulcrum Miscast table.
- Finally, control of Arcane Fulcrums empowers Cataclysm spells and certain Mythic Artefacts, dramatically increasing their effectiveness (see pages 32 and 52).



High Elf Mage.



Dwarf Runelord.





A selection of Citadel Arcane Fulcrum models and Wizard miniatures.

CANTRIPS

Over the centuries, wizards have learned the importance of Arcane Fulcrums and so have perfected spells that can only be employed in their presence.

Every wizard knows intrinsically that Arcane Fulcrums hold the keys to true magical domination. If magic is a fickle mistress in times of calm, then it is doubly so during a supernatural storm. Once a wizard has claimed a fulcrum, he can command sorceries of such terrible potency that the very earth shakes at each syllable of his invocation. Etheric entities whisper subtle words of encouragement in his ear, goading him to ever greater feats of sorcery, or distracting him with dark promises. For if his spell goes awry, the consequences will be dire indeed, and the wizard's very soul could be forfeit. So it is that Arcane Fulcrums are all at once a great prize, a fuel for the mightiest sorceries, and a curse for the unwary.

USING CANTRIPS

All Wizards in a game of Storm of Magic know the following spells, or 'Cantrips'. Unlike regular spells, Cantrips can never be forgotten or destroyed for any reason.

Magical Duel

Cast on 3+

The wizard engages his foe in a magical duel, hoping to drive him from the font of power.

Magical Duel is a **direct damage** spell. It targets an enemy Wizard occupying an Arcane Fulcrum within 24". Both caster and target roll 2D6 and add their own unmodified Leadership value. The Wizard with the highest Wizard level adds +1 to his total. A Runesmith or Runelord counts his level as 0. If the caster has the highest score, or the scores are drawn, the target must immediately abandon his Arcane Fulcrum, as described for leaving buildings, then suffers a single Strength 10 hit. Additionally, if the caster has the highest score, he can immediately occupy the now vacant Arcane Fulcrum (as long as he fits!). If the target has the highest score, nothing happens.

Transagar's Transportation

Cast on 3+

Intoning four words of teleportation, the wizard vanishes from the battlefield, reappearing to steal a fulcrum from beneath the foe's nose.

Transagar's Transportation is an **augment** spell that can only be cast by a Wizard occupying an Arcane Fulcrum and can only target himself. Remove the Wizard from the battlefield and replace him on any unoccupied Arcane Fulcrum. If this effect causes a unit to now be assaulting an empty fulcrum, simply nudge the assaulting unit 1" backwards from the fulcrum.

Unbind Monster

Cast on 3+

Binding spells are powerful and complicated things, but a student of the arcane can disrupt them with cantrips of his own.

Unbind Monster is a **hex** spell that targets a single bound monster, or unit of bound monsters within 24" (see pages 84-85 for more information on bound monsters). Roll a D6 on the following table to see how the target reacts:


D6 Result

- 1 I Would Have Done It Anyway!** *The target momentarily snaps free of its bindings... and doesn't care! Nothing happens.*
- 2 Yum! Food.** *Though momentarily nonplussed, the target soon remembers all of the tasty snacks-on-legs running around nearby, and returns to the serious business of reaping the bounty. The target gains the Frenzy special rule, and can never lose its Frenzy.*
- 3 Confused but Willing.** *The target is suddenly free to think for itself, but decides to keep fighting (albeit dull-wittedly) for its unintended master. The target fights on as normal, but is now subject to the rules for Stupidity for the remainder of the battle.*
- 4 Glimmerings of Awareness.** *The target doesn't quite break free, but becomes aware that the creatures it previously thought its friends probably aren't anything of the sort. The target cannot benefit from Inspiring Presence or Hold Your Ground! for the rest of the game.*
- 5 This Not Nog's Home! Nog Go Home Now.** *The target takes one look at the carnage around it and decides to leave the little two-legged things to their own devices and go home. Remove the target from play as a casualty.*
- 6 Maddened and Berserk.** *The target descends into a state of fury, lashing out at everyone nearby. The target gains the Frenzy, Hatred and Unbreakable special rules. Also, for the remainder of the game, the target has the Random Movement (2D6) special rule – models with the Swiftstride special rule instead have Random Movement (3D6) special rule.*

Furthermore, the target always moves towards the closest unit (friend or foe). If it moves into contact with a unit, it counts as charging, as described for Random Movement in the Warhammer rulebook, and will fight the unit in close combat. If the other unit breaks from combat, the target will always pursue. Both sides now treat the target as an 'enemy unit' that acts in its original owner's turn.

ARCANE FULCRUM MISCAST TABLE (Roll 2D6)

- 2-3 Earth-shattering Kaboom!** *The Arcane Fulcrum explodes in a shower of rock, energy and solidified magic.* All units within D6" of the Arcane Fulcrum the Wizard is on suffer 2D6 Strength 10 hits. Remove the Wizard (and his Arcane Fulcrum) from play.
- 4 Magical Eclipse.** *A thick, magical darkness descends on the battlefield.* Roll 4D6 to determine the limit of vision. Units can no longer declare charges at, shoot at, cast spells at or otherwise target enemies that are more than this distance, in inches, away. Essentially, all ranges of special rules, weapons, spells and so on, with ranges longer than the distance rolled are reduced to the distance rolled. Magical vortexes and spells or special rules that do not have a range, or affect the entire battlefield, are unaffected by the eclipse. At the start of each subsequent Magic phase, roll 4D6. If any double is rolled, the magical eclipse clears and the limit of vision returns to normal. Otherwise this roll is the new limit of vision. The magical eclipse will also automatically clear if another miscast is rolled (although the miscast result might call for it to be replaced by another magical eclipse).
- 5 I Think I'm Feeling a Little Odd...** *An amazing transformation has occurred.* All wizards on the battlefield (friendly and enemy) are immediately transformed into frogs. Whilst transformed, a model cannot channel or cast spells, all of his magic items and other equipment (armour, weapons, etc.) temporarily stop working and all of his characteristics are reduced to 1 (except for his Wounds, which are unaffected). At the start of each subsequent Magic phase, the controlling player can roll a D6 for each model thus transformed; the effect dissipates on a roll of 4+ and the model returns to his normal form. Mounts are unaffected.
- 6 Spatial Displacement.** *The wizard's Arcane Fulcrum blinks out of existence, only to reappear elsewhere.* The Arcane Fulcrum scatters 6D6" in a random direction. If this would cause the fulcrum to be placed on, or within 1" of a unit, a terrain feature other than a hill, in impassable terrain, or off the board then increase or decrease the scatter distance along its displacement vector by the smallest amount necessary so that it doesn't.
- 7 Vwoorp!** *The wizard's Arcane Fulcrum inexplicably swaps places with another.* Randomly select another Arcane Fulcrum on the battlefield and remove it (and any Wizard controlling it) from play, replacing it with the miscasting Wizard and his fulcrum. Then, return the removed Arcane Fulcrum (and its Wizard) to play on the exact spot just vacated. If this effect causes a unit to now be assaulting a fulcrum controlled by a unit on the same side, or an empty fulcrum simply nudge the assaulting unit 1" backwards from the fulcrum. However, if the two fulcrums are so wildly different in size that one or both cannot fit in the other's 'footprint', simply swap the Wizards over rather than moving the fulcrums.
- 8 Raaaaarrgh!** *The wizard is transformed into a rampaging monster!* The Wizard takes an altered state in which he can no longer use magic items, cast spells, channel or make dispel attempts, nor can he control an Arcane Fulcrum, so he must immediately exit the fulcrum as if it were the Movement phase. If he is unable to leave, remove him as a casualty. However, due to his magic-fuelled state, the Wizard increases all of his characteristics by D3, except for Attacks (which stays the same) and Leadership (which drops to 1). Make one roll and apply the result to all characteristics. He also gains the Frenzy, Hatred, Unbreakable, Unstable and Random Attacks (D6+3) special rules. As part of the process, the Wizard's mount (if any) is, unfortunately, reduced to a fine red mist and removed as a casualty. Roll a D6 at the start of each subsequent Magic phase to see if the energy has bled away – on a roll of 6, the Wizard returns to normal (though any mount he had is still dead...). Any Wounds suffered in his transformative state are carried over (and this may kill him). This miscast result is infinitely more entertaining if you swap the Wizard model for one a 'size category' larger (an infantry or war beast model should be swapped for a monstrous model of the same type, whilst a monstrous model should be swapped for a monster model – Wizards that are already monsters are out of luck). If you do this then the Wizard counts as the larger troop type for as long as he remains transformed, so he will get Stomps or Thunderstomps as appropriate, etc.
- 9 Power Siphon.** *An enemy wizard harnesses a portion of the magical power and uses it to fuel one of his own spells.* Your opponent immediately nominates one of his Wizards (if he has one). That Wizard can immediately cast one of his own spells with a casting value of up to 4D6 (roll, then choose from the eligible spells). The spell is automatically cast, with no dispel attempt allowed. A Runesmith can attempt to empower a rune with 4D6.
- 10 Did the World Move, or Was it Just Me?** *Reality flickers for a moment, and suddenly everything is different...* Remove all Wizards occupying Arcane Fulcrums from play. Then, choose a Wizard (friendly or enemy) removed in this fashion and randomly select an Arcane Fulcrum, returning the Wizard to play controlling the selected fulcrum. Then choose another such Wizard and return him to play controlling a fulcrum randomly selected from those that remain unoccupied, and so on, until all Wizards removed from play have been returned to play. If this effect causes any units to be assaulting an unoccupied fulcrum or one controlled by a friendly unit, simply nudge the assaulting unit 1" backwards.
- 11-12 Really Wild Magic!** *The magic snaps free of the caster's control!* Add 2D6 dice to both your power pool and the opponent's dispel pool (roll separately for each).



CATACLYSM SPELLS

Cataclysm spells are the mightiest spells in existence – so mighty indeed that only the wild energies of a storm of magic enable them to be cast.

In a game of Storm of Magic, Wizards know Cataclysm spells in addition to their normal allocation. Regardless of type, Cataclysm spells cannot be exchanged for other spells in the same lore. Furthermore, Cataclysm spells cannot be forgotten, erased or otherwise destroyed over the course of a game. If a rule calls for a Cataclysm spell to be destroyed in this manner, simply ignore the effect – some knowledge simply cannot be unlearned.

Most Cataclysm spells are extensions to the existing spell lores, and benefit from the lore attribute of their parent lore in the usual manner. Any Wizard who generates one or more of their spells from the lore in question will also know any Cataclysm spells associated with that lore. Others, and these are clearly marked, are not associated with a particular spell lore, but rather with races and realms and, by extension, the armies that fight for those races and realms (these spells can be found on page 49). Unless otherwise stated, all Wizards chosen from the relevant Warhammer army book know all of the spells associated with that army. Furthermore, all Wizards know the *Seven Secret Sigils of Summoning* spell, presented opposite.

CASTING CATACLYSM SPELLS

For the most part, Cataclysm spells function exactly like normal spells – they have a casting value, a range and so on. Most of them will also have a spell type. However, Cataclysm spells require your army to control one or more Arcane Fulcrums – only with this extra influx of eldritch energy can such mighty magics be brought to bear.

Presence level spells are the weakest of all Cataclysm spells, but even they are much more powerful than the ordinary run of magic. Presence level spells can only be cast if you control one or more Arcane Fulcrums.

Next in power are the **Equilibrium** level spells. These can summon destructive vortices, raise mountains from the bare earth or summon armies of the dead. Equilibrium level spells can only be cast if you control at least one Arcane Fulcrum and your opponent controls no more than you do.

Finally, **Dominance** level spells are the most powerful of all. They can bring units back from the dead or destroy them utterly, create loops of time, summon Dragons or call upon the rage of the gods themselves. Dominance spells can only be cast if you control at least one Arcane Fulcrum, and control more than your opponent does.

CATACLYSM SPELLS, IRRESISTIBLE FORCE, MISCASTS AND AUTOMATIC DISPELS

Due to the massive and complex energies involved, Cataclysm spells can never be cast with irresistible force – a Wizard must always equal or beat the casting value. That said, a roll of two or more 6s will still cause a miscast as, if anything, Cataclysm spells are slightly more unstable than other sorceries.

For much the same reason, magic items and special rules that automatically dispel – Dispel Scrolls are the most common example, but there are many more throughout Warhammer – cannot be used against Cataclysm spells. You must dispel such sorceries through conventional means: by equalling or beating the casting result with your dispel attempt. Note that other magic items and special rules used in place of a dispel attempt (such as Sivejir's Hex Scroll, for example) function as normal.

RUNESMITHS AND RUNELORDS

Naturally, Dwarfs do not have access to any Cataclysm spells. That is not to say that they are entirely without ability during a storm of magic.



High Elf Mage.



Dwarf Runelord.

Indeed, it is only at these dire times that their fabled Ancestor Runes can be unleashed – you'll find more about these on pages 50-51.

NEW SPELL TYPE: SUMMONING

Summoning spells create allies or constructs from the stuff of magic itself, or else draw creatures from magical dimensions and bind them to the caster's will.

Summoning spells always target a point on the battlefield, and that point need not lie in the caster's line of sight or forward arc. It should go without saying that if you don't have the appropriate models for the Summoning spell, then you can't cast the spell!

Summoned Units

When placing a summoned unit, it must be wholly within the spell's range and must be at least 1" away from impassable terrain and other units. It can be placed facing in any direction, and in any formation. The unit's front rank must contain at least five models, unless the troop type is monstrous infantry, beasts or cavalry, in which case it must contain at least three models. If insufficient models are summoned, make the front rank as large as

possible. Summoned units are normally created with only their default equipment and count as having moved in the turn they arrive. Note that summoned units cannot be dispelled – once they've arrived, you have to kill them! Likewise, if the summoned unit cannot be placed because there is not enough room, it is immediately removed from play as a casualty.

Summoned Terrain Features

Some spells summon woods, hills or other terrain features. Unlike summoned units, summoned terrain features can be placed within 1" of, or even on top of, other units – simply place the units in (or on) the terrain feature without changing their facing or formation.

Summoned terrain features can be placed on other terrain features, but not if this would look silly – a tower on top of a hill should be fine, as would some obstacles in a newly created wood, but a hill on top of a tower would look ridiculous, and is therefore not allowed. Terrain features cannot hang off the edge of the tabletop or be balanced in a precarious fashion. As usual, a little common sense goes a long way. If the summoned feature cannot be suitably placed, it is destroyed and has no effect on the game.



Converted Grey Wizard.

Seven Secret Sigils of Summoning

Cast on 25+

Presence. *The wizard creates a portal to elsewhere in the world, drawing through fresh troops to fight his foe. These reinforcements are seldom summoned by consent, but part of the spell's artifice binds them to the caster's will. At least for a while...*

The *Seven Secret Sigils of Summoning* is a **summoning** spell with a range of 12". It summons a single unit, the size of which depends upon whether you have Presence, Equilibrium or Dominance. **Presence** allows you a unit of up to 75 points, **Equilibrium** allows you a unit of up to 150 points, and **Dominance** allows you a unit of up to 300 points. Unlike most summoning spells, this unit can take any upgrades to which it is normally entitled, save for magic items. Special characters summoned this way will arrive with their normal equipment, including any magic items they have as default.

The summoned unit can be of any unit type save for Monster or Unique, and is chosen from one of the following *Warhammer* army books: Beastmen, Bretonnia, Dark Elves, Dwarfs, Empire, High Elves, Lizardmen, Ogre Kingdoms, Orcs & Goblins, Skaven, Warriors of Chaos and Wood Elves.

Units bound by this spell are particularly vulnerable to the Lore of Light, whose magics somehow destabilise the arcane bonds. Any unit brought into play by the *Seven Secret Sigils of Summoning* that is successfully targeted by a spell cast from the Lore of Light (even those cast by friendly Wizards) suffers 2D6 Wounds, resolved in addition to and before other effects. These Wounds do not necessarily represent physical damage, but rather members of the target unit 'snapping back' to wherever it was they were summoned from.

Players should also note the following:

- Whilst you can choose your summoned unit before the spell is cast, it's a good idea to prepare a shortlist of pre-calculated candidates before the game begins.
- Characters summoned by this spell cannot join other units.
- Units summoned via this spell do not follow the rules for allies – they are a loyal (if unwitting) part of your army for as long as they remain.
- Units summoned via this spell do not award victory points under any circumstances.

THE LORE OF FIRE

Fireball Barrage

Cast on 20+

Presence. *A storm of blazing missiles erupts from the wizard's outstretched hands, unerringly seeking his chosen enemy.*

Fireball Barrage is a **magic missile** with a range of 48". It causes 6D6 Strength 4 hits.

Withering Heat

Cast on 20+

Equilibrium. *With a triumphant gesture, the wizard sets a curse of desiccation upon his foes' flesh.*

Remains in play. *Withering Heat* is a **hex** spell that targets all enemy units on the battlefield. For the duration of the spell, whenever a target unit charges, pursues or flees, it rolls an extra dice and discards the highest result. In addition, all target units have the Flammable special rule for the duration of the spell, and all Flaming Attacks re-roll failed To Wound rolls against target units.

Magma Storm

Cast on 25+

Dominance. *The wizard sets a fire in the very rock itself, causing the ground to splinter and the raging lifeblood of the world to gush forth and engulf his foes.*

Remains in play. *Magma Storm* is a **magical vortex** that uses the large round template. Once the template is placed, the player then nominates the direction in which *Magma Storm* will move. Roll an artillery dice and multiply the result by 2 – this is how far the template moves, in inches. If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice. The template then moves D6" in the direction shown (if you roll a Hit! use the little arrow shown on the Hit! symbol).

Any model under or passed over by the template suffers a Strength 10 hit. Furthermore, if the dice roll for movement (in either of the cases above) is 2 or 4, then at the end of the *Magma Storm's* move, centre D3 small round templates on it to represent eruptions – these then each scatter 2D6" (roll separately for each). Models under the final position of these templates suffer a Strength 4 hit. The small templates do not remain in play.

In subsequent turns, the *Magma Storm* travels in a random direction and moves a number of inches equal to the roll on an artillery dice (which can possibly generate eruptions). If a misfire is rolled in subsequent turns, the *Magma Storm* collapses in upon itself and is removed.



The Wind of Aqshy fuels the magic of the Bright College and is represented by the Key of Secrets, which symbolises the unlocking of power through knowledge. Indeed, progression through the eight ranks of the Bright College is marked at every transition by the aspirant's passage through a filigreed gate, each larger and more imposing than the last. The Key of Secrets is central to every tradition and ritual performed by Bright Wizards, and indeed is used as a badge of rank by many of the order. The more keys a wizard carries, and the heavier the chains with which they are bound, the greater his power and the higher his standing within the order. This is not to say that the Key of Secrets is a purely figurative symbol of power. Bright Wizards commonly joke that just as their knowledge is the key to power, their power grants them the key to any door. After all, there are few gates or portals able to withstand the focussed fury of a determined Fire Wizard.

THE LORE OF BEASTS

A Murder of Crows

Cast on 15+

Presence. *Calling upon Corvus the Crowlord, the wizard summons a voracious flock of carrion birds to tear flesh from bone.*

Remains in play. *A Murder of Crows* is a **magical vortex** that uses the large round template. Once the template is placed, the player then nominates the direction in which *A Murder of Crows* will move. To determine how far the template moves, roll an artillery dice and multiply the result by 3.

If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice. The template then moves D6" in the direction shown (if you roll a Hit! use the little arrow shown on the Hit! symbol).

Any model under or passed over by the template suffers a Strength 3 hit.

In subsequent Magic phases, *A Murder of Crows* travels in a random direction and moves a number of inches equal to the roll on an artillery dice. If a misfire is rolled in subsequent turns, *A Murder of Crows* collapses in upon itself and is removed.



Hunter's Moons

Cast on 20+

Equilibrium. *The wizard howls and the moons glow red as blood, their ruddy rays lending fresh fortitude to those that battle below.*

Hunter's Moons is an **augment** spell that targets all friendly units on the battlefield. Until the start of the caster's next Magic phase, all targeted units receive +1 Strength and Toughness, and gains the Swiftstride special rule.

Merciw's Monstrous Regiment

Cast on 25+

Dominance. *The wizard calls upon the strength of the wild world and bestows it upon his chosen allies.*

Remains in play. *Merciw's Monstrous Regiment* is an **augment** spell with a range of 24". For the duration of the spell, all non-character models in the target unit double their Strength, Toughness and Attacks characteristics (to a maximum of 10).

The Arrow is the mark of Taal, god of wild places and the hunt. Therefore, it was naturally chosen as the symbol of the Amber College and wind of Ghur. Just as the Arrow is straight and unswerving, so are those who bear it as their mark. Amber Wizards are famously plainspoken and have little patience for those who would conceal their actions beneath fine words or false praise.

Just as they abhor evasion in conversation, Amber Wizards are wont to direct action in matters martial. Not for them the careful gathering of power behind the scenes, of subtle manoeuvre until the opportune hour. Rather the foe must be opposed directly, and with all speed – particularly if that foe is being circumspect in his actions. Amber Wizards believe that to prevaricate is to brazenly display the weakness of indecision, which in turn draws in further foes like carrion. Best to stand firm from a position of strength, think they, than to scramble around in search of a victory already forfeit through delay.



THE LORE OF LIGHT

Enlightenment

Cast on 20+

Presence. *The light of truth is a powerful thing, strengthening the righteous and banishing the unholy.*

Enlightenment is a **hex** spell against Forces of Destruction units and an **augment** spell against Forces of Order units (See Warhammer rulebook). It targets all units within 12" of the caster (including the caster himself). Target Order units have the Unbreakable special rule until the start of the caster's next Magic phase. For target Destruction units, roll 4D6. For each point by which the roll exceeds the target's Leadership, the unit suffers 1 Wound. Target Non-Aligned units are unaffected.

Time Amok

Cast on 20+

Equilibrium. *The wizard reaches into the tapestry of fate, altering the flow of time to suit his allies' needs.*

Time Amok is a spell that targets the entire battlefield. This turn, there is either an extra Shooting phase or an extra Close Combat phase (you choose which each time the spell is cast). The extra phase(s) occurs immediately after the first.



Assault of Stone

Cast on 25+

Dominance. *Connecting his will with the dormant strands of earthbound Light Magic, the wizard reshapes the battlefield to his desires, crushing those unfortunate enough to be caught in the way of progress.*

Assault of Stone is a **summoning** spell. Place a Citadel Gaming hill (or a hill of similar size) anywhere within 24" of the caster. The hill cannot be placed over any kind of terrain other than obstacles (any obstacle partially or completely under the hill is destroyed). Models that would be under the hill are now placed on top of it, without changing formation, facing etc. Each unit that has had one or more models moved in this way must take an Initiative test. If the test is failed, each model in the unit that is on the hill takes a Strength 10 hit. If the test is passed, each model in the unit that is on the hill takes a Strength 5 hit.



The Light College's symbol is the Serpent of Light and their power shines from the Wind of Hysh. Rumour has it that many of the teachings of the Light College came from a source other than Ulthuan, and indeed many of the trappings, titles and rituals of the Light Wizards seem to echo the magical practices of lands far to the south.

The college's rune is itself a curiosity, for it little resembles the serpent that it represents. For Light Wizards, its form underpins their belief that they are the most accomplished and learned of wizards, for the rune seems to indicate one pre-eminent lore atop the Wheel of Magic. Whilst this belief might at first seem to be conceit of the highest order, there is a kernel of truth at its heart. Light Magic is particularly effuse and evasive, hard to detect and even harder to master. Alone of the colleges, Light Wizards must commonly act in concert with one another to harness the energy of Hysh to best serve their goals.

'Remember, my disciples, no Daemon can bear to stand before the pure light of Hysh for long.'

Alric, Master Chanter of the Light.



THE LORE OF METAL

Meteoric Ironclad

Cast on 10+

Presence. *Casting charms of silver and iron, the wizard creates suits of enchanted armour that no weapon can breach.*

Meteoric Ironclad is an **augment** spell with a range of 24". The target unit has a 2+ ward save until the start of the caster's next Magic phase.

Quicksilver Swords

Cast on 15+

Equilibrium. *At the wizard's command, his allies' blades flow like water, seeping through gaps in armour and hide to pierce vulnerable flesh within.*

Quicksilver Swords is an **augment** spell with a range of 24". Until the start of the caster's next Magic phase, the target unit's close combat attacks wound automatically and armour saves cannot be taken against these Wounds.

Gehenna's Golden Globe

Cast on 25+

Dominance. *Speaking the three sacred syllables of transformation, the wizard hurls a brilliant golden sphere towards the foe. Those it touches are transmuted into gleaming statues, adding a glorious lustre to their otherwise insignificant lives.*

Remains in play. *Gehenna's Golden Globe* is a **magical vortex** that uses the large round template. Once the template is placed, the player then nominates the direction in which *Gehenna's Golden Globe* will move. To determine how far the template moves, roll an artillery dice and move it that far in inches. If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice. The template then moves D6" in the direction shown (if you roll a Hit! use the little arrow shown on the Hit! symbol).

Any character or monster under or passed over by the template is removed as a casualty on a D6 roll of 5+. Any other type of model is removed as a casualty on a D6 roll of 3+.

In subsequent Magic phases, *Gehenna's Golden Globe* travels in a random direction and moves a number of inches equal to the roll on an artillery dice. If a misfire is rolled in subsequent turns, *Gehenna's Golden Globe* collapses in upon itself and is removed.



The Gold College chose a soaring eagle as the symbol of their magical wind, Chamon. It is an odd choice in many ways, for whilst eagles soar high above the world, Gold Magic is heavy and dense, and quickly sinks into the ground. Yet the eagle was ever a symbol of power and nobility to the Elves of Ulthuan from whom the knowledge of Gold Magic was learnt, and it is this tradition that the Gold College claims to follow.

For outsiders (who are often less than inclined to be charitable about the Gold College) the soaring eagle is considered more an indication of the wizards' aloofness, and their assumed superiority over their fellow men. In truth, Gold Wizards are egotistical in the extreme and their actions do little to dispel such beliefs. There is some speculation that the Gold Wizards indulge in intellectual vanity by way of compensation for their marred physique. Constant tinkering with acids and molten metals has left many a Gold Wizard heavily scarred, burned and mutilated, leaving only their minds with any claim to perfection.

THE LORE OF LIFE

The Gardener's Warcry

Cast on 10+

Presence. *The wizard casts a handful of bloodseeds upon the wind, nourishing them with raw magic until angry life bursts forth.*

The Gardener's Warcry is a **summoning** spell. Place a Blood Forest within 48" of the caster – use a Citadel Wood or other suitable terrain piece of similar size. Any models under the Blood Forest are placed within it. This does not count as casting a spell on the newly created Blood Forest, but the Blood Forest immediately inflicts 2D6 Strength 4 hits.

Storm of Renewal

Cast on 15+

Equilibrium. *Raw life-energy flows across the battlefield, mending wounds and restoring the fallen to fresh vigour.*

Remains in play. *Storm of Renewal* is a **magical vortex** that uses the large round template. Once the template is placed, the player then nominates the direction in which *Storm of Renewal* will move. To determine how far the template moves, roll an artillery dice, multiply the result by 2 and move it that many inches. If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice. The template then moves D6" in the direction shown (if you roll a Hit! use the little arrow shown on the Hit! symbol).

Any unit under or passed over by the template immediately regains 2D6+1 Wounds' worth of models. These Wounds are regained as described in the Lore of Life's *Regrowth* spell.

In subsequent turns, *Storm of Renewal* travels in a random direction and moves a number of inches equal to the roll on an artillery dice. If a misfire is rolled in subsequent turns, *Storm of Renewal* collapses in upon itself and is removed.

Verdant Apotheosis

Cast on 30+

Dominance. *To a skilled practitioner of Life Magic, death is a temporary state – and one to be manipulated, if the need arises.*

Verdant Apotheosis is an **augment** spell with unlimited range. You can target a unit on the table, or a unit that has been destroyed. If it targets a unit on the battlefield, all models in the unit are healed to full Wounds and previously slain non-character models from that unit are immediately returned to life at full Wounds. They are placed back in the unit as described in the Lore of Life's *Regrowth* spell. If the spell targets a destroyed unit, immediately return that unit to play, minus any characters, and place it in any formation anywhere within 24" of the caster, provided that no model is within 1" of another unit or impassable terrain.

The power of the Jade College spirals through the Wind of Ghyran and is represented by the Coil of Life. This rune embodies the cyclical and unending flow of life in all its forms and can be seen again and again in the traditions and vestments of the Jade Wizards, from the coiled sickles and wreaths many carry, to the ancient cyclopean circles where many perform their moonlit rituals of equinox and solstice.

To Jade Wizards, the Coil of Life also serves as a reminder of the continual shift of reality. Just as the seasons change from summer to winter and back again, or as living beings die, only for life to be born anew from their mouldering flesh, so does the cycle of apex and zenith dictate every facet of existence. So it is that Jade Wizards are least perturbed by a storm of magic's onset. For every storm that wreaks havoc, there is an inevitable period of comparative calm. Thus to Jade Wizards, a storm of magic is merely another part – albeit an unpredictable one – of the endless cycle that governs the world.

THE LORE OF HEAVENS

Let the Four Winds Blow!

Cast on 15+

Presence. *Calling upon the spirits of air, the wizard sends mighty winds howling across the battlefield.*

Let the Four Winds Blow! is a **magic missile** with a range of 48" that targets up to four magical vortices or enemy units in any combination. Resolve in whatever order you wish. Each target in range is 'pushed' 2D6" directly away from the caster (it does not change facing). If a target unit comes into contact with impassable terrain, it stops and suffers 2D6 Strength 3 hits. If a target unit comes into contact with another unit, it stops 1" away and both units suffer 2D6 Strength 3 hits. If a magical vortex is pushed into a unit, that unit will suffer the usual effects for the vortex in question. If a vortex ends up in the middle of a unit, place it beyond the unit just as you would had the vortex moved there under its own power.

Fantastic Foresight

Cast on 10+

Equilibrium. *The wizard's mortal form seems to shimmer and fade as he links his allies to the prophecies of the stars.*

Remains in play. *Fantastic Foresight* is an **augment** spell that targets all friendly Wizards. For the duration of the spell, targets re-roll failed casting, dispel and channelling attempts.

Thorsen's Thunderstorm

Cast on 20+

Dominance. *The wizard hurls a tiny stone hammer across the battlefield, and the heavens vent their fury in its wake.*

Remains in play. *Thorsen's Thunderstorm* is a **magical vortex** that uses the large round template. Once the template is in place, the player then nominates the direction in which *Thorsen's Thunderstorm* will move. To determine how far the template moves, roll an artillery dice, multiply the result by 2, and move it that many inches. If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice. The template then moves D6" in the direction shown (if you roll a Hit! use the little arrow shown on the Hit! symbol).

Any model under or moved over by the template suffers a Strength 6 hit.

Once any hits have been resolved, each unit hit is 'pushed' 2D6" in a random direction, but otherwise as described for *Let the Four Winds Blow!* In subsequent turns, *Thorsen's Thunderstorm* moves a number of inches equal to the roll on an artillery dice in a random direction. If a misfire is rolled in subsequent turns, *Thorsen's Thunderstorm* collapses in upon itself and is removed.



The astromancers of the Celestial College bear the Comet of Power, as their symbol. It is perhaps the most direct of all the Colleges of Magic's iconography, for the power of the Celestial Wizards floats, on the Wind of Azyr, among the stars. Every aspect of celestial lore is rooted in the movement of heavenly bodies and their influence upon the world, and it is therefore little wonder that Celestial Wizards so openly display the source of power to which they are bound.

Yet there are subtleties to the Comet of Power that are lost to the casual observer. The narrow tail and broadening head of the comet mirrors the ever-expanding knowledge of the Celestial College. Furthermore, the comet is usually depicted with its head reaching skyward, symbolising the transcendent ambition of the Celestial Wizards. Only on robes of mourning, worn in reverence to a departed senior fellow of the college, is the symbol inverted, in this case commemorating a great man fallen, in death, to the level of common folk.

THE LORE OF SHADOW

Ribauld's Retroactive Illusion

Cast on 10+

Presence. *A Shadow Wizard of sufficient guile can stretch his illusions into the past, deceiving the enemy long before the battle.*

When *Ribauld's Retroactive Illusion* is successfully cast, choose a non-impassable, non-hill terrain feature within 24" of the caster. The Wizard can then move that terrain feature to a new location on the battlefield anywhere within 24" of the Wizard and at least 1" away from any unit or terrain feature. If the terrain feature is a building, any unit inside is also moved. If it is any other type of terrain feature, any models within it are left behind (in exactly the same formation, facing, etc).

'You seek my counsel? Then I shall give it. You cannot trust your generals, for they crave your rank. You cannot trust your troops, for they are cowards. And you most certainly cannot trust me — I am on your side only until justice is served. Sometimes, my lord, it is better not to know the truth.'

*Algard, Wizard of the Grey College,
addressing Elector Count Theoderic Gausser.*



Bridge of Shadows

Cast on 15+

Equilibrium. *At the wizard's command, a bridge of shadow and spite whisks his allies across the battlefield.*

Bridge of Shadows is an **augment** spell with a range of 24". The target unit is immediately removed from the table and replaced anywhere on the battlefield visible to the Wizard, provided that no model from the unit is within 1" of another unit or impassable terrain. The unit can be returned to play facing any direction, but must retain the same formation. This spell can be used to remove friendly units from combat — any enemy units left without an opponent can immediately reform.



The Dance of Despair

Cast on 25+

Dominance. *The wizard produces a stringless fiddle and plays a haunting dirge that drives all sense of hope and urgency from his enemies' minds.*

Remains in play. *The Dance of Despair* is a **hex** spell that targets all enemy units on the battlefield. Target units are reduced to Movement, Weapon Skill, Ballistic Skill, Initiative and Leadership 1 for the duration of the spell. Wizards targeted by the *Dance of Despair* cannot cast spells.

The Sword of Judgement is the symbol of the Grey College and the wielders of the Wind of Ulgu for the Empire. It is in equal parts promise and threat, for a sword can be wielded in defence or in judgement, and the Grey Wizards are deep in the prosecution of both. The orientation of the sword, its point directed downwards, is no accident. It serves as a reminder both to noble and peasant that the justice of the Grey Wizards hangs ever over their heads, ready to descend at a moment's notice.

There are many further meanings to the Sword, and the Grey Wizards use it prominently to mark meeting places, ritual circles and other places of power. Even the slightest alteration of the symbol's rendering can significantly alter the message it conveys — provided one is privy to the details of the code. However, few men outside the confines of the Grey College can claim to know more than a handful of iterations, and most of those scraps of knowledge are likely mere deceptions carefully set by the Grey Wizards to lead others astray.

THE LORE OF DEATH

The Choking Foe

Cast on 10+

Presence. *Purple energy oozes from the caster's eyes, ears, nose and mouth to form a suffocating mass that flows over the enemy.*

Remains in play. *The Choking Foe* is a **hex** spell with a range of 48". At the end of the Magic phase, the target must take a Leadership test with a -3 penalty, suffering a Wound for every point by which the test is failed, with no armour saves allowed. The target must test again at the end of each Magic phase whilst the spell remains in play, with each subsequent test subject to a further -1 penalty. The second test will therefore have a -4 penalty, the third a -5 penalty, and so on.

Ashes and Dust

Cast on 15+

Equilibrium. *A choking dust cloud erupts from the wizard's fingertips, suffocating all in its path.*

Remains in play. *Ashes and Dust* is a **magical vortex** that uses the large round template. Once the template is placed, the player then nominates the direction in which *Ashes and Dust* will move. To determine how far the template moves, roll an artillery dice, multiply the result by 2, and move it that far in inches. If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice. The template then moves D6" in the direction shown (if you roll a Hit! use the little arrow shown on the Hit! symbol).

Any model under or moved over by the template suffers a Strength 2 hit with no armour saves allowed.

In subsequent turns, *Ashes and Dust* moves in a random direction and moves a number of inches equal to the roll on an artillery dice. If a misfire is rolled in subsequent turns, *Ashes and Dust* collapses in upon itself and is removed.

Crystal Maze

Cast on 25+

Dominance. *The wizard reaches into the magical realms, drawing forth a portion of that great crystal labyrinth of legend to bind the foe.*

Remains in play. *Crystal Maze* is a **direct damage** spell with a range of 24". For the duration of the spell, the target cannot take any actions whatsoever, including moving, shooting, channelling, using magic items and so on. It cannot be made to flee, be harmed or moved in any way. At the start of each subsequent Magic phase, roll a D6. On a score of 5-6 the trapped unit has become lost in the maze forever – remove it from play as a casualty. On a score of 3-4, the unit is still wandering through the maze – roll again next turn. On a score of 1-2, the unit manages to escape – the spell is dispelled.



The Amethyst College bears the Scythe, as their symbol, for their business is with the Wind of Shyish, and the grim aspect of death hangs heavy about them. To be a practitioner of Death Magic is a weighty burden, for an Amethyst Wizard will never be entirely trusted by those around him. The suspicious dread is only fuelled by the silent and sombre nature of Amethyst Wizards, who prefer to communicate with one another through means of telepathy, rather than speech, and whose little-used voices therefore have the dusty tones more suited to the long dead rather than the living. Even other wizards – whose own oddities and habits are nothing short of peculiar to outsiders – find something eminently distasteful about the morbid obsessions of Amethyst Wizards.

For this reason, the Scythe is always portrayed as a scythe inverted, to represent a heavy burden propped against the ground. Occasionally, an Amethyst Wizard will carve a tomb with a pair of overlaid and reversed Shyish runes. Only a fool enters such a place, for this symbol warns of great evil slumbering therein and acts as a ward against its escape.

HIGH MAGIC

Coruscation of Finreir

Cast on 20+

Presence. *Drawing upon the magical waystone conduits, the Mage summons an Arcane Fulcrum from the bedrock.*

Coruscation of Finreir is a **summoning** spell. Place an Arcane Fulcrum within 6" of the caster and at least 1" away from any other model or terrain feature. The caster is then immediately moved to occupy the new fulcrum. If this removes the caster from combat, any enemy units left without an opponent can immediately make a reform.

Deadlock

Cast on 20+

Equilibrium. *Such is their mastery in magic, High Elf Mages can mystically nullify the flow of a foe's sorcerous powers.*

Remains in play. *Deadlock* is a **hex** spell that targets an Arcane Fulcrum anywhere on the battlefield. Whilst the spell is in play, the targeted Arcane Fulcrum cannot be used to manipulate Magical Flux, nor does it count towards working out Presence, Equilibrium or Dominance.

High Magic is both the most potent of all magical disciplines, and the most difficult to employ. Even in the land of the High Elves, there is only a single cloister dedicated to its instruction: the White Tower of Hoeth in the kingdom of Saphery. Here are the secrets of High Magic passed down from one generation of learned Mages to the next. Beyond the shores of Ulthuan its tutelage is even more rare, conducted in a handful of hidden outposts concealed from eyes of power-mad and meddlesome fools.

High Magic is sorcery in its purest and strongest form, the eight Winds of Magic brought together in an unstoppable fusion of sorcery capable of performing wonders limited only by the caster's imagination. Only the High Elves, and certain other select elder races, have the mental discipline and wisdom to wield High Magic effectively. A man can no more command High Magic than he can walk in eight different directions at once – even if its control were not beyond his skill, it would surely drive him instantly insane.

DARK MAGIC

Oblivion

Cast on 25+

Equilibrium. *To a Dark Elf Sorceress, an Arcane Fulcrum is more than a conduit of power; it is unparalleled destruction, just waiting to be unleashed.*

Nominate an Arcane Fulcrum within 3" of the caster. *Oblivion* targets all models (friendly and enemy, including the caster) within 12" of the nominated Arcane Fulcrum. Each target suffers a Strength 10 hit. Once damage has been resolved, roll a D6. On a roll of 4+, the Arcane Fulcrum (and any Wizard occupying it) are blown to smithereens – remove them from play.

Arnizipal's Dimensional Door

Cast on 30+

Dominance. *Scattering a vial of innocent blood upon the churned ground, the Sorceress opens a doorway to the realms beyond. Drawn to the mortal plane, unspeakable creatures reach forth their tendrils to claim what victims they can before the gateway collapses.*

Remains in play. *Arnizipal's Dimensional Door* is a **magical vortex** that uses the large round template. Once the template is placed, the player nominates the direction in which it will move. Roll an artillery dice and multiply the result by 2 – this is the distance the template moves, in inches.

If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice. The template then moves D6" in the direction shown (if you roll a Hit! use the little arrow shown on the Hit! symbol).

Any model under or passed over by the template must pass a Strength test, re-rolling successes, or be removed as a casualty with no saves of any kind allowed.

In subsequent turns, *Arnizipal's Dimensional Door* moves in a random direction, a number of inches equal to the roll on an artillery dice. If a misfire is rolled in subsequent turns, *Arnizipal's Dimensional Door* collapses in upon itself and is removed.

THE LORE OF NEHEKHARA

Djedra's Incantation of the Eternal Dead

Cast on 10+

Presence. *The Liche Priest stirs the spirits of the land, inciting them to violent deeds against the living.*

Remains in play. For the duration of the spell, the Restless Dead lore attribute restores D6+2 Wounds' worth of models instead of the normal amount. All other restrictions apply.



Return of the Golden Age

Cast on 20+

Equilibrium. *The Liche Priest focuses his incantations and restores to the army the vigour and might they enjoyed whilst still alive.*

Remains in play. *Return of the Golden Age* is an **augment** spell that targets all friendly Tomb Kings units on the battlefield. For the duration of the spell, targets receive bonuses to their Weapon Skill, Strength and Initiative. The size of the bonus varies by troop type as follows:

- Tomb Kings and Tomb Princes: +3
- Other Characters: +2
- Tomb Guard and Necropolis Knights: +2
- Other units: +1

THE LORE OF THE VAMPIRES

Any Vampires or Necromancers who know one or more spells from the Lore of the Vampires know these Cataclysm spells.

Malediction of Nagash

Cast on 20+

Presence. *At the Necromancer's command, his enemies feel the looming shadow of undeath fall across them, sapping their strength and endurance.*

Malediction of Nagash is a **hex** spell that targets all enemy units within 24". All targets halve their Strength until the start of the caster's next Magic phase.

The Army of Doom Keep

Cast on 25+

Dominance. *The legendary Elf Mage Anareth could not forever destroy the dread army of Doom Keep, so he sealed it away in a pocket of magic. Alas, this prison could not remain secret forever and, little by little, accursed Necromancers have begun to draw the wight-host into the mortal world once more.*

The Army of Doom Keep is a **summoning** spell with a range of 36". It summons a unit consisting of one Wight King and 4D6 Grave Guard.



THE LORE OF THE WILD

Primal Onslaught

Cast on 20+

Presence. With a guttural roar that shakes the roots of the world, the Bray-Shaman feeds the rage of the beasts around him.

Remains in play. *Primal Onslaught* is an **augment** spell that targets all Beastmen units on the battlefield (friendly or enemy). For the duration of the spell, target units automatically pass their Primal Fury rolls as if they had rolled a double 1, and they re-roll failed To Wound rolls in close combat.



Ruiner of the Wrought

Cast on 30+

Equilibrium. Slamming his staff into the ground, the Bray-Shaman unshackles stock and stone from their bondings of artifice, unmaking the enemy's weapons of war.

Ruiner of the Wrought targets all buildings and war machines on the battlefield. War machines suffer D6 Strength 10 hits (roll separately for each); buildings collapse and are removed from play on a roll of 2+. A unit garrisoning a building removed in this way is placed occupying the same space as its dear, departed structure, and suffers 4D6 Strength 6 hits from the falling rubble. If the survivors cannot be placed without the unit lying within 1" of other units or impassable terrain, they are all removed as casualties.

LORE OF THE GREAT MAW

Feast of the Fallen

Cast on 15+

Presence. The Butcher smears his cleaver with a mixture of his own blood and that of a foe, ensuring that one will feed the other whilst the magic lasts.

Remains in play. This is an **augment** spell that targets all friendly Ogre Kingdoms units on the battlefield. For the duration of the spell, at the end of each Close Combat phase, target units regain a number of lost Wounds equal to the number of unsaved Wounds they caused that phase. Wounds are regained as for the Lore of Life's *Regrowth* spell.



The Great Maw Awakens

Cast on 20+

Equilibrium. The Butcher joins his own hunger to the Great Maw's, conjuring a bloody whirlpool of rock that sweeps across the battlefield swallowing enemies whole.

Remains in play. *The Great Maw Awakens* is a **magical vortex** that uses the large round template. Once the template is placed, the player nominates the direction in which *The Great Maw Awakens* will move. Roll an artillery dice and multiply the result by 2 – the template moves that far in inches. Any model under or passed over by the template must pass an Initiative test or be swallowed whole and removed as a casualty with no saves of any kind allowed.

In subsequent turns, *The Great Maw Awakens* moves a number of inches equal to the roll of an artillery dice multiplied by 2, in a random direction.

If a misfire is rolled at any point, *The Great Maw Awakens* decides the Butcher is a more tempting meal – centre the template over the caster instead. Once damage is resolved, remove *The Great Maw Awakens* from play.

SPELLS OF THE BIG WAAAGH!

Raise Great Idol

Cast on 15+

Presence. *Straining and grimacing, the Shaman wills an Idol of Gork (or possibly Mork) to rise out of the ground. Under the stony gaze of such an idol, greenskins are inspired to further acts of extreme violence.*

Raise Great Idol is a **summoning** spell. Place an Idol of Gork (or possibly Mork) within 18" of the caster. The effigy uses the Idol of Gork rules from the Warhammer rulebook. Additionally, all friendly Orc & Goblin units within 12" of the Great Idol re-roll To Hit rolls.



Wallopin' Great Krunch

Cast on 25+

Equilibrium. *While scowling, a Shaman smacks one hammy fist into his open palm and then points deliberately at an enemy unit. Even if the enormous green foot that descends from the clouds doesn't flatten foes, the shockwaves that emanate outwards from the great krunch might.*

Wallopin' Great Krunch is a **direct damage** spell with unlimited range. Place the Foot of Gork template down on the target enemy unit. It then scatters D6" maintaining the same facing. All models hit by the template suffer a Strength 9 hit with the Multiple Wounds (D3) special rule. Additionally, any other models within D6" of the template suffer a single Strength 3 hit.

The Evil Sun

Cast on 25+

Dominance. *Fuelled with vast power, an Orc Shaman can will into existence a burning core of energy. With great tusks and a leering face, this evil sun descends upon the battlefield to smash all before it...*

Remains in play. *The Evil Sun* is a **magical vortex** that uses the large round template. Once the template is placed, the player then nominates the direction in which *The Evil Sun* will move.

To determine how many inches the template moves, roll an artillery dice and multiply it by the number of Orc units (of any kind) within 6" of the template's original position. If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice. The template then moves D6" in the direction shown (if you roll a Hit! use the little arrow shown on the Hit! symbol).

Any model under or passed over by the template suffers a Strength 4 hit. In subsequent turns, *The Evil Sun* travels in a random direction and moves a number of inches equal to the roll on an artillery dice multiplied by the number of Orc units (of any kind) within 6" of the template. If a misfire is rolled in subsequent turns, *The Evil Sun* swallows itself and is removed.

SPELLS OF THE LITTLE WAAAGH!

Sneaky Distraction

Cast on 10+

Presence. *The caster cackles maniacally and prances with even more energy than usual. Phrases such as 'Ooooo, lookit over there,' or 'Can yer believe da size of that 'un?' are screeched shrilly while the Shaman gesticulates madly and points with more than wild abandon.*

Sneaky Distraction is a **hex** spell with a range of 24". The target unit suffers a -1 penalty on all To Hit rolls both in shooting and combat until the start of the caster's next Magic phase. Additionally, if the target unit is not engaged in close combat, the casting player can rotate the unit to face any direction he chooses (although he cannot rotate the unit so that its final position is within 1" of another unit or impassable terrain).



Nikkit! Nikkit!

Cast on 15+

Equilibrium. *The Shaman conjures a pair of great green hands, one of which binds the chosen enemy in a vice-like grip, whilst the other rifles through the victim's possessions in search of anything shiny enough to be worth stealing.*

Nikkit! Nikkit! is a **direct damage** spell that targets a single enemy character within 24". The target suffers a number of Wounds equal to D6 minus his own Toughness – armour saves cannot be taken. Regardless of whether or not the target is slain, the caster steals one magic item of his choice from the target. If the caster does not already have a magic item of this type he can now use it, otherwise it is destroyed.



The Great Green Spite

Cast on 20+

Dominance. *The caster brings to focus all the spite of nearby greenskins. This, naturally, manifests itself into quite a nasty curse.*

The Great Green Spite is a **hex** spell that targets all enemy units within 24". The targets are hit automatically by all close combat attacks until the start of the caster's next Magic phase.

THE LORE OF TZEENTCH

None revel in the unpredictable storms of magic as much as the servants of Tzeentch. All Wizards who know one or more spells from the Lore of Tzeentch or the Daemon Lore of Tzeentch know these Cataclysm spells.

Invisible Fire of Tzeentch

Cast on 20+

Presence. *There are some colours so vile that only madmen can see them. Tzeentch's whispered teachings can allow a Wizard to harness these invisible fires, and they burn like no mortal blaze can.*

Invisible Fire of Tzeentch is a **magic missile** with a range of 24". It inflicts 3D6 Strength 2D6 hits with the Flaming Attacks special rule. If the result of the 2D6 roll is 11 or 12, hits from *Invisible Fire of Tzeentch* wound automatically and do not allow armour saves.



Daemonfire Vortex

Cast on 25+

Equilibrium. *A prismatic haze erupts from the wizard's hand and rages across the battlefield, consuming everything in its path.*

Remains in play. *Daemonfire Vortex* is a **magical vortex** that uses the large round template. Once the template is placed, the player then nominates the direction in which *Daemonfire Vortex* will move. Roll an artillery dice and multiply the result by 2 – this is how far the template moves, in inches. If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice. The template then moves D6" in the direction shown (if you roll a Hit! use the little arrow shown on the Hit! symbol). Any model under or passed over by the *Daemonfire Vortex* template suffers a Wound on a 4+ with no armour saves allowed.

In subsequent turns, *Daemonfire Vortex* moves in a random direction and moves a number of inches equal to the roll on an artillery dice plus the number of unsaved Wounds the *Daemonfire Vortex* has caused since it was cast. If a misfire is rolled in subsequent turns, *Daemonfire Vortex* collapses in upon itself and is removed.

THE LORE OF NURGLE

The foul, pestilent spells of Nurgle are imbued with greater vile virulence during a storm of magic. All Wizards who know one or more spells from the Lore of Nurgle or the Daemon Lore of Nurgle know these Cataclysm spells.

Rotbomb

Cast on 10+

Equilibrium. *A host of tiny Daemon-mites burst from the wizard's gaping mouth. Giggling with glee, they swarm over the foe's armour, devouring it hungrily.*

Rotbomb is a **hex** spell with a range of 24". The target unit immediately acquires a -3 penalty to armour save rolls for the rest of the game. Furthermore, all other units (friendly or enemy) within 6" of the target unit, immediately acquire a -1 penalty to their armour save rolls for the rest of the game. Modifiers from *Rotbomb* are cumulative with other armour save modifiers.

Grandfather Nurgle's Circle of Life

Cast on 25+

Equilibrium. *Devotees of Nurgle insist that there is a fragment of the Plaguefather in every living thing. A wizard who casts this spell will discover the truth of the matter.*

Grandfather Nurgle's Circle of Life is a **direct damage** spell with a range of 36". It inflicts 5D6 hits on the target that wound on a 4+, with no armour saves allowed. If at least 10 unsaved Wounds are caused, the spell also summons a Great Unclean One (if the caster is a Daemon of Chaos) or a Daemon Prince with the Mark of Nurgle (if the caster is a Chaos Sorcerer) within 12" of the target (or the target's position, if it was completely destroyed).

THE LORE OF SLAANESH

The forbidden sorceries of Slaanesh are all the more tempting when the Winds of Magic are at their peak. All Wizards who know one or more spells from the Lore of Slaanesh or the Daemon Lore of Slaanesh know these Cataclysm spells.

Slothful Stupor

Cast on 5+

Presence. *Though perhaps not the vice with which Slaanesh is mostly closely associated, sloth is just one more form of excess for the Prince of Chaos and his chosen wizards to feed upon. No natural malaise is this, but a deep and abiding spiritual ennui that saps all sense of purpose and enthusiasm from the victim.*

Remains in play. *Slothful Stupor* is a **hex** spell with a range of 24". For the duration of the spell, the target is reduced to Leadership 2, gains the Stupidity special rule and cannot benefit from a General's Inspiring Presence rule, nor a Battle Standard Bearer's Hold Your Ground! special rule.



Song of Seduction

Cast on 20+

Equilibrium. *Every man has his price, even if he knows it not, and Slaanesh's capering wizards can divine and manipulate such things whilst magic flows strong.*

Remains in play. *Song of Seduction* is a **hex** spell with a range of 24". For the duration of the spell, models in the target unit must reduce their Leadership by 2, and immediately change loyalties – you can control this unit as if it were part of your army for as long as the spell lasts. If the target is in close combat, separate the units by 1" (you may have to shuffle several units to make this work – this is fine, so long as you don't gain an unfair advantage from it).

Characters in the unit can attempt to resist the spell by passing a Leadership test when the spell is successfully cast – if the character succeeds, the controlling player removes him from the unit and places him within 3" of it, facing any direction.

At the end of each subsequent Magic phase, the unit will attempt to reassert its own will by taking a Leadership test (on its modified Ld). If the test is passed, the spell is dispelled.

THE WRATH OF KHORNE

The Blood God despises sorcery, and loathes incantations that invoke his Dark Brothers more than any other mortal artifice. While he bestows no spells to speak of, his contribution to a magical battle is typically direct...

Should such a spell rouse Khorne's ire, he is wont to vent his wrath on the mortal world, to remind all creatures that the mightiest of the immortal Chaos Gods needs not resort to trickery to win his battles.

If one of the Cataclysm spells from the Lore of Tzeentch, Lore of Nurgle, or Lore of Slaanesh is miscast, Khorne rises from his throne to hurl a brass skull onto the battlefield. This is resolved after the miscast, and treated as a stone thrower shot, which does not scatter, aimed at the Wizard who miscast. If the Wizard has already been slain by the miscast, it is aimed at the point he occupied.

Khorne, also called Kharnath, Khorghar, Akhar, and a multitude of other cursed names, revels in his status as the mightiest of the Chaos Gods, and is worshipped by warrior tribes for whom battle prowess is of sole import. He views subterfuge, mercy and, most of all, the use of sorcery as pitiable weaknesses. Indeed, there are many legends concerning Khorne's loathing of sorcery. So many and varied are these dark fables that it is impossible to be certain of exactly how the Blood God's ire was first raised. Most of these tales in some way involve Khorne's ongoing enmity with Tzeentch, and of how the Lord of Magic, unable to tie with Khorne on a martial level, uses devious sorceries to clutch victory from defeat – much to the Blood God's chagrin.

SPELLS OF PLAGUE

Air of Pestilence

Cast on 20+

Presence. *The caster hacks out a cloud that magically spreads and befилths a wide area. All who breathe in its pestilent airs seem to shrivel and weaken, their bodies sagging.*

Air of Pestilence is a **hex** spell that targets all enemy units within 24". All targets halve their Toughness (rounding fractions up) until the start of the caster's next Magic phase.



Weeping World Sores

Cast on 25+

Equilibrium. *At the Plague Priest's wretched word, the world itself begins to bubble and boil with toxic pus.*

Weeping World Sores is a **summoning** spell. Place a marsh, no more than 6" in diameter, anywhere within 24" of the caster. Models that would be under the marsh are now placed on top of it, without changing formation, facing etc. Any model moved in this way must pass a Toughness test or be removed as a casualty with no saves of any kind allowed. Furthermore, at the end of every subsequent Magic phase, any model in the marsh must pass a Toughness test or be removed as a casualty with no saves of any kind allowed.

The Great Red Pox

Cast on 30+

Dominance. *The caster vomits forth a crimson mist that rapidly spreads across the battlefield, causing an instantaneous eruption of fist-sized boils and then a most painful death.*

The Great Red Pox targets all units within 24" of the caster. Friendly and enemy units are normally affected on a D6 roll of 4+, but Clan Pestilens units (friendly or enemy) are affected on a 5+. Each model in each affected unit must pass a Toughness test or be removed as a casualty with no saves of any kind allowed.



SPELLS OF RUIN

Warpstorm

Cast on 20+

Presence. *Clouds roil overhead angrily discharging greenish-black bolts of warp lightning.*

Warpstorm targets all units (friends and enemies) within 24" of the caster, excluding the caster and his unit (if any). Roll a D6 for each targeted unit, with enemy units affected on a 4+ and friendly units affected on a 6+. All affected units suffer D6 Strength 5 hits.



Pit of the Underworld

Cast on 20+

Equilibrium. *The caster strains his mind to open a great rent in the earth. The target site begins to shake until the ground gives way to a vast pit that drops into blackness below.*

Pit of the Underworld causes a great pit to open anywhere on the battlefield. Place a suitable marker over the exact spot affected – a coin is ideal. Roll a D6 at the start of each subsequent Magic phase. On a score of 5+, the pit opens. The large template is centred over the marker. Any unit touched by the template must pass an Initiative test or be removed as a casualty. Any buildings touched will collapse as described in the *Ruiner of the Wrought* spell (see page 44). Finally, remove the template and marker.

Verminous Ruin

Cast on 25+

Dominance. *The caster summons a living tide of voracious rats that scurry forth and gnaw a swathe of ruin across the battlefield.*

Remains in play. *Verminous Ruin* is a **magical vortex** that uses the large round template. Once the template is placed, the player nominates the direction in which the *Verminous Ruin* will move. Roll 3D6 – the template moves that far, in inches. If the result of the 3D6 roll contains two or more 1s, instead centre the template on the caster. The template then moves D6" in the direction shown on the roll of a scatter dice (if you roll a Hit! use the little arrow shown on the Hit! symbol).

Any model under or moved over by the template suffers a Strength 3 hit.

In subsequent turns, *Verminous Ruin* moves 3D6" in a random direction. If two or more 1s are rolled, then the vermin scatter and the template is removed from play.

If, at any point when the template moves, a total of 13 is rolled on the dice, the template is removed from play after it has completed its move and a Vermin Lord is summoned within 13" of the final resting spot of the template.

BRETONNIA

All Bretonnian Wizards know the following spell. This spell is considered to be a Lore of Life spell.

The Curse of the Lady

Cast on 20+

Equilibrium. *Casting aside spoiled tokens of virtue and nobility, the Damsel calls down the Lady's greatest punishment on all those champions who would oppose noble Bretonnia.*

The Curse of the Lady is a **hex** spell that targets all characters on the battlefield. Each target must immediately pass a Leadership test with a -3 penalty or be transformed into a toad. Models from the Forces of Destruction must re-roll successful tests and Bretonnian models can re-roll failures.

Whilst transformed, the model cannot channel or cast spells, all of his magic items and other equipment (armour, weapons, etc.) temporarily stop working and all of his characteristics are reduced to 1 (except for his Wounds, which are unaffected).

The model's controlling player can roll a D6 at the start of each of his subsequent Magic phases; the spell dissipates on a roll of 4+ and the model returns to his normal form. Mounts are unaffected.

WOOD ELVES

All Wood Elf Wizards know the following spells. For the purpose of Magical Flux, these spells are considered to be High Magic spells.

Madrigal of Greening

Cast on 10+

Presence. *The Spellweaver casts acorns of the ages across the battlefield. As each acorn strikes the ground, a mighty tree springs up – an outpost of Athel Loren in this foreign land.*

Madrigal of Greening is a **summoning** spell with a range of 48". Place D3-1 mysterious forests (to a minimum of 1) within the spell's maximum range – use a Citadel Wood or other suitable terrain piece of similar size. Any models under these forests are placed within them (in exactly the same formation, facing, etc).

Verdurous Harmony

Cast on a 25+

Equilibrium. *At a simple word of command, spring comes again to the Wood Elves, and with it renewal.*

Verdurous Harmony is an **augment** spell that targets all friendly units within 12" of a wood. Roll 2D6 – all targets immediately recover that many Wounds' worth of models, as described for the *Regrowth* spell in the Lore of Life.

LIZARDMEN

Slann Mage-Priests from *Warhammer: Lizardmen* know this Cataclysm spell (Skink Shamans are not adept enough to master the complex sorceries). This spell is considered to be a High Magic spell.



The Great Leveller

Cast on 35+

Dominance. *Gathering together the energies of his brother Slann the world over, the Mage-Priest sacrifices himself to conjure a final mighty spell that will see the battlefield changed once and for all.*

The Great Leveller targets all enemy units on the tabletop. When the spell is successfully cast, immediately remove the Mage-Priest from play as a casualty – ignore any miscasts or other penalties incurred by the casting. If the enemy has more units than you, he must immediately remove sufficient units as casualties until you each have an equal number of units. Then, if he has more characters than you, he must remove sufficient characters as casualties until you each have an equal number of characters.



ANCESTOR RUNES

As beings distrustful of sorcery at the best of times, the Dwarfs look upon storms of magic with even less favour than other races. With no wizards to control the wild magic that gusts and howls through the mountains, the Dwarfs have long learnt that the best way to survive such times is to seal the doors to their holds, prepare the Runes of Spellbreaking, and wait for the storm to subside.

Yet such tactics are not suitable for every storm of magic – sometimes the Dwarfs must abandon their isolationism, and venture beyond the mountains to protect their interests and holdings. On such occasions do the Runesmiths descend to the deepest of hearth vaults, crack the seals upon great stone doors and retrieve the Ancestor Runes.

The Ancestor Runes were forged thousands of years ago, and only the richest holds can boast more than a handful. During ordinary times, these heirlooms lie inert, waiting for the Winds of Magic to rise and give them life. Once awakened, an Ancestor Rune is empowered by drawing raw magic out of the air, charging itself with power according to the desires of its creator. This charge normally takes many weeks to build, but by placing an Ancestor Rune atop an Arcane Fulcrum, a Runesmith can hasten this process. Only when the Ancestor Rune glows with a blinding light does the Runesmith strike down with his hammer, discharging the energy within to strike his foes or invigorate his allies.

USING ANCESTOR RUNES

A Runesmith (this also includes Runelords) who occupies an Arcane Fulcrum can empower Ancestor Runes during his own Magic phase. An Ancestor Rune's effect depends upon the character of the ancestor in question. Each Runesmith can only attempt to empower each Ancestor Rune once per Magic phase, but each Ancestor Rune has the potential to effect more than one unit, depending how successful the Runesmith is.

CHOOSE ANCESTOR RUNE

Select one of your eligible Runesmiths and declare which of the Ancestor Runes he will empower. You'll notice that each of the Ancestor Runes corresponds to a particular spell type and follows all the targeting restrictions for the relevant type.

POWER DICE

When you've declared which Ancestor Rune you wish to use, choose how many dice you will use from the power pool. Though the empowering of runes is not magic in the conventional sense, the rune still draws power from the fulcrum, and thus the Winds of Magic.

Just like a Wizard casting a spell, a Runesmith can use up to six dice from the power pool when attempting to empower an Ancestor Rune. The more dice you draw from the power pool, the more powerful the rune's effect will be, but the more dangerous the act of empowering is for the Runesmith.

STRIKING THE RUNE

Now, take your chosen number of dice from the power pool, and roll them. For each power dice you roll, the Runesmith gives the rune one mighty blow with his hammer. Results of 1, 2 and 3 are ignored – the Runesmith has failed to unlock the rune's potential.

Each result of 4 or 5 is a successful striking. The rune's power has been successfully harnessed, however enemy Wizards can attempt to drain the rune's power before it takes effect, as explained below.

Each result of 6 is an irresistible striking. This is a successful striking where the rune's power is unleashed with such incredible force that no amount of magical defence can prevent it from taking effect – though the Runesmith will likely suffer the consequences of releasing such unrestrained power (see opposite).

DRAINING RUNES

Before you resolve the effects of your successful strikings, your opponent has one chance to drain the power from your Ancestor Rune. Unlike a conventional dispel, he doesn't need to nominate whether one of his Wizards or the army will make the attempt – there are no bonuses of any kind when attempting to drain an Ancestor Rune's power, so it is quite irrelevant who makes the attempt. Each time an Ancestor Rune is empowered, only one drain attempt can be made, so choose the number of dice carefully.

First, your opponent declares how many of his dispel dice he will use in his attempt to drain the rune. There is no limit on the number of dice that can be used in this manner, though he must use at least one dice from the pool.

Your opponent then takes the number of dice declared from his dispel pool and rolls them. For every result of a 4 or more, the enemy drains the power from one of your successful strikings, effectively nullifying it and reducing your successful strikings by one. Note, however, that irresistible strikings cannot be drained in this manner – nothing can stay the fury of a properly struck Ancestor Rune!

Remember that magic items or special rules that give you bonuses of any kind to dispel dice or dispel attempts do not affect attempts to drain runes.

IRRESISTIBLE STRIKING

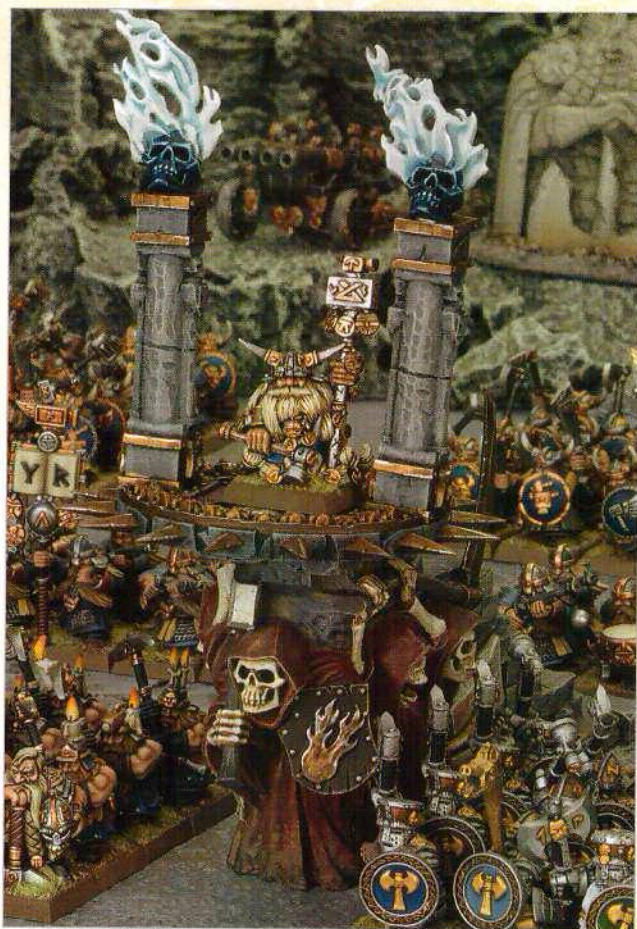
If you rolled one or more 6s when striking the Ancestor Rune, the power that bursts forth is somewhat moreso than would normally be the case. You've already had the benefit of this, in the form of your opponent not being able to drain the success, but now the Runesmith will have to cope with the side effects: once the striking has been resolved, the Runesmith rolls on the Arcane Fulcrum Miscast table.



RESOLVING THE STRIKING

If, at this point, you are left with no successes at all, then the striking has failed – the Runesmith hangs his head in shame and resolves to do better next time. If one or more successes remain, you can now resolve the effect of the Ancestor Rune, as detailed in its entry. From this point onwards, the effects of the Ancestor Rune follow all the rules for spell resolution, as given in the Warhammer rulebook.

Note that an empowering attempt from a single Runesmith can only target a unit once per Magic phase – if you have more successful striking than eligible targets, any extras are lost. If multiple Runesmiths empower the same Ancestor Rune in the same Magic phase, then they can each target each unit once.



ANCESTOR RUNES

The forgers of the Ancestor Runes were as proud of their craft as any Runesmith before or since, much given to artful embellishment of their works. Although individual Ancestor Runes might differ in appearance from hold to hold, the power they call down varies not one jot, as decreed by strict rules of traditional runework. Karaz-a-Karak's Ancestor Runes of Grinnir are inset with filigreed dragon shapes, whilst those of Barak Varr are inlaid with silvered sea beasts. Yet when struck, both respond with identical fury.

⚔️ Ancestor Rune of Grungni

Grungni's rune inspires the smiting of foes and valour of arms.

The *Ancestor Rune of Grungni* is an **augment** rune with a range of 24". It targets a number of units equal to the number of successful striking. Targets gain the Fight in Extra Ranks special rule and can re-roll all failed To Hit rolls for both shooting and close combat attacks (war machines that do not roll To Hit receive no benefit). The effects of the *Ancestor Rune of Grungni* last until the start of the Runesmith's next Magic phase.

⚔️ Ancestor Rune of Grinnir

It is said that when Grinnir's rune is struck, the ancestor himself seeks vengeance on the foe, smiting them with molten rock torn from the belly of the earth.

The *Ancestor Rune of Grinnir* is a **direct damage** rune with a range of 24". It targets a number of units equal to the number of successful striking. Each target suffers 2D6 Strength 4 hits.

⚔️ Ancestor Rune of Valaya

When released from the rune, Valaya's blessing instils the Dwarfs with determination, lending new strength to the severely wounded and fresh resolve to wavering hearts.

The *Ancestor Rune of Valaya* is an **augment** rune with a range of 24". It targets a number of units equal to the number of successful striking. Targets immediately regain D3+1 Wounds' worth of models, as described for the *Regrowth* spell in the Lore of Life. Targets also gain the Unbreakable special rule until the start of the Runesmith's next Magic phase.

MYTHIC ARTEFACTS

As magic flows wildly across the land, ancient artefacts crackle with fresh power. Some stir to life for the first time in centuries. Others recover from a torporous state, once again taking on the full potential of their initial forging.

Mythic Artefacts are magic items, albeit of an immensely powerful sort. They are famous throughout the world, having come to prominence in the hands of legendary warlords.

SELECTING MYTHIC ARTEFACTS

An army can take up to one Mythic Artefact (a grand army up to two) using its Monsters and Magic points allowance. Each item must be allocated to a different character in your army before armies are deployed.

Note that Mythic Artefacts do not count towards your character's maximum allowance of magic items – a Lord who already has 100 points' worth of magic items can still be given a single Mythic Artefact of any points value, providing that he is not already carrying a magic item of the same type.

EMPOWERED EFFECTS

Many Mythic Artefacts grow in power the more Arcane Fulcrums your army controls, as detailed in the relevant entry. If you are able to cast Presence spells, your Mythic Artefacts have the Presence effect, if you are able to cast Equilibrium spells, your Mythic Artefacts have the Equilibrium effect, and so on.

Note that 'empower bonuses' are always gained and lost immediately as the control of Arcane Fulcrums shifts, meaning that the bonuses and effects of the items can alter several times a turn, a phase or even a sub-phase. Whenever an empower effect, be it a characteristic increase, bonus, etc., has the potential to affect the game, double-check the relative control of Arcane Fulcrums so you can be sure exactly what that effect is.

Magic and Wisdom

As will soon be apparent, Mythic Artefacts are powerful in a way that far eclipses the magic items that commonly grace a Warhammer battlefield. They are capable of seemingly impossible feats that will transform your battles into the stuff of legend. However, bear in mind that whilst the rules given here cover a great many of the outcomes of using these Mythic Artefacts, they do not always willingly conform to the exact strictures of the game. On rare occasions, you will need to apply some common sense, but that is the price of using such powerful magic. As with any facet of Warhammer, if you are ever in doubt as to the proper way to resolve a rules question, roll off with your opponent to determine the outcome.



DAWNSTAR SWORD

Magic Weapon

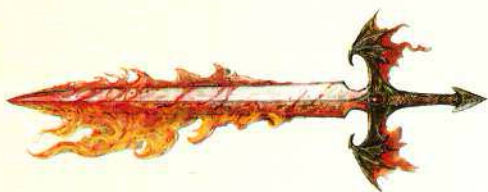
200 points

Legend goes that this blade was forged in the first rays of light to strike the world. The energy of this auspicious enchantment remains embedded deep within the burnished blade, waiting to be called forth once more in a blaze of glory.

When attacking with the Dawnstar Sword, the bearer doubles his Attacks characteristic.

The Dawnstar Sword is empowered as the owning player gathers more of the storm of magic's power.

- **Presence:** Attacks made with the Dawnstar Sword hit automatically.
- **Equilibrium:** Attacks made with the Dawnstar Sword hit and wound automatically.
- **Dominance:** Attacks made with the Dawnstar Sword hit and wound automatically and have the Multiple Wounds (2D6) special rule.



BLADE OF LAST RESORT

Magic Weapon

100 points

This sword has ever had a twisted sense of humour, seeking out overmatched heroes and aiding them against a chosen foe. However, the Blade of Last Resort draws its strength from a victor's glorious lifeblood; those that best an opponent with its aid themselves have scant moments to live.

The bearer of the Blade of Last Resort must issue a challenge if able and must accept a challenge if one is issued. For the duration of that challenge, the bearer must fight with the Blade of Last Resort and adds +D6 to all of his characteristics (roll once and apply the result to all characteristics). Immediately after the challenge has been resolved (because either of the characters locked in the challenge has been slain, or because one side has fled) the bearer of the Blade of Last Resort is also removed as a casualty, granting the enemy a combat result bonus equal to his remaining Wounds at that point. The Blade of Last Resort then magically appears in the hand of a randomly chosen character (chosen from the characters on both sides). Any magic weapon that character is already carrying is instantly destroyed.

DODECAHEDRON OF CONTINENTAL DRIFT

Enchanted Item

250 points

Said to have been left behind by the Old Ones, this peculiar object can be used to remake the world. Each alteration to the Dodecahedron's external matrix is reflected on the land around the user. Its ill-considered use can easily prove catastrophic...

Bound spell (power level 12). One use only. The Dodecahedron of Continental Drift can only be used if you are playing on a Realm of Battle board, or some other kind of modular battlefield.

Choose two board sections and swap them over, rotating the chosen sections to face any direction, provided that they will fit in the same space. Units, terrain etc are moved along with their board section (be careful now) and do not themselves change facing (though they will do so if the board is rotated).

If an engaged unit is partially on the chosen board section, the Dodecahedron of Continental Drift cannot move that section – choose a different board section, or the ability fails and nothing happens. If an unengaged unit is partially on the chosen board section, the controlling player immediately moves the unit fully onto one board section by the minimum possible distance (he can choose which board section) ensuring that no unengaged unit ends up within 1" of another unit or impassable terrain. Each player moves his own units – roll-off to see who starts, alternating from that point. If a terrain feature is partially on the chosen board section, move the feature fully onto one board section by the minimum possible distance (you can choose which board section).

Note that you cannot use the Dodecahedron of Continental Drift to place a board section in such a way that it looks ridiculous. Just apply a little common sense, and this should be obvious. The most frequent occurrence comes where a board has part of a hill sculpted into it – here you'll normally have to match this up with another hill, or else align it with the edge of the battlefield. Any other solution will ordinarily look absurd.



FOZZRIK'S FLOATING FORTRESS

Enchanted Item

250 points

Though Fozzrik's magical aptitude led him to become a wizard, he never lost his love for architecture. Many of the Old World's cities have been built around the immaculate structures that Fozzrik created from stone and sorcery, but more prized by far are his floating fortresses – buildings that move under their own power and sprout defences to repel intruders.

After deployment zones have been agreed, but before the armies have been deployed, place a Citadel Watchtower (or some other suitable tower model of roughly the same size) in your deployment zone to represent the Floating Fortress. If you do not have a suitable building to place, you cannot use Fozzrik's Floating Fortress. Continue with deployment.

If there is a unit in Fozzrik's Floating Fortress, providing that a garrison has not entered or left that turn, the garrisoning player can have it make a Hover move at the end of his Remaining Moves sub-phase – this does not prevent the garrison from shooting Move or Fire weapons. Note that this is the only time the Floating Fortress can move. It cannot charge, flee, pursue nor be moved by spells or other magical effects.

The Floating Fortress is empowered as the garrisoning player gathers more of the storm of magic's power, granting additional powers that are cumulative (so when you are in Equilibrium you would apply both the Presence and Equilibrium effects and so on) and can be directed by its garrisoning unit. If the Floating Fortress has no garrison, these effects do not apply.

- **Presence:** The fortress gate warps into a leering face that breathes great goutts of fire against attackers. At the start of the Shooting phase, the garrisoning player places the flame template so that the narrow end is touching the main fortress door and the template otherwise touches no other part of the fortress. All models (friendly and enemy) lying under the template suffer a Strength 4 hit.
- **Equilibrium:** Monstrous stone gargoyles burst from the fortress battlements to hurl rocks at the enemy below. During the Shooting phase, all unengaged enemy units within 6" suffer 2D6 Strength 3 hits.
- **Dominance:** Great stone fists burst from the Floating Fortress' walls, squashing flat those enemies foolish enough to approach. Any enemy unit that assaults the building suffers 2D6 Strength 10 hits in the Close Combat phase, resolved at Initiative 1.



WOODWAKER'S WAND

Enchanted Item

200 points

Once upon a time, all the woods in the world were linked. Some say this great forest was alive, in a curious sort of way, and that every tree that now grows retains a portion of its vigour and intelligence just waiting to be revived.

One use only. Bound spell (power level 12). Choose a Citadel Wood, or other model wood of similar size, within 12" of the bearer – that wood now comes to life and fights on your side.

Once the forest has woken, any unengaged unit at least partially inside automatically flees as if it had failed a Panic test, with the centre of the forest as the source of the Panic. Unbreakable units and units that are Immune to Psychology do not flee, but instead make a steady retreat – they are moved out of, and 1" away from, the forest by the shortest possible route, in such a way that the unit does not end up within 1" of another unit or impassable terrain. If this is impossible, the unit is removed as a casualty. Each player moves his own units – roll off to see who starts, alternating from then on. Units engaged in close combat are simply removed from play as casualties – they don't see the forest turn nasty in enough time to escape and are mulched!

For the sake of sanity, a woken forest thereafter uses the rules for a garrisoned building. The garrison unit consists of 3 Guardian Trees, each with the following profile.

M WS BS S T W I A Ld

- 3 3 5 7 10 1 10 10

Troop Type: Monstrous Infantry.

Special Rules: Fear, Flammable, Unbreakable.

Tree Trait: From the moment the forest is 'woken' roll on the Mysterious Forest chart (if you haven't already done so earlier in the game). Depending on the type of forest, the Guardian Trees will have an additional special rule:

Abyssal Wood – *Terror.*

Blood Forest – *Frenzy.*

Fungus Forest – *Regeneration.*

Venom Thicket – *Poisoned Attacks.*

Wildwood – *Hatred.*

Branch Barrage: This ability is treated as a shooting attack with the following profile:

Range	Strength	Special Rules
12"	5	Multiple Shots (D6), Quick to Fire

Unlike normal buildings, the forest can also declare and complete charges. The forest has a Movement Allowance of 4.

to charge in a 360° arc. The forest can never charge more than one unit – if this makes the charge impossible, it automatically fails. The forest does not have to ‘close the door’ to align, but just has to complete the charge in such a manner that it is touching the chosen enemy unit. Naturally, the forest itself cannot attack or be attacked in close combat, although the garrison fight and are fought normally – models are selected to fight the garrison in exactly the same way as for a building. If all the Guardian Trees are slain, the forest is immediately removed from play as a casualty.

LIVING DEADWOOD STAFF

Enchanted Item

150 points

Arboreonecromancy is a little-practiced branch of wizardry – any mystic crazed enough to attempt it normally transfers his attentions back to raising zombies and skeletons, rather than Undead trees. However, legends tell of the Archmage Sycamo, ‘The Daemon Carpenter of Estalia’, who not only perfected a method of reanimating trees from their residual elements, but also of filling them with astounding vigour. Much of Sycamo’s work has, fortunately, been lost to the intervening aeons, but the Living Deadwood Staff never stays missing for long...

Whilst the bearer of the Deadwood Staff is alive, all forests count as Blood Forests as well as their usual type. At the end of your Remaining Moves sub-phase, you can move every forest on the battlefield up to 6" in any direction. If there are models in the forests, these are left behind in the same formation and facing. Forests cannot move into impassable terrain, or be left so that they balance on other terrain features in an unsightly way. It’s fine to move a forest onto a hill or place other terrain features within a forest, if it has sufficient movement and it doesn’t look odd. When each forest’s final position has been determined, any models that would be underneath it are placed within it, with the same formation and facing.

The Living Deadwood Staff is empowered as the owning player gathers more of the storm of magic’s power.

- **Presence:** Blood Forests inflict 2D6 hits at Strength 5, instead of their usual damage.
- **Equilibrium:** Blood Forests inflict 3D6 hits at Strength 6, instead of their usual damage.
- **Dominance:** Blood Forests inflict 4D6 hits at Strength 7, instead of their usual damage.

In addition, the Living Deadwood Staff contains a bound spell (power level 12). This is a **summoning** spell with unlimited range. Place a Citadel Wood, or a wood of similar size, anywhere on the table. Any models that would be underneath the new forest are replaced within it, with the same facing and formation. This is a Mysterious Forest.



GIANTKIN HELM

Enchanted Item

150 points

After constantly being told ‘We expect big things from you,’ by his Elector Count father, Heinrich von Roth spent much of the family fortune commissioning an artefact that would help him achieve greatness. Alas, he was to learn that when dealing with wizards, precision of diction is just as important as largesse of payment.

One use only. The Giantkin Helm can be activated at the start of any of your turns. It transmogrifies the bearer, and any mount he may be riding, into a single Giant (as found on page 104). If the bearer is in a unit, he can remain with that unit, even though he is now technically a monster. If he cannot be placed in the unit because there is not enough room, then the Giantkin Helm cannot be used. Whilst transformed, the bearer uses the profile of a Giant, cannot channel or cast spells and all of his other magic items and equipment stop working. If you don’t have a Giant model, then the Giantkin Helm does nothing.

At the start of each subsequent player turn, roll a D6. On a score of 2–6, nothing untoward happens. On a score of 1, the energies of the Giantkin Helm fizzle out, returning the bearer, and any mounts, to normal form. Any Wounds suffered whilst a Giant are carried over onto the bearer’s normal form, even if this kills him. The Giantkin Helm’s effect cannot voluntarily be ended.

WINDCATCHER PRISM

Enchanted Item

150 points

This peculiar bauble was crafted long ago, its purpose very much tied to storms of magic. Once a particular Wind of Magic rises to a certain cataclysmic level, the Windcatcher Prism absorbs and rechannels a portion of its power, bestowing the bearer – and his immediate allies – with an avataric aspect of the ascendant Wind of Magic.

The bearer and his unit receive a bonus special rule, depending on which Battle Magic lore is ascendant. This bonus lasts as long as that lore is ascendant, and changes to a different special rule when another lore becomes ascendant.

Lore	Bonus Special Rules
Fire	Burning Blades. The unit re-rolls failed To Wound rolls (in shooting and close combat). Furthermore, the unit has the Flaming Attacks special rule.
Beasts	Primal Rage. The unit has the Frenzy, Swiftstride and Hatred special rules.
Light	Swiftswords. The unit is Initiative 10 and has the Always Strikes First special rule.
Metal	Metamolten. The unit's shooting and close combat Attacks ignore armour saves and always have a To Wound score equal to the armour save of the target.
Life	Boundless Renewal. The unit has the Regeneration special rule. In addition, keep track of any regeneration rolls of a 6 the unit makes. At the end of each phase, restore 1 Wound to the unit for each such roll during that phase, as described for the <i>Regrowth</i> spell in the Lore of Life.
Heavens	Fortune. The unit re-rolls any 1s rolled To Hit, To Wound and as saving throws.
Shadow	Cloak of Illusion. Non-magical Attacks that roll To Hit can only hit the unit on 6s. Magical Attacks hit the unit normally.
Death	Reawakening. At the end of each phase, every unsaved Wound caused by the unit (by any means) immediately restores 1 Wound to the unit, as described for the <i>Regrowth</i> spell in the Lore of Life.

PARANOTH'S PIQUET FENCE

Enchanted Item

100 points

Paranoth was a famous travelling mage, who trod every road 'twixt Cathay and Naggarond. Naturally, only a particularly foolish wizard would journey such roads without defences, so Paranoth wove himself a sorcerous fence to defend his encampments whilst he and his companions slept.

Paranoth's Piquet Fence can be activated at the start of any of your turns. Choose a hill, marsh or forest within 12" of the bearer. That terrain feature now counts as a building, as well as its normal type. It retains any special rules associated with that terrain feature's type (Paranoth's Piquet Fence doesn't stop you from drowning in the marsh). If you've some fences, or other suitable terrain features, placing them around the fenced-in terrain feature is a fun reminder.

Units in the terrain feature that cannot occupy buildings are moved out of and 1" away from it, in such a way that the unit does not end up within 1" of another unit or impassable terrain, by the shortest possible distance. If this is impossible, the unit is removed as a casualty. Each player moves his own units – roll-off to see who starts, alternating from that point. Of those units that remain, choose one – this unit is now considered to be occupying the 'building'. All other remaining units must then be moved as described above.

Roll a D6 at the start of each subsequent player turn. On the roll of a 1, Paranoth's Piquet Fence stops working and the terrain feature returns to normal.

ROCKCHARMER'S FLUTE

Enchanted Item


100 points

Androgast Gildheim was the first man in the Empire to master this granite flute, but its origins lie hidden in the mists of time. Some say that the Rockcharmer's Flute was used to destroy the old Dwarfen realms, others that it sank the fabled realm of Seidon. However, the most popular tale concerns a drunken Halfling, the Rockcharmer's Flute, a jug of lamp oil, a plate of sausages and the accidental creation of the Grey Mountains...

Bound spell (power level 12). One use only. Choose a hill within 12" of the bearer. Models on the hill each suffer a Strength 4 hit. The hill then immediately moves 2D6" in a direction of your choice (hills that are modelled onto the board cannot move, though they do inflict hits as described earlier). Surviving units are left behind with the same formation and facing, as the hill 'walks' off.

Hills cannot move into impassable terrain, or be left so that they balance on another terrain features in an unsightly way (as discussed in guidance for summoning spells on page 33, except





that they will stop 1" away from any offending features rather than be destroyed). If the hill moves, when its final position has been determined, any model that would be underneath it, or has been moved over by it, suffers a Strength 4 hit. Any surviving units that would be underneath the hill are replaced on top of the hill, with the same facing and formation.

WYSSAN'S WEIGHTED DICE

100 points

Enchanted Item

This set of weighted dice is one amongst many forged by Arctovian Wyssan over the course of a long and (unsurprisingly) successful wagering career. At the bearer's command, these skull-marked cubes play havoc with the laws of causality; turning certainty into bleak misfortune.

One use only. Wyssan's Weighted Dice are used at the start of one of your turns. When used, the bearer chooses two numbers from 1 to 6. For the remainder of the game turn, all dice rolls of the first number are treated, in all respects, as a dice roll of the second number. This applies to all dice rolls: yours, your opponent's and any 'neutral' rolls, such as for determining the Winds of Magic and magical flux. It even includes single dice rolled as part of a 2D6, 3D6 and so on.

Wyssan's Weighted Dice are empowered as the owning player gathers more of the storm of magic's power.

- **Presence:** Immediately after Wyssan's Weighted Dice are used, roll a D6. On a score of 6+ they can be used once more later in the game.
- **Equilibrium:** As for Presence, however Wyssan's Weighted Dice can be reused on a roll of 5+.
- **Dominance:** As for Presence, however Wyssan's Weighted Dice can be reused on a roll of 4+.

ARABYAN PUZZLEBOX

250 points

Arcane Item

This elegantly crafted container houses many hundreds of glittering gemstones, each with the power to harness the Winds of Magic if used in the correct manner. Alas, the user can never truly be sure that the compartment he has opened will contain the gems he needed.

During your Magic phase, the Arabyan Puzzlebox has an effect based on the Winds of Magic roll. If the total rolled for the Winds of Magic is an odd number, add D6 dice to your power pool. If the total rolled for the Winds of Magic is an even number, you can re-roll the D3 for Magical Flux.

The Arabyan Puzzlebox is empowered as the owning player gathers more of the storm of magic's power.

- **Presence:** If the roll for the Winds of Magic contains one or more doubles, the bearer receives a casting bonus of +3 to all spells this turn.
- **Equilibrium:** In addition to the Presence effect, if the roll for the Winds of Magic contains one or more doubles, the bearer's characteristics are increased by D3 (to a maximum of 10). Roll once and apply the result to all characteristics.
- **Dominance:** In addition to the Presence and Equilibrium effects, if the roll for the Winds of Magic contains one or more doubles, the bearer's spells (even Cataclysm spells) will cause irresistible force and a miscast on a roll of any double.

BLACK BOOK OF IBN NAGGAZAR

150 points

Arcane Item

Ibn Naggazar was a brilliant, if somewhat maniacal, Arabyan sorcerer. Whilst it is unknown whether his madness sprang from isolation, too many attempts at creating intoxicating 'elixirs' or the honeyed promises of whispering Daemons, there can be no doubt that he was utterly insane. No rational wizard would create a book inked on the skin of his closest family, much less constantly follow its advice.

The Black Book of Ibn Naggazar grants the bearer the Loremaster (Death) and Loremaster (Shadow) special rules – these spells replace any he already knows. However, a blood sacrifice must be made whenever the bearer casts a spell from either the Lore of Death or the Lore of Shadow.

Each time the bearer attempts to cast such a spell, make a blood sacrifice roll to see the number of victims claimed by the book. Roll a D3 – remove this number of models from the caster's unit as casualties, and add this many dice to the bearer's casting attempt (this can take the number of dice used beyond 6 and the total in the pool temporarily above 24). If there are insufficient 'volunteers' for the sacrifice, the bearer is also dragged into the book – he and his unit are removed as casualties and the spell automatically fails. No saves of any kind can be taken by models claimed by the book.

If the caster has not attempted to cast a spell from either the Lore of Death or the Lore of Shadow by the end of each of his Magic phases, he is devoured by the Daemons within the book and removed as a casualty.

The Black Book of Ibn Naggazar is empowered as the owning player gathers more of the storm of magic's power.

- **Presence:** Roll a D6, rather than a D3, for blood sacrifice.
- **Equilibrium:** Roll 2D6, rather than a D3, for blood sacrifice.
- **Dominance:** Roll 3D6, rather than a D3, for blood sacrifice.







Empire Celestial Wizard.



Empire Bright Wizard.



An army of Talabheim defends its Light Wizard.



Chaos Sorcerer.



Chaos Sorcerer of Tzeentch.



Chaos Sorcerer of Nurgle.



Balthasar Gelt, the Supreme Patriarch of the Colleges of Magic.



Empire Amethyst Wizard.



Empire Light Wizard.



Slann Mage-Priest.



A pillar of flame forms an Arcane Fulcrum, bearing aloft a Chaos Sorcerer.



Some Arcane Fulcrums are ancient, cyclopean structures of unknown origin.



Savage Orc Shaman riding a war boar.



Necromancer.



Wood Elf Spellweaver.



The dread Vampire Count Manfred von Carstein.



*Dark Elf Sorceress
riding a Cold One.*



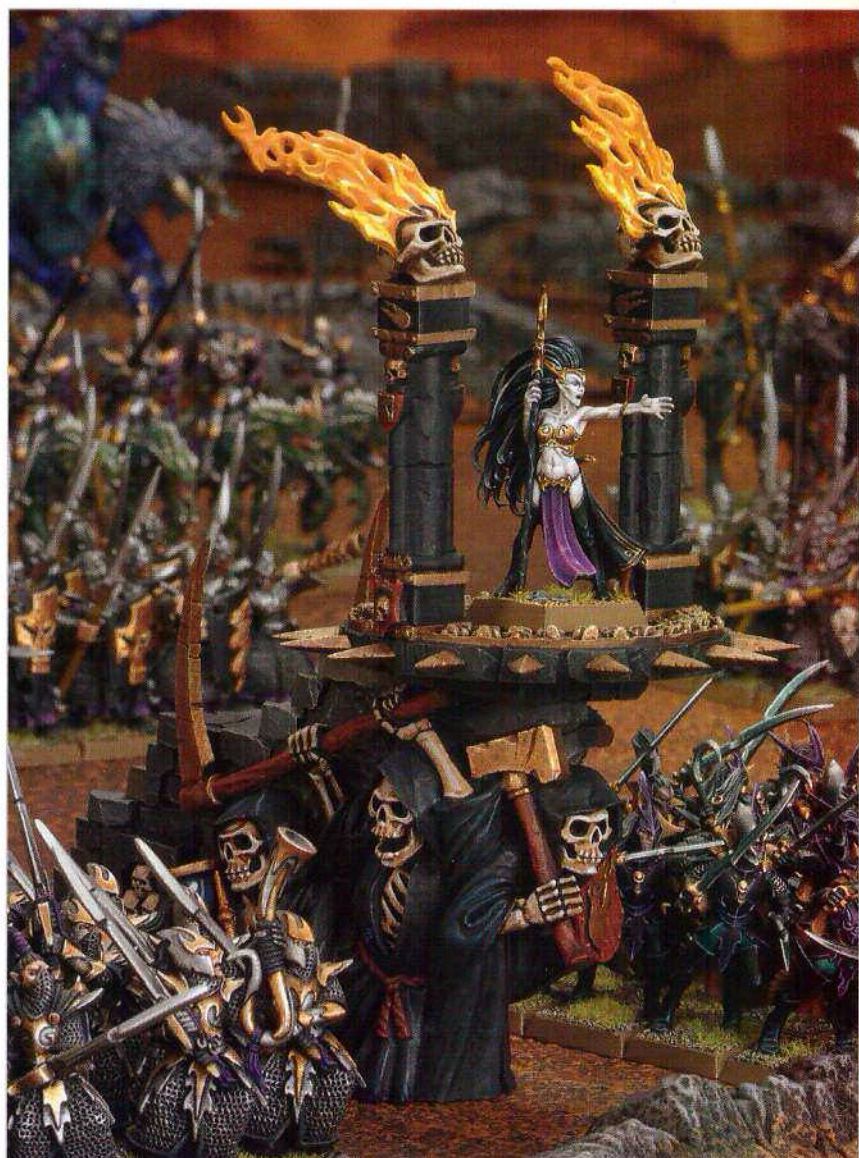
Dark Elf Sorceress.



Goblin Shaman.



Wurrzag, da Great Green Prophet.



The Dark Elves waste no time in claiming an Arcane Fulcrum to fuel their wicked rites.





A High Elf Mage riding a Dragon.



Ikit Claw, Chief Warlock of Clan Skryre.



Ogre Butcher.





High Elf Mage riding a barded Elven steed.



High Elf Mage.



Kairos Fateweaver, Oracle of Tzeentch.



Malagor, the Dark Omen.



Damsel of the Lady.

Liche Priest.



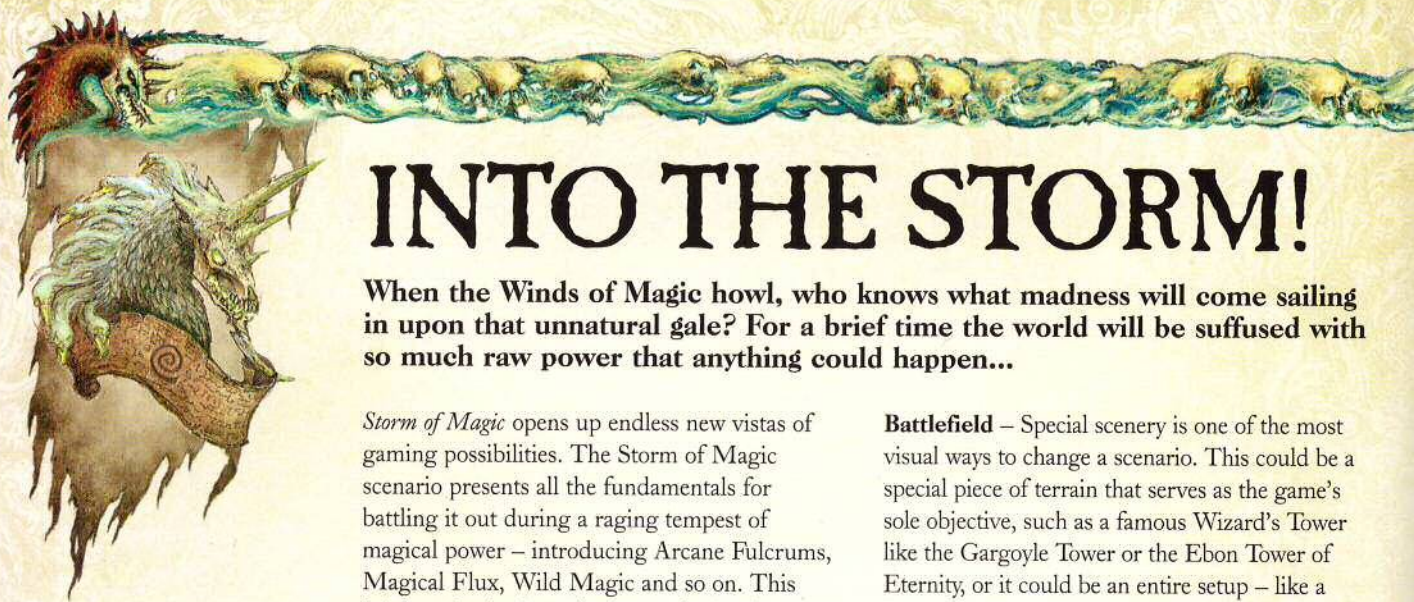


BATTLES BEYOND REASON

When a storm of magic erupts, it not only unbinds some of the laws of nature, but also unleashes sheer Chaos into the mortal realm.

This provides great scope to adventurous players who are looking to delve even further into the kinds of tabletop game that could happen when armies dare to clash amidst the maelstrom.

This brief section talks about making up your own Storm of Magic scenarios and adding different kinds of sorcerous terrain into your battles.



INTO THE STORM!

When the Winds of Magic howl, who knows what madness will come sailing in upon that unnatural gale? For a brief time the world will be suffused with so much raw power that anything could happen...

Storm of Magic opens up endless new vistas of gaming possibilities. The Storm of Magic scenario presents all the fundamentals for battling it out during a raging tempest of magical power – introducing Arcane Fulcrums, Magical Flux, Wild Magic and so on. This brief section is about further exploring the many gaming opportunities presented by these great storms that periodically sweep across the lands.

Start Slow, Build Big

The *Storm of Magic* scenario already provides quite a few special rules and some truly titanic new spells to try, so players will already have a lot on their minds. Adding further variety can make for really enjoyable (and crazily memorable) battles, but be careful not to bog your game down with too many additional rules. A few simple twists to existing scenarios, or a new battle themed around the terrain or armies you have (or are aiming to build) will give the best results.

What if, during your battle, the sheer saturation of enchanted energy from a storm of magic caused unnatural phenomenon to happen? Are you tactically able to confront not only the enemy, but also newly risen and erupting volcanoes or suddenly sentient and decidedly hostile forests? What if, roused by the storm, all manner of monsters join in the bloodletting, eager to feed on anything they can catch. It will take a mentally agile commander to control Arcane Fulcrums that shift in and out of reality, blinking across the battlefield. These are strange and unforeseen effects, but who truly knows what can happen when raw Chaos is unleashed upon the world?

ELEMENTS OF CHANGE

By altering a few key elements in a scenario, it is possible to add a simple twist to an existing battle or, with more substantial additions, to design something entirely new. Below are some of the elements you can alter to change a Storm of Magic scenario.

Armies – Changing how armies are selected for a game is an easy way to vary your battles and could be as simple as modifying army selection percentages. Think what being able to take up to 50% of your force total in Lords could do? That's a lot of powerful Wizards that could join your battle! Likewise, an increase in the allotment for Scrolls of Binding will allow for a very different kind of game. A more radical addition would be adding a third party to a battle, some neutral force such as a special monster or mad necromancer that will act automatically to protect itself.

Battlefield – Special scenery is one of the most visual ways to change a scenario. This could be a special piece of terrain that serves as the game's sole objective, such as a famous Wizard's Tower like the Gargoyle Tower or the Ebon Tower of Eternity, or it could be an entire setup – like a battle that takes place on floating islands of clouds or amidst rivers of magma. Some storms of magic open up portals to the Realm of Chaos and who knows what insanity might slip through to alter your landscape? Later in this chapter are examples of specific sorcerous terrain to try.

Scenario Special Rules – A scenario special rule could account for anything your fevered imagination can invent. The skies might rain blood, Daemons might materialise along magical fault lines or a man-eating mystical mist could enshroud the battlefield, baring its fog-like fangs. The most enjoyable special rules are thematic to the game itself and force both players to think and react, often altering their style of play.

PUTTING IT ALL TOGETHER

Storm of Magic provides a framework of rules and an evocative backdrop for your games. With some tweaking or outright inventing of your own, you can create your own never-seen-before challenges, cater to your personal miniature and terrain collections and really let your imagination run wild.

Imagine creating your very own monster – some mighty beast that opposing Wizards can attempt to mind control and bind into service. Failure means the creature will run amok or, worse, be bound into the ranks of your foe! How about a team of Skaven Warlock Engineers with their claptrap doomsday weapon that is attempting to channel the storm for their own nefarious purpose? There are new spells to invent, ancient Daemons fettered in mythic prisons waiting to be set free by the storm's fury and mysterious temples whose statues come alive when the correct magical lore is in ascendancy upon the wayward and gusting Winds of Magic.



Bright Wizard.







BATTLE 1

THE MAD MAGE OF THE DRAKWALD DOWNS

What happens when two armies converge upon a storm of magic only to find that a powerful and quite deranged wizard is already on the scene trying to absorb the arcane energy all for himself?

THE ARMIES

Each player chooses his force as per the Storm of Magic scenario detailed on page 25.

THE BATTLEFIELD

A special Arcane Fulcrum is placed in the centre of the board – this will be known as the Altar of Madness. Players take it in turn to place between four and six Citadel Woods (or forests of a similar size) although none can be placed within 12" of the Altar of Madness or within 6" of each other.

DEPLOYMENT

Roll off to see which player picks which half of the table they will deploy in. Their opponent will deploy in the other half. The player that chose his board half must deploy his entire army first within 12" of his long table edge. He must also place a single Arcane Fulcrum anywhere in his own deployment zone. Once the first player has deployed, his opponent must do likewise, placing his models within 12" of his own long

table edge and a single Arcane Fulcrum anywhere within his deployment zone. Scouts are placed last, beginning with the player who set up first.

FIRST TURN

The player that set up second rolls a D6. On a 6 he chooses who goes first. On a 1-5 the player that set up first chooses who goes first.

GAME LENGTH

The battle will last for six turns or until a time limit agreed by the players is reached.

VICTORY CONDITIONS

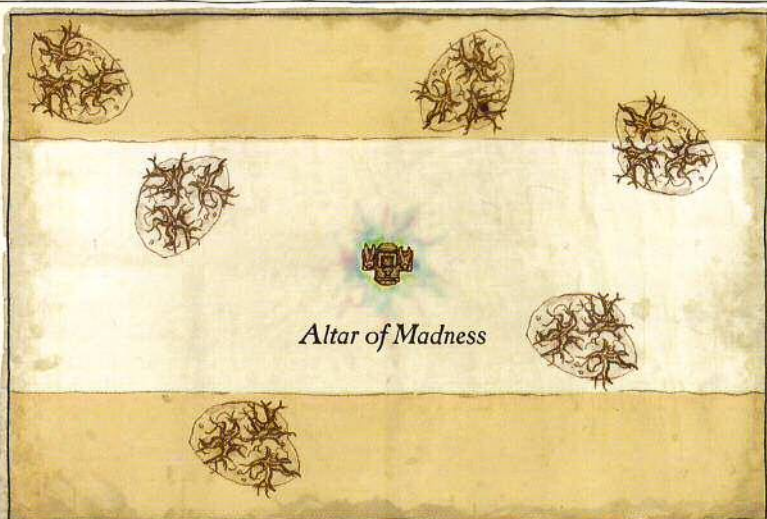
The victory conditions for the game are straightforward – at the end of the battle, whoever controls the Altar of Madness is the winner. Note, this could be either player or even the Mad Mage himself. If no one controls the Altar, the battle is a draw, although a player that slays the Mad Mage earns bragging rights.



Any spare Wizard model can be used to represent the Mad Mage – in our case we've used this cackling mad Necromancer.

Moving Madness

Although the Altar of Madness starts the battle in the direct centre of the battlefield, it will not stay there for long. Be prepared with a few units to chase the teleporting pylon across the tabletop if needs be.



Not Too Close

A wise player will keep in mind that while the Mad Mage is alive he will always target the closest unit. Unless you have a decent chance of charging the Mad Altar to claim it for yourself, a sound tactic is to ensure that it is your foe who receives the Mad Mage's Invisible Fire of Tzeentch spell and not one of your own regiments.

SCENARIO SPECIAL RULES

This scenario uses all the special rules from the Storm of Magic scenario (see page 25) and additionally uses the Mad Mage and Altar of Madness special rules (see right).

Mad Mage: With his name lost over ages of insanity, this long corrupted Wizard has spent his days wandering the Drakwald Downs in an addled, but incessant search for a key to great power... and it seems that he's found it. The Mad Mage starts the game rubbing his hands together and cackling maniacally atop the Altar of Madness. He has the following profile:

	M	WS	BS	S	T	W	I	A	LD
Mad Mage	4	3	3	4	4	3	3	1	10

Troop Type: Infantry (Character).

Magic: The Mad Mage is a Level 4 Wizard and knows but a single spell – the *Invisible Fire of Tzeentch* (see page 46). He automatically casts this (with a total casting result of 20) at the start of each and every Magic phase, unless he is in combat when he cannot cast. He will always cast the spell at the nearest visible target and both

players can attempt to dispel it (starting with the player whose turn it is) using either dispel or power dice.

Equipment: Hand weapon.

Altar of Madness: The Altar of Madness is a special Arcane Fulcrum that gives the Mad Mage his powers. The Mad Mage can never voluntarily leave this Arcane Fulcrum, so, if he is forced to for any reason, he will automatically die and be removed from play. So long as he remains atop the Altar of Madness, the Mad Mage has a 2+ ward save. If any other Wizard should mount the Altar of Madness, treat it as a normal Arcane Fulcrum.

Oversaturated with magic, the Altar of Madness teleports. So long as the Mad Mage is alive, at the start of each turn, the Altar of Madness will teleport 2D6" in a random direction. If this would cause the fulcrum to be placed on, or within 1" of, a unit, a terrain feature other than a hill, in impassable terrain, or off the board, then increase or decrease the scatter distance along its displacement vector by the smallest amount necessary so that it doesn't.



Lord Skrolk





REIGN OF MAGIC

Under the most intense deluges of magical energies, the world itself can start to warp. As the laws of nature and the unreality of the Realm of Chaos collide, the battlefield becomes an unstable and unpredictable place.

A commander can never know what will happen under the swirling clouds of a storm of magic...

THE ARMIES

Each player chooses his force as per the Storm of Magic scenario detailed on page 25.

THE BATTLEFIELD

The first things to set up are the Arcane Fulcrums. Three Arcane Fulcrums are placed on an imaginary centre line (see map below), the first of which is in the exact middle of the table and the flanking ones equidistant between the centre point and a short table edge. After the Arcane Fulcrums are placed, set the rest of the battlefield up as described in the Warhammer rulebook.

DEPLOYMENT

Roll off to see which player picks which half of the table they will deploy in. The opponent will deploy in the other half. Players then take it in turn to place units on the table, using the alternating units method of deployment as described in the Warhammer rulebook. Units may be placed anywhere in their deployment zone that is more than 12" from the centre line.



Pink Horror.

FIRST TURN

Roll off after deployment. The player with the highest result gets to choose whether to take the first turn or not. The player who finished deploying his army first adds +1 to this roll.

GAME LENGTH

The battle will last for six turns or until a time limit agreed by the players is reached, whichever comes first.

VICTORY CONDITIONS

At the end of the game, the player who controls the most Arcane Fulcrums wins the battle.

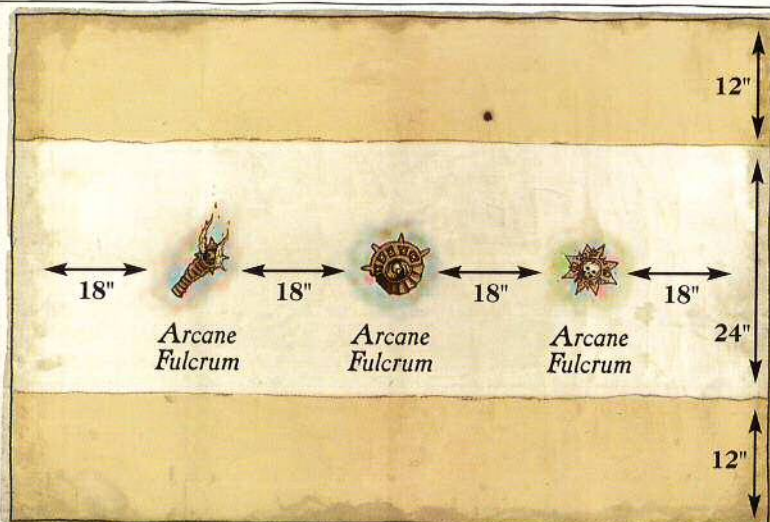
If both players control the same number of Arcane Fulcrums at the end of the game, then use the Victory Points method, as described in the Warhammer rulebook, to determine the result of the battle.

SCENARIO SPECIAL RULES

This scenario uses all of the special rules from the Storm of Magic scenario (see page 25) in addition to the Reign of Magic special rule detailed on the next page.

Three Fulcrums

This battle begins with the Arcane Fulcrums out of reach for both sides. Initial turns are bound to result in a race to claim these mighty pylons.



Beware The Eye

Storm of Magic games are often all about Wizards and their powerful spells. However, this scenario adds the totally random (and magic calming) Eye of the Storm result which can really throw a cog into your best laid plans. It just goes to show, magic is unreliable even during its raging tempests!

REIGN OF MAGIC

After determining Magical Flux, the player whose turn it is rolls on the Reign of Magic chart (below) and applies the results.

D6 Result

- 1 **The Land is Alive!** *The landscape comes alive, hills gnaw and trees strike out...* Any unit on the battlefield within 6" of any terrain feature (hills, walls, forests, rivers, buildings etc.) takes 2D6 Strength 4 hits with no armour saves allowed.
- 2 **Green Glow of Madness.** *Morrslieb looms overlarge, its sickly glow suffusing the landscape.* All units taken from armies described as Forces of Destruction (see Warhammer rulebook) or taken as Scrolls of Binding gain Frenzy for the remainder of the battle turn.
- 3 **Funnel of Doom.** *A vortex of swirling energy descends from the skies.* Place the small round template atop a randomly chosen Fulcrum and then make a single 2D6" move in a random direction. All models moved over or touched by the template suffer a Strength 6 hit with no armour saves allowed. In addition, after all hits have been resolved, any Wizard moved over or touched is sucked up and removed as a casualty on a D6 roll of 5+.

- 4 **Eye of the Storm.** *The Winds of Magic are inexplicably stilled, as is wind in the eye of a hurricane.* Until the next Magic phase no power dice are generated – do not roll any dice for the Winds of Magic (this cancels both Wild Magic and the usual 2D6 power dice rolled by the casting player). Spells that are cast automatically, or magic items or special rules that generate power dice, can be used as normal.
- 5 **Born Anew.** *Due to time warp, magical reinvigoration or perhaps divine intervention, one thought dead returns anew.* The player whose turn it is can return a single model that has been slain. This can be a single character (including his mount), infantry, monstrous infantry, cavalry, monstrous cavalry, swarm, war beast, monstrous beast, monster, chariot, or war machine. Models born anew enter the battlefield from any point on any battlefield edge, using the rules for reinforcements.
- 6 **Ascendancy Rules.** *The ascendant Wind of Magic bestows purest power.* Any Wizard using the ascendant lore, as determined by Magical Flux, can re-roll a single casting attempt until the start of the caster's next Magic phase and can re-roll the first Miscast table roll in each turn so long as his lore remains in ascendancy.

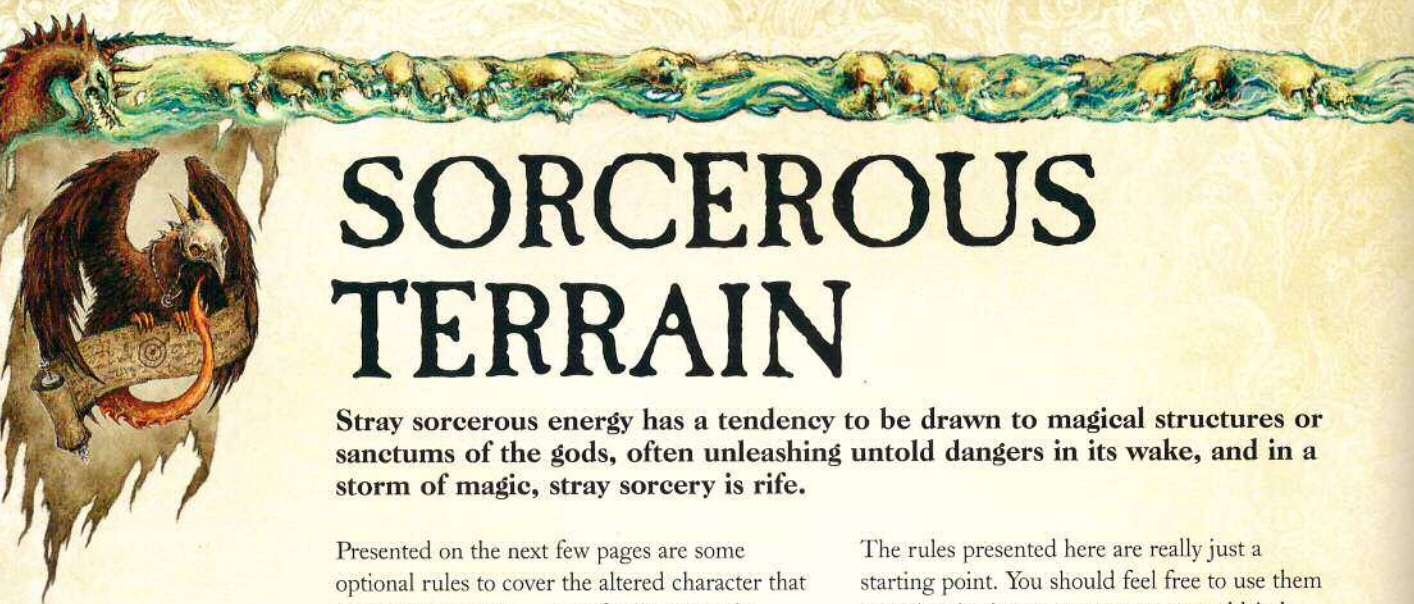
Storm of Many Eyes

Hurricanes and typhoons have eyes, that is, central points of absolute calm, about which the tempest swirls in one direction. The highly chaotic storms of magic are far more unpredictable and might spin like a mad top, grow outwards in great tentacles of destruction, or collapse inwards upon itself. There can be dozens of 'eyes', or pockets of calm within the maelstrom of a storm of magic, or conversely there might be none at all.



Night Goblin Shaman.





SORCEROUS TERRAIN

Stray sorcerous energy has a tendency to be drawn to magical structures or sanctums of the gods, often unleashing untold dangers in its wake, and in a storm of magic, stray sorcery is rife.

Presented on the next few pages are some optional rules to cover the altered character that three terrain pieces – specifically, Wizard's Towers, Sigmarite Shrines and Arcane Ruins – could have in your Storm of Magic games.

The rules presented here are really just a starting point. You should feel free to use them as an inspiration to create your own eldritch perils for the terrain pieces in your collection. During a storm of magic, anything is possible!

Using Terrain

Terrain turns your tabletop into a battlefield and provides a setting for your games. Storm of Magic games centre around Arcane Fulcrums, but that doesn't mean you can't add more terrain into the battle – some of which can even count as additional fulcrums. In fact, if you are making up your own scenarios, you might want to create a game based around a specific piece of terrain – say an infamous Wizard's Tower, a ring of strange standing stones, or whatever you happen to have in your collection.

Sergeant Dänikan was unhappy. As ordered, he'd advanced the Drakhammer Regiment to stand between the odd little Celestial Wizard and the advancing Orcs, but he was far from comfortable being so distant from the rest of the Talabecland army. Bad enough that half of the Drakhammers were raw recruits, still unproven on the battlefield, but even the veterans were uncomfortable in the presence of the strange floating tower over which the wizard fussed.

The first wave of greenskins marched into sight, and Dänikan's mood further worsened – the Drakhammers were clearly outnumbered several times over. He called up a warning to the wizard, but the curious fellow was too engrossed in his studies to notice, so Dänikan relieved his frustrations by bellowing at the Drakhammers to tighten their ranks. As his men braced themselves for the battle to come, Dänikan tried once more to get the wizard's attention, and was this time rewarded with a querulous response. 'Don't fret so, sergeant,' the wizard called down from his lofty perch. 'I assure you the matter is well in hand.' Then he dropped his spectacles and vanished from view in an attempt to recover them.

The Orcs were now so close that Dänikan fancied he could smell their fetid breath. Dänikan closed his eyes briefly. He offered a prayer to Sigmar, asking for the strength to fight the coming battle, and for a curse to be placed upon fussy little wizards who had no place on a battlefield – at least no place near Dänikan.

Then, split seconds before the Orc charge hit home, there was a cry of jubilation from atop the tower as the

wizard finished his enchantment. With an ear-splitting boom, a glowing cerulean portal appeared a handful of paces before the Drakhammers' battle-worn standard. Out from the depths of the portal charged an alabaster chariot, its wheels sparking with lightning as the lions that drew it bore down upon the Orcs.

The chariot struck the oncoming greenskins with crushing force, trampling some, bowling others into the air. The lions roared and snarled as they swatted and mauled their dazed opponents, whilst from the chariot's fighting platform two Elves, fair and terrible in their battle raiment, swung their axes in glittering arcs to sever limbs and heads. The Orcs could not hope to stand before such an onslaught and, as one, the survivors turned and fled back toward their own lines.

With the retreat of the greenskins, the Elves looked around at the battlefield in puzzlement, as if seeing it clearly for the first time. But before they could react, the swirling portal moved to swallow them, leaving no trace of the chariot's passage save for the slain Orcs, and the fact that Sergeant Dänikan was in a better mood than he had been for days. 'I didn't know the Elves were coming to help us,' he called up to the wizard.

'Nor did they,' came the reply. 'Now, where are my spectacles?'



Celestial Wizard.



ARCANE RUINS

The landscape of the Warhammer world is littered with standing stones and monoliths – the forgotten remnants of temples and towers long lost. Yet magic has not entirely forsaken these unhallowed places and even now hangs heavy upon them.



MYSTERIOUS

In Storm of Magic games, Arcane Ruins retain their normal rules, which are repeated here for ease of reference:

Any Wizard within 6" of an Arcane Ruin can choose to roll up to four dice when channelling, rather than one. However, if three or more dice come up as 6s, the Wizard must immediately roll on the Miscast table.

However, when playing Storm of Magic games, Arcane Ruins are also treated as mysterious terrain. Who knows precisely what sorceries led to their bleak and tumbled state, or what magics in which the slumbering stones are steeped?

As soon as a unit moves to within 3" of the Arcane Ruins, roll to determine the exact nature of their enchantment. These rules are cumulative with the basic effect of the Arcane Ruins described above.

D6	Result
1	Nothing – not counting the horrible stench, it's a 'normal' Arcane Ruin.
2	Arcane Fulcrum.
3	Zone of Hellfire.
4	Thaumic Lodestone.
5	Font of Rejuvenation.
6	Ghostly Infestation.

ARCANE FULCRUM

This ruin still retains a tie to the ancient leylines of the land.

This Arcane Ruin is treated as an Arcane Fulcrum in all respects.

ZONE OF HELLFIRE

As the Winds of Magic ebb and flow, these ruins explode into fiery life.

If any doubles are rolled for the Winds of Magic, all units within 3" of the Arcane Ruin suffer D6 hits with a Strength equal to the highest double rolled.

THAUMIC LODESTONE

Long ago, these ruins were set to manipulate the Winds of Magic, and so can they be used again.

Each player with at least one Wizard within 3" of the Arcane Ruins can re-roll one of the D6 rolled to calculate the Winds of Magic.

FONT OF REJUVENATION

The stones of this ruin glow with life-giving energies.

Any unit within 3" of the Arcane Ruins has the Regeneration (5+) special rule.

GHOSTLY INFESTATION

This ruin is the haunt of the cursed dead, whose unearthly wails and caterwauls chill the very hearts of those nearby.

Any unit within 3" of the Arcane Ruins suffers a -1 penalty to its Leadership.

General Purpose Terrain

When it comes to terrain, there is an advantage to scenery that is multi-purpose in its uses. For example, the plastic Arcane Ruins kit makes great looking terrain and will work fine for every one of the Mysterious Terrain options given here.



Orc Great Shaman.



Strange Reflections

A Wizard's Tower tends to be a highly magical structure that will absorb many of the properties of its owner.

For example, the tower of a Necromancer will tend to be mysterious, old and creaky – covered in the fell symbols used by those versed in the arts of the Undead. Conversely, the abode of an Orc Shaman is likely to be haphazardly angled and patched together, with crudely scrawled symbols of Orcish power.

WIZARD'S TOWERS

Many choose sorcery as a path to power.

Alas, such glories must be sought in solitude lest the common folk take violent exception to the wizard's dabbling in the diabolical. So do many Wizard's Towers stand in isolated and unwelcoming places, the better to ensure their owner's quietude and safety (though doubtless not always his sanity).



TERRIBLY MYSTERIOUS

In Storm of Magic games, a Wizard's Tower retains its normal rules from the Warhammer rulebook. However, when playing Storm of Magic games, Wizard's Towers are also treated as mysterious terrain. The tower's original owner might well have held a full inventory of exactly what experiments and sorceries lurked therein, but he's probably long dead by now. Furthermore, the billowing Winds of Magic offer excellent opportunity for all manner of familiars and homunculi to burst free of their shacklements and wreak all kinds of havoc.

As soon as a unit enters (or deploys in) the Wizard's Tower, roll 2D6 to determine the exact nature of the providence or peril within. These rules are cumulative with the basic effect of the Wizard's Tower.

2D6	Result
2	Nothing – singing mice and dancing broomsticks aside, it's a 'normal' Wizard's Tower.
3	Arcane Fulcrum.
4	Cursed Library.
5	Seals of Scrying.
6	Arcane Armoury.
7	Ferocious Familiars.
8	Spectral Attendants.
9	Mutating Mirrors.
10	Blessed Library.
11	Poltergeists.
12	Portal of Screaming Death.

ARCANE FULCRUM

This tower is set at a crux point of leylines and absorbs energy during a storm of magic, power that a skilled practitioner can easily put to use.

As long as the building is occupied only by a single Wizard, it is treated as an Arcane Fulcrum in all respects. If other models are within, the muddy thoughts of lesser mortals prevent the Wizard from utilising the fulcrum's full potential, and it is counted solely as a Wizard's Tower.

CURSED LIBRARY

Books and tomes of a dark and blasphemous nature hang heavy on all the many shelves herein. The ominous aura they exude is so thick as to be a cloying physical presence that corrodes metal and undoes enchantments of warding.

All models from the Forces of Order garrisoning or assaulting the Wizard's Tower suffer a -1 penalty to all armour saves and cannot take ward or regeneration saves.

SEALS OF SCRYING

Invisible sentinels stand guard over this sorcerous dwelling, divining that which intruders would wish kept secret.

Immediately after one of your units garrisons this building, all hidden information concerning that unit (including magic items, concealed characters, spells and upgrades – no exceptions, even if the upgrade is not specifically listed here) must be revealed to your opponent.

ARCANE ARMOURY

This tower is littered with countless armories of enchanted weaponry, there for the taking by whomsoever finds it. Though the magic contained in these weapons lasts for only a short time outside the tower's confines, such a span is more than enough for a band of determined warriors.

The first unit that garrisons this building receives +1 To Hit, +1 To Wound and their Attacks are considered to be magical for the remainder of the game. Any unit that garrisons the building thereafter arrives to find its riches already plundered – treat the building as an 'ordinary' Wizard's Tower for the rest of the game.



Wood Elf Spellsinger.



Vampire Countess.

FEROCIOUS FAMILIARS

A host of tiny but vicious and needle-toothed familiars dwell within this tower. Though not brave enough to attack directly, these mischievous imps snap at ankles, feet and shins when the opponent's attention is elsewhere, before scurrying away to hide behind the pockmarked wainscoting.

Any unit assaulting or defending the Wizard's Tower suffers 3D6 Strength 1 hits, resolved simultaneously with Impact Hits.

SPECTRAL ATTENDANTS

Ethereal watchmen stand sentry over this particular Wizard's Tower, attacking all who would wish the occupants harm.

Any unit assaulting the Wizard's Tower suffers 2D6 Strength 3 Attacks, resolved at Weapon Skill and Initiative 3, in addition to any Attacks made by the defenders.

MUTATING MIRRORS

The walls of the tower are lined with distorting mirrors, somewhat akin to those found in a travelling carnival, with one important exception: these mirrors distort reality, not merely its reflection. Those who enter this glittering maze find their forms irrevocably altered. No rhyme or reason drives this transmutation, it is governed solely by the wizardly whims of the malefic mirrors.

Immediately, after one of your units garrisons this building, and at the start of every turn they are in the building thereafter, roll on the following table to find out exactly what physical changes the mirrors have wrought.

D6 Result

- 1 **Bulk and Brawn.** All models in the unit have +1 Strength and +1 Toughness.
- 2 **Tired and Timid.** All models in the unit have -1 Initiative and -1 Leadership.
- 3 **Slow but Sly.** All models in the unit have -1 Movement and +1 Initiative.
- 4 **Skilled but Sickly.** All models in the unit have +1 Weapon Skill and -1 Toughness.
- 5 **Frail but Full-hearted.** All models in the unit have -1 Strength and +1 Leadership.
- 6 **Fumbling and Frail.** All models in the unit have -1 Weapon Skill and -1 Strength.

All bonuses and penalties are cumulative and last for the remainder of the game.

BLESSED LIBRARY

Tapestry and scripture laid down by beneficent and magnanimous gods line these walls.

All models from the Forces of Destruction garrisoning or assaulting the Wizard's Tower suffer a -1 penalty to all armour saves and cannot take ward or regeneration saves.

POLTERGEISTS

Unquiet spirits lurk within this tower, and will violently attack anyone foolish enough to enter.

Immediately after one of your units garrisons this building, and at the start of every turn it is in the building thereafter, it suffers D6 Strength 4 hits to represent the barrage of broken furniture flung by the poltergeists.

PORTAL OF SCREAMING DEATH

This insides of this tower are not lined with stone, wood or tanned flesh, but swirling magical energy that casts any entrant into sorcerous oblivion.

Any unit that garrisons this building is removed from play as a casualty.

Risk Versus Reward?

As with all Mysterious Terrain there are potential risks and rewards for entering a Wizard's Tower. Some results can be game-winners – such as the Arcane Fulcrum, or at the least offer fantastic unit upgrades, like the Arcane Armoury. Other results are dangerous, such as Ferocious Familiars or Poltergeists – even more so if your Wizard isn't in a unit. The mere possibility of discovering a Portal of Screaming Death, however, should make any player a bit nervous about entering such a structure!



Your Own Temple

A piece of terrain to represent a shrine, temple or holy site for your army is a great addition to any Warhammer player's terrain collection and can become a centrepiece for any army. If your force does not have a shrine listed in the *Ineffably Mysterious* section then you can either appropriate the set of rules that best fit your army's deity, or, with your opponent's consent, make up your own rules.



Skaven Grey Seer.

SIGMARITE SHRINES

Many a Sigmarite Shrine has been the victim of a campaigning army, its altar smashed, its sanctums defiled and its ground reconsecrated to some blasphemous deity. Some shrines are eventually reclaimed by Sigmar's followers, but some are claimed by adherents of another of the Empire's faiths. As a result, it's often not immediately obvious to which god a shrine is currently dedicated. This doesn't normally matter a great deal, but during a storm of magic the gods pay much greater attention to those who trespass upon their holy ground.

No matter how derelict a Sigmarite Shrine may be, some trace of its power remains. It therefore retains its normal rules, repeated here for ease of reference:

Any models belonging to an army from the Forces of Destruction re-roll successful ward saves if they are within 6" of the Sigmarite Shrine.

INEFFABLY MYSTERIOUS

Additionally, the first time any unit enters (or deploys in) the shrine, roll 2D6 to determine the deity to which it is now dedicated, and the 'blessing' that unit receives. All blessings apply to the unit and any characters in it, unless otherwise stated. Any units that enter the Shrine thereafter are unaffected.

2D6	Result
2	Gork (or possibly Mork).
3	The Horned Rat.
4	Ulric, God of Wolves, War & Winter.
5	Grandfather Nurgle.
6	Slaanesh, Prince of Chaos.
7	Sigmar, Warrior God of the Empire.
8	Tzeentch, Changer of Ways.
9	Khorne, Lord of Battles.
10	Morr, Guardian of the Dead.
11	The Lady of the Lake.
12	Ranald, Patron of Tricksters.

GORK (OR POSSIBLY MORK)

The greenskin gods (but especially Gork) reward the fightiest of fighters by making them even fightier.

All models in the unit immediately get +1 Strength and +1 Weapon Skill.

THE GREAT HORNED RAT

Any warriors who survive the battle will evince rodent-like traits in the weeks to come, but it's too late to worry about that...

All models in the unit immediately get +1 Movement and +1 Initiative.

ULRIC, GOD OF WOLVES, WAR AND WINTER

Ulric espouses the might of the warrior, and those who enter his domain are thus blessed.

If the unit is from the Forces of Order, any champions and characters in the unit immediately get +1 Weapon Skill, +1 Strength and +1 Attack.

GRANDFATHER NURGLE

Those who enter Nurgle's holy ground receive his fulsome gifts, and the survivors are hardier for it.

Every model in the unit immediately takes a Toughness test. All models that fail the test are removed as casualties. All models that pass the test have +1 Toughness.

SLAANESH, PRINCE OF CHAOS

The followers of Slaanesh have claimed this fallen shrine as their own, and the blessings of their god are upon any who enter.

The unit gains the Stupidity and Immune to Psychology special rules.

SIGMAR, WARRIOR GOD OF THE EMPIRE

This shrine still stands in dedication to Sigmar, and valour fills the hearts of those righteous warriors who fight on Sigmar's chosen ground.

If the unit is from the Forces of Order, it gains the Stubborn special rule.

TZEENTCH, CHANGER OF WAYS

Fortune smiles upon those blessed by Tzeentch. At least it does sometimes.

Models in the unit immediately get a 4+ ward save. However, for every ward save the unit fails, it suffers an extra Wound with no armour saves allowed.



Beastman Great Bray-Shaman.

KHORNE, THE BLOOD GOD

To know the favour of Khorne is to know rage unbridled and unbound.

The unit gains the Frenzy special rule.



MORR, GUARDIAN OF THE DEAD

Those under the protection of Morr do not fear death. Those already dead will be released from their sorcerous shackles.

The unit automatically passes Leadership tests caused by Fear and Terror until the end of the game. A Vampire Counts or Tomb Kings unit that enters the building immediately suffers 3D6 Wounds with no armour saves allowed.

THE LADY OF THE LAKE

Some wayward Questing Knight has converted this shrine to his dreary aquatic goddess, instead of restoring it to its former glory!

If the unit is Bretonnian it gains the Unbreakable special rule whilst within the shrine. If the unit is an Empire unit, it gains the Hatred (Bretonnia) special rule until the end of the game, and will be really, really angry for some considerable time thereafter.

RANALD, PATRON OF TRICKSTERS

There is no blessing to be found herein. However, even small shrines to Ranald are veritable mazes, and those who enter have a difficult time in leaving.

When the unit attempts to abandon the shrine, it must first roll a 4+ on a D6, or else be forced to remain within. If this dice roll is failed by a unit fleeing from combat, then the unit is removed as casualties.

New Scenarios

With a storm of magic's focus on magical leylines and nexus points, it is easy to envision such tempests being drawn towards especially arcane grounds. For those players who enjoy creating their own scenarios the possibilities are endless, mixing in all the Arcane Architecture and other terrain rules from the Warhammer rulebook. Imagine Dwarfs hunkering down inside their Brewhouse to weather the tempest? Or a storm's epicentre revolving around a Haunted Mansion that is surrounded by a Blood Forest?



A Warhammer Chapel model makes an ideal Sigmarrite Shrine.

TOWERS OF SCREAMING DEATH

The legends of Algarð, the renowned Grey Wizard, are rife with half truths and fictitious tales, not surprising perhaps, for a practitioner of the Lore of Shadow. However, one enduring myth turned out to be true – Algarð had archived his collection of eldritch tomes into a fastness so well protected that it no longer truly existed on the mortal plane. Only Algarð knew how to summon his keep and its treasures, but this secret was lost with his disappearance.

Such is the haphazard nature of the Realm of Chaos that now and again, during times when the Winds of Magic blow most strongly, Algarð's towers reappear, materialising beneath the storm-blackened and unnatural skies.

Sensing the presence of the arcane trove amidst the storm, the dreaded Chaos Sorcerer Mortabulous led his army and a host of monsters into the Empire to plunder the magical hoard. An army from Talabecland gathered beneath the storm to defend their land, well supported by a strong contingent of Battle Wizards from the Colleges of Magic in Altdorf.

RECREATING THE BATTLE

By adding sorcerous terrain and a few scenario rules, this Storm of Magic battle turned into a gaming event. To reflect the importance of the Towers of Screaming Death, winning the game required holding the majority of the various buildings that made up the tower complex.



Chaos Sorcerer.

For this battle, these Arcane Ruins were also a Thaumic Lodestone – so the Chaos Sorcerer within gained many advantages.

A pair of Hellcannons are set up on a hill to offer long-ranged fire support.

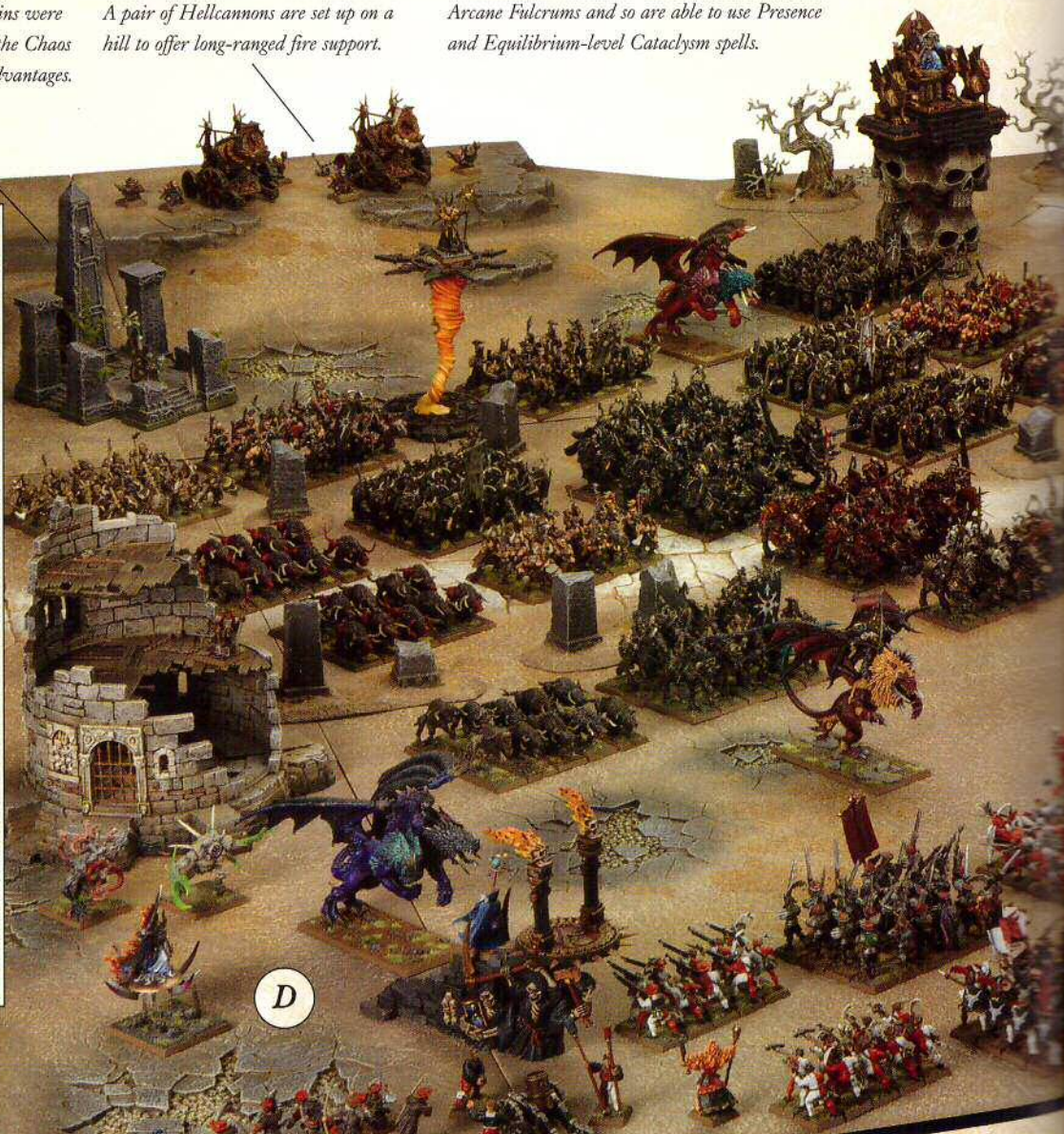
The Chaos forces start the battle in control of two Arcane Fulcrums and so are able to use Presence and Equilibrium-level Cataclysm spells.

A Rather than treat the Towers of Screaming Death as a single large building, it is treated as several separate structures.

B The Empire begins the battle in control of the Towers of Screaming Death. War machines man the walls while Wizards scour the edifice in search of arcane items.

C This building is a Wizard's Tower, infested with Spectral Attendants.

D The forces of Chaos launch a two-pronged assault on an Amethyst Wizard. A bound Chimera attacks while a Sorcerer of Tzeentch waits to seize the Arcane Fulcrum or perhaps start a Magical Duel.



The Towers of Screaming Death still hold both formidable protective spells as well as some of Algard's long-collected magic items. For our game, it was counted as a Wizard's Tower that contained a Blessed Library and an Arcane Armoury, and was haunted by Ferocious Familiars.

Nothing sets apart a special game like a large piece of impressive tabletop scenery. This special terrain was made by combining elements of several kits from the Citadel Terrain range.

Because of their magical nature, the Towers of Screaming Death no longer adhere to the laws of nature (such as gravity!). Hence they have been modelled as if parts might break off and drift away into the ether!

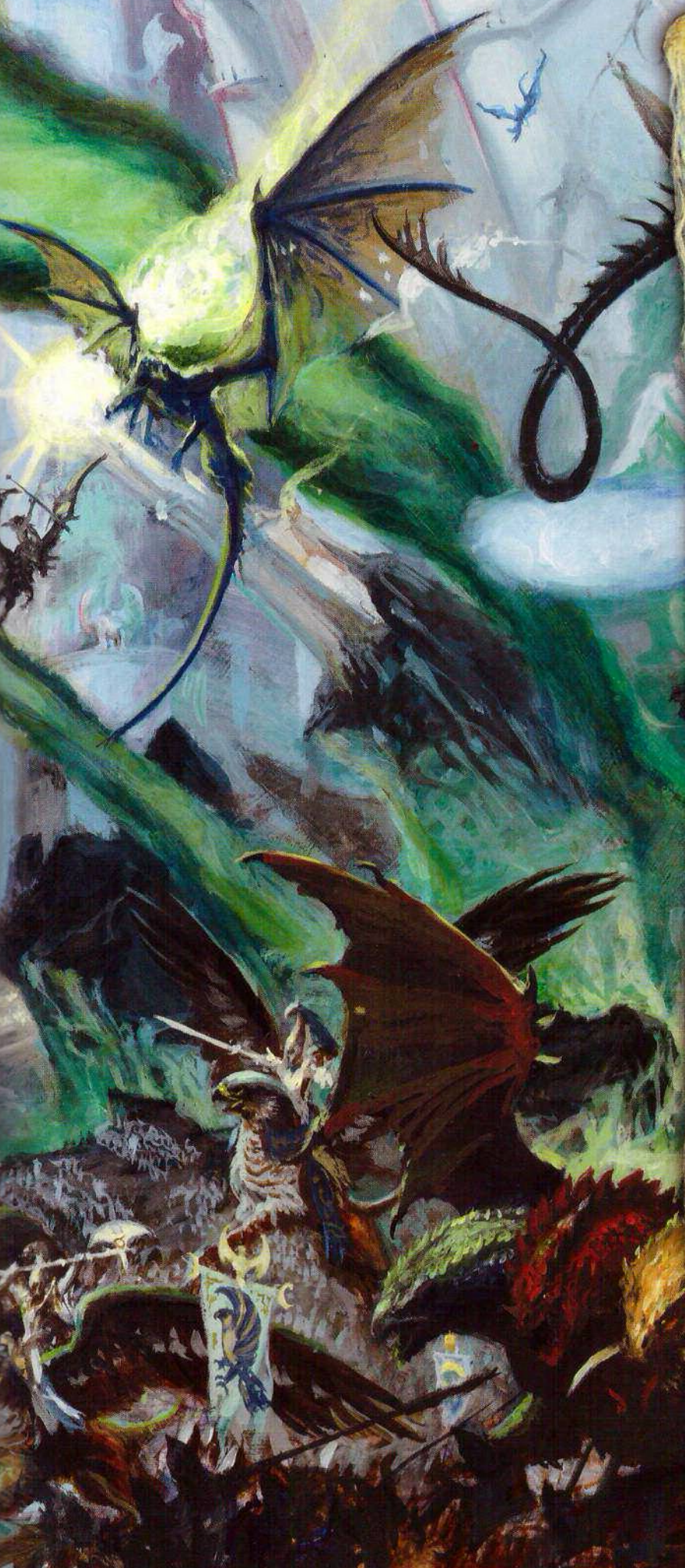


Gold Wizard

A trio of Giants makes a devastating, if clumsy, strike force for the Empire side.







A CALL TO MONSTERS

The world is a dangerous place, for the lands are beset with all manner of fantastic beasts, whether they hunt alone or in feral packs. These terrible, yet awe-inspiring monsters are a constant threat to the settlements and armies of every realm. Yet when a storm of magic unleashes its eldritch energies, these mighty creatures can turn from ultimate menace into unexpected servants.

As armies muster and do battle for supremacy beneath a sky full of magical turmoil, they are joined by hulking monstrosities and beasts of legend. So do the clashing titans join the fray – their roars joining the cacophony of the storm.



BOUND MONSTERS

When a storm of magic breaks, it isn't merely battlefield sorcery that increases in power. All manner of spells and ritual texts that have lain dormant for decades suddenly crackle into vibrant life, eager to have their power unleashed upon the unsuspecting world! Chief amongst these sorcerous artefacts are Kadon's Scrolls of Binding – ancient scriptures that allow a wizard to shackle other creatures to his will.

SCROLLS OF BINDING

Each Scroll of Binding was crafted with a particular beast in mind, and cannot be used to control different kinds of creatures. It is unknown whether this is a constraint of design, or is simply because the magic involved in their scribing is too fickle.

Even with their limitations, the Scrolls of Binding are prized throughout the many realms of the world. They are a vanishing resource, for Kadon has been presumed dead for many thousands of years, and no wizard since has quite managed to equal his aptitude.

CHOOSING SCROLLS OF BINDING

In dire times, the ability to augment your army's might with that of some monstrous thralls is without price. Bound monsters give access to creatures and abilities beyond the norm, and present all manner of exciting new tactical opportunities for a canny general to exploit.

In games of Storm of Magic, you have a Monsters and Magic allowance which enables you to spend points on Mythic Artefacts, Pacts or Scrolls of Binding. Each Scroll of Binding allows you to include one unit of bound monsters in your army. There are dozens to choose from in this book alone, but if you're finding this selection too limiting, you'll find plenty more presented in Games Workshop's magazine, White Dwarf, and on our website:

www.games-workshop.com

It should be noted that the 'monster' part of 'bound monster' does not necessarily mean that the unit in question has the troop type: monster. Rather, it means that the creature in question is regarded as a monster, insofar as it is a horrible beastie as likely to swallow you whole as to pull your arms and legs out of their sockets. All Scrolls of Binding have the correct troop type clearly presented.



BOUND MONSTERS AND YOUR ARMY

Once chosen, bound monsters are considered to be part of your army for all intents and purposes. The only exceptions are that bound monster characters cannot ever join your other units, and your characters cannot ever join units of bound monsters.

POINTS VALUE

Every Scroll of Binding has a point value that tells you how much of your Monsters and Magic points allowance it will take up. Sometimes this points value will be increased, either by increasing the size of the unit, or buying options for the monster in question.

UNIT SIZE

Most of the bound monsters are large, cantankerous creatures who operate as individuals. Others are more accustomed to fighting in groups. If a Scroll of Binding's unit size is 1, then you can take only one creature of that kind in the unit. If the Scroll of Binding's unit size is a range, for example 1-5, the unit must be between 1 and 5 models in size, paying the points cost shown for each model in the unit.

EQUIPMENT

This is where you'll find the creature's equipment – normally some combination of claws, teeth, talons and vicious temperament (all of which we count as a hand weapon).

TROOP TYPE

Every Scroll of Binding unit has a troop type, and follows the appropriate rules presented in the Warhammer rulebook.

MAGIC

Some creatures are Wizards and can cast spells. Where this is the case, their Wizard level (as well as the magic lore they use) will be presented on the Scroll of Binding.

BOUND MONSTER LIMIT

You can take a maximum of 2 of each Scroll of Binding in a standard army, and 4 of each Scroll of Binding in a grand army – this is called the Bound Monster Limit. This represents the fact that only the very largest of armies would have access to several copies of the same Scroll of Binding.

SPECIAL RULES

If the unit has any special rules, be they 'common' special rules from the Warhammer rulebook or rules unique to the unit in question, they will be listed here.

OPTIONS

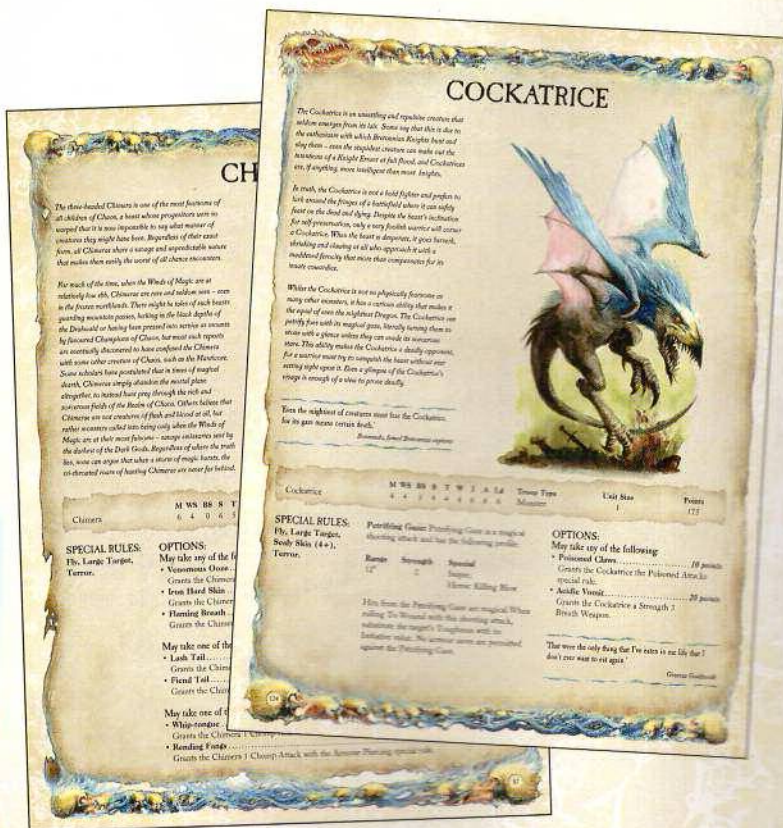
Many Scrolls of Binding have options that let you customise the unit's battlefield abilities. You're free to model and paint your creatures to represent these upgrades (or not) as you see fit. However, before the game begins, you must inform your opponent of any and all options you've bought for your creatures—we can assume that some accomplished monster hunter in the enemy ranks is canny enough to spot these details. Where the Scroll of Binding allows you to take a unit of more than one creature, all models in the unit must have the same options, and you must pay the points cost of the option for each model.

MAGIC ITEMS

A handful of Scrolls of Binding also detail the magic items carried by the creature in question. Unless otherwise stated, these magic items follow all the usual rules for their type, as detailed in the Warhammer rulebook.

The reason that Kadon succeeded in binding monsters where other mages failed was a simple one: rather than attempting to suppress his catspaw's primal instincts, Kadon embraced it. Kadon's scrolls of binding therefore stand in testament to an uncomfortable truth: that a primitive mind might work wonders where the careful reasoning of a more sophisticated one would surely fail. This thought is uncomfortable for any Elf to entertain but, if Ulthuan is to endure, its loremasters can no longer underestimate the magic of humans simply because the humans themselves are inferior.'

Teclis



DIVERGENT ORIGINS

Many of the creatures on the Scrolls of Binding are also present in one or more of the Warhammer army books (although many are present as character mounts, rather than autonomous critters in their own right). Creatures chosen as part of your main army do not count towards the Bound Monster Limit – only those chosen from the Monsters and Magic allowance points do.

For example, High Elves have the option to take Great Eagles as Rare choices, as presented in their Warhammer army book. In games of Storm of Magic, they can take more Great Eagles as part of their Monsters and Magic allowance. The fact that they've chosen Great Eagles from their Rare choices doesn't prevent them from binding more into their service.

You might occasionally find that the special rules, characteristic profile and/or points values presented on the Scroll of Binding are different to the ones in a Warhammer army book. Where this happens, always use the rules given in the place where you have bought the models from. This might sometimes lead to two similar units in your army having subtly different rules, but this is fine as we can assume wild or bound monsters will be slightly different to those trained to fight in an army.

For example, in the Warriors of Chaos army book, Dragon Ogres have the Will of Chaos special rule, but they do not on the Scroll of Binding in this volume. If a Warriors of Chaos army includes two units of Dragon Ogres, one from the army book, and one from the Scroll of Binding, then the first unit benefits from the Will of Chaos special rule, whilst the other doesn't (in this case the first unit is more disciplined).

CHOMP AND TAIL ATTACKS

Some Scrolls of Binding present options that grant Tail Attacks, Chomp Attacks or modify how a model's Stomp works.

A model with a Chomp Attack has an additional Attack to the one shown on its profile. This Attack should be rolled for separately, or with a different coloured dice, as the option that granted the Chomp Attack will often also give that Chomp Attack further special rules. Additionally, a Chomp Attack always receives a bonus of +1 To Hit against models with the Large Target special rule, on account of it being much easier to take a bite out of bigger enemies!

Tail Attacks are much like Chomp Attacks in that they grant the model an additional Attack that should be rolled for separately (so a model with both a Chomp and a Tail Attack would have a total of +2 Attacks). A Tail Attack receives a bonus of +1 To Hit against models fighting to the creature's rear – they're much easier for the tail to get to grips with!

If the model's Attacks are normally subject to a special rule such as Poison or Killing Blow, then this rule also applies to the Tail and Chomp Attacks.

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CHIMERA

The three-headed Chimera is one of the most fearsome of all children of Chaos, a beast whose progenitors were so warped that it is now impossible to say what manner of creatures they might have been. Regardless of their exact form, all Chimerae share a savage and unpredictable nature that makes them easily the worst of all chance encounters.

For much of the time, when the Winds of Magic are at relatively low ebb, Chimerae are rare and seldom seen – even in the frozen northlands. There might be tales of such beasts guarding mountain passes, lurking in the black depths of the Drakwald or having been pressed into service as mounts by favoured Champions of Chaos, but most such reports are eventually discovered to have confused the Chimera with some other creature of Chaos, such as the Manticore. Some scholars have postulated that in times of magical dearth, Chimerae simply abandon the mortal plane altogether, to instead hunt prey through the rich and sorcerous fields of the Realm of Chaos. Others believe that Chimerae are not creatures of flesh and blood at all, but rather monsters called into being only when the Winds of Magic are at their most fulsome – savage emissaries sent by the darkest of the Dark Gods. Regardless of where the truth lies, none can argue that when a storm of magic bursts, the tri-throated roars of hunting Chimerae are never far behind.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Chimera	6	4	0	6	5	4	2	6	5	Monster	1	175

SPECIAL RULES:

Fly, Large Target, Terror.

OPTIONS:

May take any of the following:

- **Venomous Ooze** 15 points
Grants the Chimera the Poisoned Attacks special rule.
- **Iron Hard Skin** 25 points
Grants the Chimera the Scaly Skin (4+) special rule.
- **Flaming Breath** 30 points
Grants the Chimera a Strength 4 Breath Weapon with the Flaming Attacks special rule.

May take one of the following:

- **Lash Tail** 15 points
Grants the Chimera 1 Tail Attack.
- **Fiend Tail** 30 points
Grants the Chimera a Tail Attack with the Random Attacks (D3) special rule.

May take one of the following:

- **Whip-tongue** 15 points
Grants the Chimera 1 Chomp Attack.
- **Rending Fangs** 20 points
Grants the Chimera 1 Chomp Attack with the Armour Piercing special rule.

MANTICORE

Like many of the world's monsters, Manticores are born amid the swirling energies of the Chaos Wastes. Some still roam the changing lands, although most Manticores fly south to less ruinous climes. So it is that the northern mountain ranges of the world have become the hunting grounds for Manticores beyond counting.

Even for creatures of Chaos, Manticores are particularly ferocious, possessed of an innate stubbornness that propels them to fight for their territory against even the most overpowering odds. Be the interloper a Great Eagle, Griffon or even an Emperor Dragon, the Manticore's response is always the same: to launch itself roaring into a bloody and brutal conflict from which there can be but a single victor. The fact that this victor is almost always the Manticore (providing the enemy isn't too much larger) stands as harrowing testament to its savagery and determination.

Oddly perhaps, for such a vicious and ill-tempered beast, the Manticore has become a common heraldic device in the Old World. This is not to say that a great many Manticores are encountered in the lands of Bretonnia, Tilea and Estalia – nor that a great many are slain there. Its prevalence upon shield and banner is merely an indication that many nobles, having heard tales of the beast's legendary battle-prowess and resolve, simply wish to be associated with it. That most such men would run screaming in terror should they encounter a real life Manticore is normally left unspeaken.

The rage of a Manticore is legendary and to behold such a creature in its wrath is nothing short of awe-inspiring. Its roar alone can cause warriors to flee the battlefield.

Korhil, Captain of the White Lions



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Manticore	6	5	0	5	5	4	5	4	5	Monster	1	150

SPECIAL RULES:
Fly, Killing Blow,
Large Target, Terror.

OPTIONS:
May take any of the following:

- **Lash Tail**15 points
Grants the Manticore 1 Tail Attack.
- **Rending Fangs**20 points
Grants the Manticore 1 Chomp Attack with the Armour Piercing special rule.
- **Iron Hard Skin**25 points
Grants the Manticore the Scaly Skin (4+) special rule.
- **Bloodrage**30 points
Grants the Manticore the Frenzy and Hatred special rules.

GRIFFON

Despite being large and monstrous creatures, Griffons have reputations as noble beasts. This is in part due to their proud and regal bearing – Griffons are not rabenous and frenetic killers as are Manticores. Instead a Griffon strikes with swift and precise grace, its every motion poised and controlled. Yet this elegance in no way undermines its deadliness, for a Griffon is more than capable of using its powerful talons and razor sharp beak to rip a foe apart. Skilled and efficient fighters, Griffons do not kill indiscriminately, although they show no reluctance when hunting or protecting their territory. They are fierce and merciless, but never cruel.

Griffons can be ranked amongst the most intelligent of beasts. If captured relatively young and subjected to suitable training, they make for incredibly loyal mounts, and can even be taught to obey and even anticipate a wide range of commands. So has the Griffon become the steed of choice for many great heroes across Ulthuan and the Old World. Deathclaw, the Emperor Karl Franz's Griffon, is legendary for his dedication to his master, and many Elector Counts can boast of a Griffon in their menageries.

Feral Griffons are canny creatures and expert hunters, able to anticipate their prey's every move. Once a likely target has been spotted, a Griffon will relentlessly stalk it, waiting days if need be for the correct moment to strike. The ear-splitting shriek of a diving Griffon is highly feared and has been known to send entire armies ducking for cover, lest one of their number be the beast's chosen quarry. In their own language, the High Elven word for Griffon can also translate as 'savage perfection', which aptly captures the creature's deadly grace.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Griffon	6	5	0	5	5	4	5	4	7	Monster	1	150

SPECIAL RULES:

Fly, Large Target, Terror.

OPTIONS:

May take any of the following:

- Lash Tail**15 points
 Grants the Griffon 1 Tail Attack.
- Shrike Talons**15 points
 Grants the Griffon +1 Strength on a turn in which it charges.
- Razorbeak**20 points
 Grants the Griffon 1 Chomp Attack with no armour saves allowed.
- Swiftsense**20 points
 Grants the Griffon the Always Strikes First special rule.
- Bloodroar**25 points
 Units in base contact with the Griffon must roll an additional D6 for Leadership tests caused by Fear or Terror and discard the lowest result.

HIPPOGRYPH

Hippogryphs inhabit the upper reaches of the Grey Mountains, occasionally prowling the green lands below for sheep and cattle, although they also hunt Men, Orcs or any creature that can't hide quickly enough. Hippogryphs are savage and attack with little or no provocation. When roused, Hippogryphs are almost berserk in their reckless fury, and only tearing their foe to ribbons of flesh will sate their aggression. In this manner, a Hippogryph will destroy an entire herd of animals, wantonly slaughtering every beast in sight. They are unrelentingly territorial and will fight to the death against any creature that strays into their chosen domain – so it is of little surprise that Hippogryphs tend to give each other a wide berth. When Hippogryphs do meet, they are likely to come to blows, typically in a violent and bloody battle that will last until the death of one or both creatures. It is certain that neither Hippogryph will voluntarily back down or retreat.

The Hippogryph possesses ferocious instinct, rather than fearsome intellect. Whilst hunting, its uncomplicated mind naturally assumes that a prey out of sight is a prey that has somehow evaded it forever. Thus a Hippogryph inevitably prefers to swiftly close the distance between itself and its chosen prey before there is even a chance of escape. Victims that do elude a Hippogryph are quickly forgotten and the beast will look elsewhere for more immediate gratification.

The Hippogryph's famed ferocity ensures that such a creature is often a wizard's first choice as a bound servant. After all, once the creature is enraged and amidst the enemy's ranks, what matter if the binding magic fails?



Hippogryph	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
	8	4	0	5	5	4	4	4	8	Monster	1	140

SPECIAL RULES:

Fly, Large Target, Terror.

OPTIONS:

May take any of the following:

- **Shredding Talons** 10 points
Grants the Hippogryph the Armour Piercing special rule.
- **Serrated Maw** 20 points
Grants the Hippogryph 1 Chomp Attack with the Multiple Wounds (2) special rule.
- **Fiercely Territorial** 25 points
Grants the Hippogryph the Stubborn special rule. However, the Hippogryph is never allowed to pursue a fleeing enemy, even if it also has Frenzy.
- **Swooping Strike** 25 points
Grants the Hippogryph the Devastating Charge special rule and +1 Strength on a turn in which it charges.
- **Bloodrage** 40 points
Grants the Hippogryph the Frenzy and Hatred special rules.

HYDRA

Hydras are restless and aggressive beasts, seldom sleeping and almost always on the hunt for prey. The Hydra is a deathly silent hunter – an unusual trait in something so large and vicious – and can track quarry across all manner of terrain without once giving itself away. Unfortunately, this subtlety is abandoned the moment the Hydra comes within striking distance, so a quick-witted prey can often escape if it reacts the moment the roaring begins.

All Hydras are ill-tempered and solitary creatures that lair underground, favouring dark caves or noisome pits. Hydras are widespread and can be found stalking the slopes of the Worlds Edge Mountains or hunting the ashen wastes of the Dark Lands. The multi-headed monstrosities are especially numerous beneath the Black Spine and Iron Mountains in Naggaroth. The Dark Elf Beastmasters of that land have learned to capture and breed these enormous reptiles, calling them War Hydras and driving them into battle, controlling the beasts with sharp goads and cruel whips.

A Hydra will attack any creature that dares confront it, the many heads striking out to deliver vicious bites while the beast moves forward, using its bulk to crush opponents. The multiple-headed monsters are also known to coil their serpentine necks around larger prey, constricting them, as do the giant snakes of the jungle lands. In addition to belching out a smoky flame, Hydras also have the ability to rapidly heal any wounds that manage to penetrate their thick scales, even regrowing a severed head – a new one pushing itself outwards from the stump to rejoin its fellows.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Hydra	6	4	0	5	5	5	2	7	6	Monster	1	220

SPECIAL RULES:

Large Target,
Regeneration,
Scaly Skin (4+),
Terror.

Fiery Breath: Hydras have a Breath Weapon with the Flaming Attacks special rule. The Strength of this Breath Weapon is equal to the Hydra's remaining Wounds.

OPTIONS:

May take any of the following:

- **Envenomed Fangs** 20 points
Grants the Hydra 1 Chomp Attack with the Poisoned Attacks special rule.
- **Spit Venom** 15 points
The Hydra loses its Breath Weapon, but gains a shooting attack that hits automatically and has the following profile:

Range	Str	Special Rules
18"	*	Multiple Shots (*), Quick to Fire

* The Strength and Multiple Shots value of this Attack is equal to the Hydra's remaining number of Wounds.

HARPIES

Harpies are vicious and spiteful, displaying only the meanest glimmerings of intelligence and, even then, only to malicious purpose. Innately cowardly creatures, Harpies band together in great skyborne flocks, which roam high above the mountainsides and valleys in search of prey defenceless enough to risk attacking.

Harpies care little where their next meal comes from and will as happily steal eggs from a Great Eagle's nest as raid farmsteads for cattle, isolated villages for the old and infirm or battlefields for meagre scraps of flesh from spent corpses. This is not to say Harpies will not attack larger or better-armed creatures than themselves, but it can take many hours for the flock to work up sufficient courage to put themselves at risk. If the flock considers the advantage of numbers to be on their side, they will descend to the fray, screeching and howling as their claws tear at the beleaguered foe. Yet there is no loyalty in such a fight – should a Harpy be slain in the battle, its fellows will devour it as surely as they will the enemy.

At no time are Harpies more dangerous than when Morrslieb burns fully in the sky. Under the tainted moon's eldritch rays, Harpies are wilder and more vicious than at any other time of the year, and far more likely to brave dangers in their perpetual search for food. Mountain villages and trade caravans double their night watches when Morrslieb is full, lest their loved ones and chattel are spirited away on a cackling wind.

Filth and well-picked bones are piled beneath a Harpy's foul roost, yet those brave enough to scavenge can sometimes find cast-off treasures – for Harpies value only meat and leave the rest to fall where it may.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Harpy	5	3	0	3	3	1	5	2	6	Infantry	5-10	11 per model

SPECIAL RULES:

Fly.

OPTIONS:

May take any of the following (all Harpies in the unit must have the same upgrades):

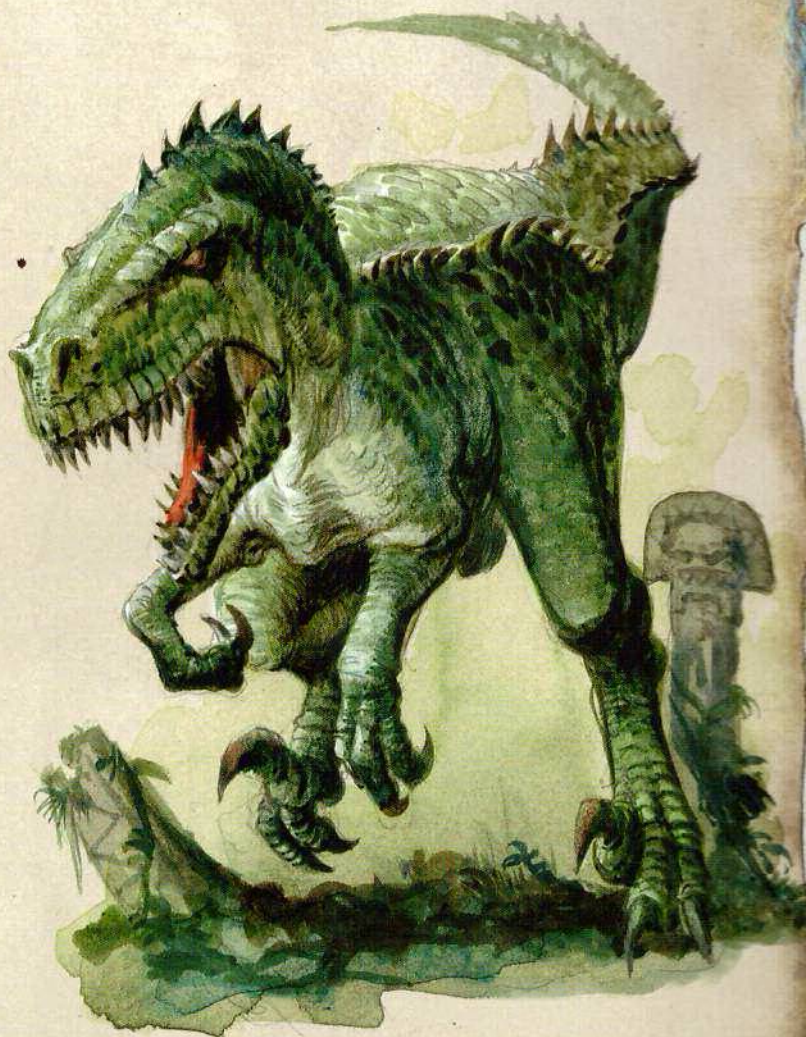
- **Chaos Wildfire** 1 point per model
Grants the Harpy the Flaming Attacks special rule. Furthermore, the Harpy's Attacks count as magical Attacks.
- **Venomous Ooze** 1 point per model
Grants the Harpy the Poisoned Attacks special rule.
- **Manbane Claws** 1 point per model
Grants the Harpy the Killing Blow special rule.

COLD ONES

Cold Ones are rapacious predators, fuelled by a savage blood-lust that drives them to attack any warm-blooded creature that comes near. Cold Ones hunt in packs, and are perfectly capable of bringing down creatures many times their own size. As soon as they become aware of their prey, the pack will surge forth, some of their number harrying and snapping at their quarry, while the rest of the pack swings forward to left and right. Once surrounded, the unfortunate victim will quickly be dragged down and consumed.

Cold Ones are found in many places but are most commonly seen on the continent known as the New World that lies just to the west of Ulthuan. Their habitats range from the tunnels and mountains under Hag Graef, in the realms of the Dark Elves, all the way, hundreds of miles south, to the Lustrian jungles that are home to the Lizardmen. The appearance and nature of the Cold Ones can vary depending on where they live; those found below Hag Graef are darker skinned and rather lither in appearance than those that hunt within the Lustrian jungles, for example. There have even been reports of Cold One packs that bear mottled camouflage or tiger-like stripes upon their backs.

Cold Ones can be broken to the saddle, and are used as cavalry mounts by both the Dark Elves and Lizardmen. However, breaking them in this way tempers their normally savage nature, and although still ferocious compared to most mounts, it leaves them dull-eyed and sullen compared to their wild cousins. For this reason, wizards will sometimes bind packs of feral Cold Ones to their will with a Scroll of Binding, and then unleash them at the start of a battle to surge uncontrollably forward and savagely attack the foe. Used in this way, a large pack of Cold Ones can inflict terrible harm, while smaller packs are ideal for snapping and biting at the flanks of the opposing army.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Cold One	7	3	0	4	4	1	2	1	3	War Beast	1+	11 per model

SPECIAL RULES:

Fear, Frenzy,
Scaly Skin (5+).

In the lands of Naggaroth, it is only the bravest and most reckless hunters that dare the undertunnels, seeking to steal Cold One eggs or to capture the beasts for mounts. These warriors are often from the Shades clan and can be distinguished by the plethora of hunting gear they carry and by the horrible injuries they bear from their dangerous trade. It was the Shades that first discovered that Cold Ones could be captured en masse by using the

correct bait and by taking advantage of the blood-mad tendencies of the beasts. Notoriously fierce, Cold One packs will chase any creature that flees from them and they have been known to pursue prey with such singleminded fury that they can be led into pit or net traps. A single Dark Elf covered in blood (horse or human is best) serves as the best bait and will attract a large pack of hungry Cold Ones.

CARNOSAUR

Carnosaurs are enormous reptilian predators that dominate the dark world beneath the high canopies of the primordial jungles, as they have since the world was young. They can swallow man-sized victims whole and the dagger-like teeth that line their massive jaws can rip huge chunks of flesh from larger prey.

Carnosaurs are aggressive hunters that prowl the southern jungles. There, the bipedal beasts trample through the undergrowth, stalking their quarry – which, for a Carnosaur, is pretty much anything that moves. Their favoured prey are the large herd beasts that still roam those lands. Although these creatures possess tough hides or thick armoured plates, this is of no matter to a Carnosaur. With powerful jaws and a mouth packed with razor-sharp teeth, a Carnosaur can crunch through anything that walks, rending bone, flesh or steel plate in equal measure. Carnosaurs are one of the few predators that will dare to assault a full-grown Stegadon, and such clashes between the primordial monsters have been known to fell trees and clear large patches of jungle. Once a Carnosaur tastes blood, its killer's instincts send it into a berserk rage, reaching new peaks of aggression and ferocity.

While commonly found in the steaming jungles of Lustria, there are other places in the world where Carnosaurs are known to hunt. Many of the mighty lizards live in the Southlands, and some rogue Carnosaurs are known to have long ago followed the trails of prey northwards as far as the dunes of Araby and even into the foothills of the Bodlands. The roar of the Carnosaur has been heard in the Old World as well, introduced through eggs stolen by raiders or foolhardy explorers. Even far in the north, the great lizards can occasionally be found embedded into the glacial ice of Naggaroth or Norsca, frozen there for many long ages since the times before the continental shifts engineered by the Slann Mage-Priests.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Carnosaur	7	3	0	7	5	5	2	4	5	Monster	1	210

SPECIAL RULES:

Multiple Wounds (D3),
Scaly Skin (4+),
Terror.

Blood Frenzy: Once the Carnosaur has inflicted an unsaved Wound, it immediately becomes subject to Frenzy. The Carnosaur will never lose its Frenzy, even if it is beaten in combat.

Cold-blooded: For all Leadership tests, the Carnosaur rolls an additional D6 and discards the highest result.

'Don't run my friends, don't run. The Carnosaur is a simple beast. His vision is poor and, like most predators, attuned to the detection of swiftly moving prey. It's all in my book, you know.'

*Reputed last words of Bonnaudo,
famed Bretonnian explorer*

STEGADON

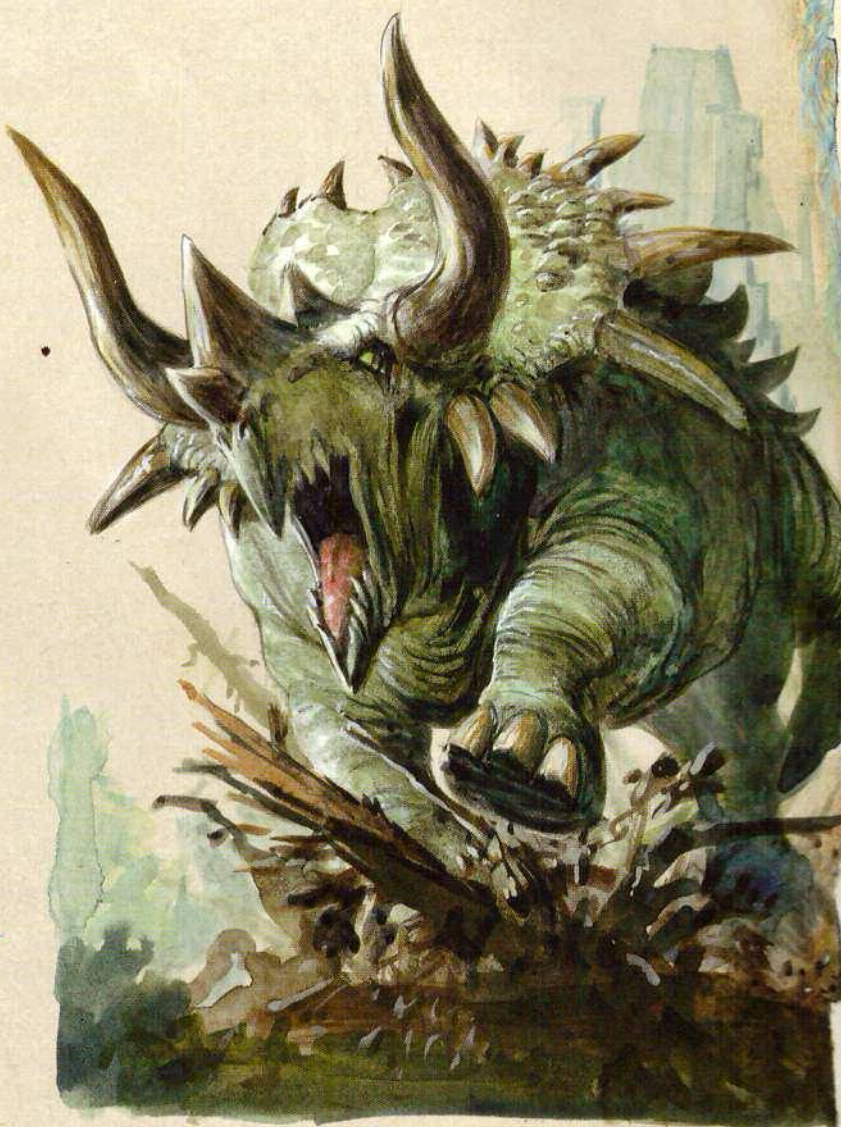
The Stegadon is a colossal cold-blooded beast whose ponderous footsteps cause the very ground to tremble. Normally a relatively peaceful and slothful creature, the Stegadon is nonetheless a formidable opponent – after all, its heavy frame is unsuitable for flight, so it must stand and fight. When roused, the beast can propel its considerable weight forward in a thunderous charge, a living avalanche more dangerous than a stampeding herd of lesser beasts. The impact of a striking Stegadon can uproot trees, trample entire regiments and even knock other monsters sprawling.

Stegadons are commonly found in the lush jungles of the world, where they gather in herds. They are fiercely protective of their territory and will gore, stamp or crush any who dare enter their space. Even the largest of predators will think twice about confronting a Stegadon, and few are so foolish as to assault it head-on, for Stegadons are potent foes; hardened scales protect their tough hides, and they shed arrows and spears as easily as they weather falling rain.

Although from a race of creatures that predates the coming of the Old Ones to the world, Stegadons are not immune to magical binding. When bound into service, a Stegadon will plough its way through to its summoner, smashing aside anything in its path in a display of raw power and tenacity. Any wizard who dares to harness such a monster enlists a powerful tool capable of immense destruction.

'Never have we seen such a creature: it is mighty, even in death. After the beast's rampage was eventually stopped it was killed and dismembered, but its great heart beat for long hours thereafter.'

Logbook of the Black Ark, the Tower of Dread



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Stegadon	6	3	0	5	6	5	2	4	6	Monster	1	200
Ancient Stegadon	6	3	0	6	6	5	1	3	6	Monster	1	215

SPECIAL RULES:

Stegadon: Immune to Psychology, Impact Hits (D6+1), Large Target, Scaly Skin (4+), Stubborn, Terror.

Ancient Stegadon: Immune to Psychology, Impact Hits (D6+1), Large Target, Scaly Skin (3+), Stubborn, Terror.

Cold-blooded (both): For all Leadership tests, a Stegadon rolls an additional D6 and discards the highest result.

PEGASI

Though the Pegasus looks much like a winged horse, it is cunning and intelligent beyond the measure of any ordinary steed. They are social beasts that live in great herds, and can most commonly be found in the Grey Mountains. They are also a prolific race, and there are herds scattered across the four corners of the world, where they prefer to nest in high plateaus and mountain ranges. There are some peculiar offshoots of their kind that are worth further note.

Dark Pegasi are bat-winged denizens of the Chaos Wastes that migrate south to make their nests in the highest peaks of the Iron Mountains in Naggaroth. A Dark Pegasus is a swift and certain hunter, able to soar upon thermals for hour upon hour, patiently tracking its prey. Only when the quarry is at its most vulnerable does the Dark Pegasus launch into a swooping dive, its jagged horns aimed to impale. Although all Pegasi are formidable fighters at need, only the Dark Pegasi seems to reel in combat. They are aggressive and kick out their front hooves in an effort to intimidate their foes.

Another notable breed is the Radiant Pegasi, most commonly found upon the sunlit plateaus of Arabyan mountains. They absorb the sun's heat, transmuting it into the burning light that flows over their skin like ripples of brightest flame. When threatened, a Radiant Pegasus can discharge this magic at its attackers in a searing and crackling flash.

Pegasi are primarily sought after as steeds for noblemen and sorcerers, for they are loyal beasts that seem to anticipate their master's every move. Wizards often seek to find Pegasi to serve as either beasts of burden or scouts. When properly commanded, a Pegasus can cover vast distances at great speed, and whilst it lacks the voice to communicate that which it has seen, there are many simple contrivances that allow a wizard to share his servant's vision.



Pegasus

M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
8	3	0	4	4	3	4	2	6	Monstrous Beast	1-5	45 per model

SPECIAL RULES:

Fly.

OPTIONS:

May take one of the following (all Pegasi in the unit must have the same upgrades):

- **Serrated Horns**.....10 points per model
Grants the Pegasus +1 Strength on the turn it charges.
- **Radiant Aura**15 points per model
Grants the Pegasus a Strength 2 Breath Weapon.

UNICORNS

Unicorns are proud and mystical creatures that dwell in or near forests, particularly those that are rich with arcane energies, such as Athel Loren. Unicorns themselves shimmer with magical power, a gleaming aura that also bears an enfolding glamour that bewitches and beguiles any who come near. Scant wonder it is then that the Unicorn has gained a reputation as a noble beast, though in truth it is quite temperamental and stubborn, both selfish and vain.

Unicorns move with a graceful ease that hints at their true speed and quickness. In battle, a Unicorn can rear up, delivering blows with its hardened hooves, but the steed is most dangerous when it gets a chance to charge in with its horn lowered. The radiant glow of the Unicorn offers some protection as well, shielding the majestic beast somewhat from both physical blows as well as from hostile magics. The very presence of a Unicorn is harmful to creatures summoned or created through magical means. Such is the Unicorn's selfish disposition that it feels no kinship with such arcane creatures, despite their similar natures. If anything, Unicorns pity all other beasts for their misfortune at being something far less glorious than themselves!

Unicorns are attracted to spellcasters or those who possess deep knowledge of the arcane arts. They are drawn to female mages as are moths to a flame, for while they find all enchantments beguiling, any spells cast by female magicians are particularly intoxicating to Unicorns. This curious weakness ensures that the youngest and most foolish Unicorns are especially susceptible to spells of summoning and binding when a storm of magic rages. Though normally reclusive creatures, Unicorns will willingly leave the shelter of the enchanted glades, hoping to bask in the wondrous aura of those most potent of magics.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Deepwood Unicorn	10	4	0	3	3	1	5	1	8	War Beast	1-5	16 per model
Royal Unicorn	10	5	0	4	4	3	5	2	8	Monstrous Beast	1-5	60 per model

SPECIAL RULES:

5+ ward save,

Immune to Psychology,
Magic Resistance (2).

Impale: When it charges, a Unicorn uses its horn to gore an opponent with the same devastating effect of a knight charging with his lance. On a turn that a Unicorn charges into combat, it receives a +2 bonus to its Strength.

Enchanted Attacks: A Unicorn's close combat attacks are magical.

'Whatever you might believe, Unicorns are not dumb animals. They simply deem other creatures to be unworthy of their time and attention, and thus do not converse with them.'

Bonnaudo, famed Bretonnian explorer

GREAT STAGS

Great Stags are magical beasts that are closely connected to the most ancient of forests. It is said that when a Great Stag emerges from its dark arboreal shelter, great deeds are at hand. Thus, in a great many lands, the appearance of a Great Stag is thought to signal the onset of portentous times. This has led many an unscrupulous wizard to bind a Great Stag to their will purely as a means of gathering wealth and support from their more credulous allies. That such plans inevitably backfire in a spectacularly gory fashion – the Great Stag invariably chafes at servitude to an unrighteous master, and will likely trample the fool to death the moment the spell lapses – seems to serve as little warning to the next charlatan.

There is no chance of mistaking a Great Stag for any of the lesser herd beasts that roam the forests of the world. It is a powerfully built animal, whose every snorting breath releases plumes of steam. The antlers of the Great Stag are both impressive and formidable, about whose iron-hard points dances a ghostly nimbus of magic. However, what is most remarkable about a Great Stag is its noble presence; the creature moves with an unsurpassed grace, for it is a king amongst beasts and the natural spirit of the world made manifest. Such a creature can be tamed for brief periods, perhaps, but never truly mastered. Only when the Winds of Magic blow strong will such a proud beast ever answer a wizard's summons.

To witness a Great Stag is not to see a mere beast, but instead to glimpse the very heart of a forest given form and come alive before your eyes.

Bonnaudo, famed Bretonnian explorer



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Great Stag	9	5	0	5	4	3	4	2	7	Monstrous Beast	1-5	65 per model

SPECIAL RULES:

5+ ward save, Immune to Psychology, Impact Hits (D3).

Enchanted Attacks: A Great Stag's close combat attacks are magical.

Amongst a lower class of Bretonnian, there are many ribald tales of carousing. As one famous story goes, an entire village turned out for a feast for the wine god, but alas their merriment was ruined by a stampede of sylban knights, each mounted atop a Great Stag. Everything was smashed and the whole party was beset with a magical sleep until the next day, when they awoke sore of head and befuddled. Since then, all have come to fear the coming of the Stag Knights.

GREAT EAGLES

The ancient and proud race of Great Eagles has lived among the peaks since long before the rise of Mankind. From the vantage point of their high eyries, the Eagles keep a close watch on the world, carefully observing the deeds of ground-dwelling creatures. It takes considerable centuries to earn the trust of these noble creatures and, thus far, only the Elves have done so – the Eagles view other races with either mild distrust or outright loathing.

Great Eagles are large and intimidating creatures and it does not pay to be caught in the open by them. When a Great Eagle swoops down upon prey, its vast wing span blots out the sun and all the victim can see is the oncoming razor-sharp beak and powerful rending talons. The plummeting dive of but a single such bird is indeed a formidable sight, but it pales in comparison to the dreadful yet elegant vision of an entire war-flock plunging out of the skies towards a foe. In perfect unison, each of the mighty raptors peels out of flight and streaks downward, striking their foes like thunderbolts.

Unlike other monsters, Great Eagles do not have to be bound by sorcery if they can be persuaded that an alliance lies in their interest. Great Eagles are fiercely intelligent, and are all too aware that even their lofty peaks are threatened when a storm of magic sweeps over the world. Nonetheless, any bargains struck with a Great Eagle must be adhered to in every detail, unless the bargainer wishes to find himself the beast's prey for the short remainder of his life.

'Stay in da mob, ladz. If you cut an' run dem big birds'll swoop down an' carry you off like a scared rabbit. Den we'll never see you again!'

Goblin wisdom



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Great Eagle	2	5	0	4	4	3	4	2	8	Monstrous Beast	1-5	50 per model

SPECIAL RULES:

Fly.

OPTIONS:

May take any of the following (all Great Eagles in the unit must have the same upgrades):

- **Feathers of the Iron Phoenix**.....5 points per model
Grants the Great Eagle the Scaly Skin (5+) special rule.
- **Swiftsense**.....10 points per model
Grants the Great Eagle the Always Strikes First special rule.
- **Blood of the Flame Roc**15 points per model
Grants the Great Eagle +1 Strength and the Flaming Attacks special rule.

WAR LIONS OF CHRACE

Of all the beasts that prowl within the mysterious forests of the Elben realm of Chrace, the white War Lions are perhaps the best renowned. These fearsome beasts are deadly hunting cats, powerful creatures with a muscular frame and a sharp, cunning mind. Almost as tall at the shoulders as an Elben steed, a War Lion is far stronger, able to break bones with each sweep of its claws and shatter even helmeted heads with a single chomp of its fanged maw. When War Lion prides hunt, none within their chosen grounds are safe. They will range far and wide, coordinating by instinct, in search of prey. A War Lion's loyalty is to its kin, first and last. This fidelity, along with their incredible ferocity when they attack, has given rise to a great many songs and poems throughout Ulthuan, and it is with a clear measure of pride that the Phoenix King's bodyguard have adopted the famed White Lions of Chrace as their namesakes.

The High Elves of Ulthuan do not regard the War Lions as evil creatures, but rather savage beasts to be feared, respected and occasionally, in the case of the hunters of Chrace, nurtured. When preparing for war, it has been known for High Elf Mages to bind a pride of War Lions to their will. Such a gesture is not without risk, for the lions of Chrace are intelligent and patient beasts, and they are not easily controlled. Even when armoured for war and bound by powerful magic, White Lions maintain a lethal predatory instinct, and they remain vigilant against any threat, constantly ready to pounce should danger present itself.

Whilst Scrolls of Binding will unify and direct the War Lions of Chrace for a time, a cunning Mage will strive to bond with her predatory companions. Once accepted by the pride, the War Lions will remain loyal to the wizard long after the rites of binding have dissipated and all magical bonds are gone. One who has been adopted by a pride of War Lions in this way can find herself with a bodyguard that even the Phoenix King himself might envy.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
War Lion of Chrace	8	5	0	5	4	1	4	2	6	War Beast	2-20	16 per model

EQUIPMENT:
Light armour.

SPECIAL RULES:
Fear.

Lion Coat: A White Lion has a 4+ armour save against shooting attacks. This includes the armour save from the light armour.

'When Kurnous, God of the Hunt, met Rahagra, the father of the White Lions, they fought for three days, from dawn to dusk, but neither could claim victory. So began a bond of brotherhood between the hunter and the lion. We are rivals, as brothers are, but our kinship is the stronger for it.'

Scarloc, Wood Elf Hunter

WYVERN

Wyverns live in dark caves, high in the most barren of mountains – most commonly those of the Worlds Edge range, though they can be found as far away as Naggaroth and Cathay – if one is sufficiently foolish enough to go looking. Wyverns care little for territory, and will fight in its defence only if the transgressor looks suitably easy to overcome – a fact that, when coupled with the Wyvern's notoriously poor eyesight, has led to more than one beast picking an unwinnable fight after mistaking a maddened Hippogryph for something less threatening. On occasion, a Wyvern will venture from its rocky eyrie, and swoop over the plains in search of food – Wyverns are particularly fond of mutton – or sometimes merely in pursuit of ill-tempered mischief. So has the ungainly silhouette of a Wyvern in flight become a bad omen in many lands.

With their scaled hides and penchant for mountain-top lairs, Wyverns have often been misidentified as smaller, fouler-smelling and much less intelligent Dragons. In truth, such mistakes are understandable. The two races have many similarities, and their only obvious difference is the Wyvern's lack of forelimbs – the kind of detail that is easily overlooked when the observer is running as fast as possible in the other direction. For their part, Dragons look down on Wyverns as the lesser creatures they truly are, and embrace the idea that their races might share some thread of kinship with all the enthusiasm of an Elf Prince embracing a particularly drunken and vomit-stained Dwarf.



'Even if it you raised it yerself, never turn yer back on a Wyvern. It'll bite off a bit as soon as look at yer, and it'll be a bit you're gonna miss.'

Orc Warboss Grod da One-legged

	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Wyvern	4	5	0	6	5	5	3	3	6	Monster	1	160

SPECIAL RULES:

Fly, Large Target, Poisoned Attacks, Scaly Skin (4+), Terror.

OPTIONS:

May take any of the following:

- **Manbane Claws**.....10 points
Grants the Wyvern the Killing Blow special rule.
- **Spike Tail**.....15 points
Grants the Wyvern 1 Tail Attack.
- **Impaling Horns**.....20 points
Grants the Wyvern the Impact Hits (D3) special rule.
- **Venomous Breath**.....20 points
Grants the Wyvern a Strength 3 Breath Weapon.

SPIDERS

In the darkest corners of the world lurk spiders of immense size and malice. They are relentless hunters that use their wicked mandibles and lethal poison to secure their meals, eagerly draining the lifeblood of anything they can catch. Regardless of size, these eight-legged horrors are all extremely agile and able to scuttle through undergrowth or scale over sheer rockfalls in order to corner their victims.

Giant Spiders are the size of small horses and are known to hunt in ravenous packs to bring down their prey. There are many varieties of Giant Spiders including the Tilean Greybacks, Drakwald Mancatchers and the glossy black Widowmakers of Naggarothe. Some Forest Goblin tribes have learned to capture Giant Spider broodlings, hand-rearing them for use as mounts.

The yet larger Gigantic Spiders are solitary predators that stalk the shadowy edges of forests or caves. Gigantic Spiders grow larger than a Troll, and consider anything that moves to be a likely source of their next bloodfeast.

The undeniable queen of spiders, however, is the colossal Arachnarok Spider. This apex hunter is larger than an Empire townhouse and its voracious predations acknowledge no bounds. These gargantuan beasts will devour anything and have been known to entrap entire Beastmen herds to sate their powerful appetites.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Giant Spider	7	3	0	3	3	1	4	1	2	War Beast	5-20	7 per model
Gigantic Spider	7	3	0	4	4	3	4	3	7	Monstrous Beast	1-5	50 per model
Arachnarok Spider	7	4	0	5	6	8	4	8	8	Monster	1	290

GIANT SPIDER SPECIAL RULES:

Fast Cavalry, Poisoned Attacks, Forest Strider, Obstacle Strider.

Wall-crawler: Models with this rule treat ungarrisoned buildings as open terrain for the purposes of movement. They may not finish their movement inside or on top of an ungarrisoned building – they cannot linger.

GIGANTIC SPIDER SPECIAL RULES:

Fear, Forest Strider, Obstacle Strider, Poisoned Attacks, Scaly Skin (5+), Wall-crawler.

'It took our patrol quite a while to march to the gatehouse, for the road was strewn with spider webs that we had to cut through. We should have realised that something in the forest was watching us...'

Captain Goetz of the Drakwald patrol

ARACHNAROK SPIDER SPECIAL RULES:

Forest Strider, Obstacle Strider, Immune to Psychology, Large Target, Poisoned Attacks, Scaly Skin (4+), Stubborn, Swiftstride, Terror, Wall-crawler.

Venom Surge: Before rolling To Hit, nominate one of the Arachnarok Spider's Attacks (a differently coloured dice is ideal). This single Attack has the Multiple Wounds (D6) special rule.

TROLLS

All Trolls are remarkably, perhaps even monumentally, dull-witted. Unless propelled by gnawing hunger, a Troll can wander aimlessly for days, or else simply decide to have a bit of a sit down. This slow-witted sloth is doubtless a boon for the rest of the world, for if Trolls had the intelligence and organisation to make full use of their raw brawn, there'd probably be no stopping them.

Being an unthinking creature with an indiscriminate appetite means that a Troll can and will eat anything. While it might prefer flesh and bone, any wood, rocks, or bits of metal will serve inbetween successful hunts. The stomach of a Troll contains the most powerful digestive juices known, explaining why they can consume anything, including stones, trees or even dirt. This potent bile makes Trolls highly sought after by alchemists, potion-makers, dark sorcerers and the more peculiar artists of the world.

Perhaps the best known characteristic of Trolls is that their hide is able to regrow almost as quickly as it is damaged. If a Troll's hand is severed, a fresh one will grow from the stump; if a Troll is decapitated, a new head forms on its shoulders. A great deal of damage must be done to a Troll to stop it regenerating, and even then it might reform the following day. The only thing Trolls cannot endure is fire, and burning such a creature is the only sure way of killing it. Of course, such a thing is easier said than done.

'Avast! What is that strange lumpen thing floating off the starboard bow?'

*Last words of a Stir River Patrol Captain
before he was eaten by a River Troll*



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Troll	6	3	1	5	4	3	1	3	4	Monstrous Infantry	3-10	35 per model

EQUIPMENT:

Club, rocks and horrendous halitosis (hand weapon).

SPECIAL RULES:

Fear, Regeneration, Stupidity.

Troll Vomit: A unit of Trolls can make Vomit Attacks instead of their ordinary Attacks in close combat (but they can still Stomp). Each Troll that is allowed to attack makes a single Vomit Attack at Strength 5. Trolls that are allowed to make supporting attacks can make a Vomit Attack. A Vomit Attack hits automatically and no armour saves are allowed.

Troll Types: Some of the physical variations of Trolls have additional unique aspects. A unit of Trolls can be upgraded to one of the following types at a cost of **10 points per model**:

River Trolls live in bogs and untamed riverbanks. They are covered in a layer of slime that makes striking them exceedingly difficult. Enemies attempting to attack a River Troll in close combat suffer a -1 penalty on their To Hit rolls. Additionally they have the River Strider and Marsh Strider special rules.

Stone Trolls have rock-hard skin and are naturally resistant to magic. They have Magic Resistance (2) and Scaly Skin (5+).

GIANT

Giants are solitary creatures that tend to wander the lands, settling for short periods of time when they find a rich food source. A Giant can consume an entire herd of livestock in a sitting, and will devastate any village he comes across, pulling out and eating anything he can find amidst the stomped and splintered structures. Breweries are especially favoured targets, as Giants are notorious drunkards. On occasion, a Giant will be persuaded to join a passing army, often Chaos-worshipping men from the north, who lure the lummozes with promises of fighting and food.

In battle, Giants wade in with their tremendous bulk, crushing the foe beneath their slab-like feet, or sweeping any before them into the air with clubs fashioned out of uprooted trees. Sometimes a Giant will select a particular target and reach down to pluck the unfortunate up. These victims are sometimes bitten in two, hurled far, far away, squished into paste or simply stuffed into a secure (if smelly) place to be retrieved later for a snack.

THEY'RE EVERYWHERE!

Giants are relatively common for monsters and the usual Bound Monster Limit of two Scrolls of Binding per army (or four per grand army) does not apply to the Giant – you can have as many as you've points to spend!



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Giant	6	3	3	6	5	6	3	special	10	Monster	1	200

EQUIPMENT:

Clubs, rocks, sheep – anything that comes to hand, really (hand weapon).

SPECIAL RULES:

Large Target, Stubborn, Terror.

Fall Over: Giants are ungainly and frequently befuddled, as a consequence of which they often fall down. They are especially prone to this if they've been raiding the local breweries, which isn't altogether uncommon.

A Giant must test to see whether it falls over if any of the following apply:

- If it is beaten in close combat. Test once results are established but before taking a Break test.
- If it is fleeing at the start of the Movement phase.
- When it crosses an obstacle. Test when the obstacle is reached.
- If the Giant decides to Jump Up and Down on an enemy. Test immediately beforehand.

To see if a Giant falls over, roll a D6. On a roll of 1, the Giant falls over. A slain Giant falls over automatically.

To determine in which direction the Giant falls, roll a scatter dice. Place the Fallen Giant template with its feet at the model's base and its head in the direction of the fall – the Fallen Giant template is a special shaped template, which otherwise uses all the template rules from the Warhammer rulebook (so any models lying completely or partially under it are automatically hit).

A model hit by a falling Giant takes a Strength 6 hit that has the Multiple Wounds (D3) special rule. If the unit is in combat and the Giant has fallen over whilst attempting to Jump Up and Down, Wounds inflicted by a falling Giant count towards the combat result.

A Giant that falls over automatically suffers 1 Wound. If the Giant is in combat, then this Wound counts towards combat resolution.

Once on the ground (you may lie the model down if you wish) a Giant gets up in his following Movement phase, but may not move that turn. Whilst on the ground, a Giant may not attack, but he can still defend himself so the enemy must still roll to score hits on him. If forced to flee whilst on the ground, the Giant is slain – the enemy swarms over him and cuts him to pieces. If the Giant gets the opportunity to pursue his foes whilst he's on the ground, he stands up instead. A Giant may attack in close combat as usual on the turn he stands up.

Giant Special Attacks: Giants do not attack in the same way as other creatures. They are far too large and fractious to take orders and much too scatterbrained to have any sort of coherent plan. To determine what happens in each Close Combat phase, pick a unit in base contact with the Giant and roll a D6 on one of the following tables. Which table you use depends on the size of the Giant's victim. When fighting characters who are riding monsters, decide whether to attack the rider or mount before rolling on the table.

Big Things Chart

Use this chart when fighting monsters, monstrous beasts, monstrous infantry, monstrous cavalry, chariots, war machines, anything with the Large Target special rule, and characters riding any of the above.

D6 Result

- | | |
|-----|-----------------|
| 1 | Yell and Bawl |
| 2-4 | Thump with Club |
| 5-6 | 'Eadbutt |

Man-sized or Smaller Things Chart

Use this chart when fighting anything that is not covered by the Big Things chart, above.

D6 Result

- | | |
|-----|------------------|
| 1 | Yell and Bawl |
| 2 | Jump Up and Down |
| 3 | Pick Up and... |
| 4-6 | Swing with Club |

Yell and Bawl: The Giant yells and bawls at the enemy. This is not a pleasant experience, as Giants are deafeningly loud and tend towards poor oral hygiene. Neither the Giant nor models in contact with him actually fight if they have not already done so this round. The Giant's side automatically wins the combat by 2 points (if both sides have a Giant that Yells and Bawls, the combat is a draw).

Thump with Club: The Giant brings down his club on a single model from the target unit, that is in base contact. The target may attempt to avoid the blow by passing an Initiative test (use the lowest if the model has several different values). If the test is failed, the model takes 2D6 Wounds with no armour save allowed. If a double is rolled the Giant's club embeds itself in the ground and the Giant cannot attack at all in the following round of the same combat whilst he recovers his weapon.

'Eadbutt: The Giant head-butts a single enemy model from the target unit, automatically inflicting 1 Wound with no armour saves allowed. If the victim is wounded but not slain, then he is dazed and loses all of his following Attacks. If the target has not yet attacked in that combat round, he loses those Attacks; if he has already attacked, then he loses the next round's Attacks.

Jump Up and Down: The Giant jumps up and down vigorously on top of the enemy. Before he starts, the Giant must test to determine if he falls over (see previous page). If he falls over, work out where he falls and calculate damage as already described. Any Wounds caused by the fall (on either side) count towards the combat result. If the Giant remains on his none-too-nimble feet, the target unit sustains 2D6 Strength 6 hits. Work out damage and saves as usual. Giants enjoy jumping up and down on their enemies so much that a Giant that does so in one combat round will automatically do so in the following round if he is able to, assuming that he did not fall over in the previous round. A Giant that starts to Jump Up and Down will therefore continue to do so on the same target until he falls over, the target is destroyed, or the combat ends.

Pick Up and...: The Giant stoops down and grabs a single model in base contact from the target unit (Giant player's choice). The target must make a single Attack to try to fend off the Giant's clumsy hand. If this Attack causes an unsaved Wound, the Giant's Attack fails. Otherwise, the Giant grabs the model and the player rolls a D6 to see what happens next:

D6 Result

- 1 Stuff into Bag.** The Giant stuffs the victim into his bag along with sheep, cows and other plunder. The model is removed as a casualty.
- 2 Throw Back into Combat.** The victim is hurled into his own unit like a living missile. The victim is removed as a casualty, and D6 Strength 3 hits are inflicted on the unit (save as normal).
- 3 Hurl.** The victim is hurled into an enemy unit within 12" of the Giant – randomly determine which. The victim is removed as a casualty, and the unit takes D6 Strength 3 hits (save as normal). Unsaved Wounds from these hits count towards the Giant's combat result. If no enemy units are in range, treat this as a Throw Back into Combat result instead.
- 4 Squash.** This doesn't really bear thinking about. Suffice to say the model is removed as a casualty.
- 5 Eat.** The Giant gobbles his victim up, swallowing him whole. The model is removed as a casualty.
- 6 Pick Another.** The Giant hurriedly stuffs the victim into his bag or under his shirt (or down his trousers if they're really unlucky). Treat the Attack as if the Giant had rolled the Stuff into Bag result, above, and then choose another victim. The second victim makes a single Attack, as usual, to avoid being picked up – if he fails, roll again on this table to see what the Giant does with him.

Swing with Club: The Giant swings his club across the enemy's ranks. The Giant inflicts D6 Strength 6 hits on the target unit.

BONEGRINDER GIANT

Bonegrinder Giants are very old and incredibly rare. These days they're thought to have been almost completely banished from the Old World, though there are a few persistent rumours of a handful of Bretonnian mountain villages where Bonegrinders have eaten all the local knights and claimed the villages (and peasants) as their own.

Bonegrinder Giants are at least twice the size of their lesser cousins, who themselves stand many times the height of a Man. Accordingly, a Bonegrinder Giant doesn't need to feel particularly malicious in order to wreak untold ruin – he simply needs to go for a gentle walk whose path inadvertently leads him across an army or town.

Whilst Bonegrinder Giants aren't necessarily evil, they are bullies of the first order – a situation perpetuated by the fact that they are bigger than anyone else and regularly feel obliged to 'do a little bullyin' to show oo' is boss'. Though a Bonegrinder Giant's victims may not realise it through their wholly understandable haze of terror, the big galoot is really just trying to impress them with how big and strong he is. From the Bonegrinder's point of view, it's far more practical to intimidate 'titchies' into scaring up a few dozen head of cattle and barrels of beer than it is to go searching for them himself. Alas, Bonegrinder Giants are so clumsy that they often misjudge the fine line between intimidated and dead-from-fright. At which point, with no food forthcoming, the Bonegrinder stomps off to fight a Dragon, just to raise his flagging spirits...



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Bonegrinder Giant	10	3	3	8	7	10	1	special	10	Monster	1	375

EQUIPMENT:

Club, or the remains of a previous victim (hand weapon).

SPECIAL RULES:

Large Target, Stubborn, Terror.

Largest of Monsters: This creature is so enormous that it can Thunderstomp everything but other models with this special rule.

Fall Over: Bonegrinder Giants are subject to the 'Fall Over' rules presented on page 104. To work out how many models have been hit, you can either lie two Fallen Giant templates end-to-end, or simply hold the Bonegrinder Giant model on its side above the battlefield and estimate how many models are beneath it. It should be noted that any model hit by a falling Bonegrinder Giant suffers a Strength 8 hit with the Multiple Wounds (D6) special rule, rather than the usual amount.

Bonegrinder Giant Special Attacks:

Bonegrinder Giants don't fight with any real rhyme or reason, and tend to base their actions on what seems like a good idea at the time, or else what appeals to their brutal sense of humour. To determine what happens in each Close Combat phase, pick a unit in base contact with the Bonegrinder Giant and roll a D6 on one of the following tables. Which table you use depends on the size of the Bonegrinder Giant's victim. When fighting characters who are riding monsters, decide whether to attack the rider or mount before rolling on the table.

'You'll not hear me say these words often, but I'm glad they don't make them like they used to!'

Brakki Dourbeard, Veteran Dwarf Ranger

Big Things Chart

Use this chart when fighting monstrous beasts, monstrous infantry, monstrous cavalry, chariots and war machines (including characters who are mounted on any of the above).

D6 Result

- 1 Yell and Bawl (see page 105)
- 2 Jump Up and Down (see page 105, but resolved at Strength 8)
- 3 Pick Up and... (See page 105. If the Bonegrinder Giant opts to Hurl or Throw Back Into Combat, resolve hits at Strength 5)
- 4-6 Swing with Club (see page 105, but resolved at Strength 8)

Bigger Things Chart

Use this chart when fighting monsters and anything with the Large Target special rule (including characters riding any of the above).

D6 Result

- 1 Yell and Bawl (see page 105)
- 2-3 Thump with Club (see page 105)
- 4-5 'Eadbutt (see page 105)
- 6 Grapple and...

Man-sized or Smaller Things Chart

Use this chart when fighting anything not covered in the charts above.

D6 Result

- 1 Yell and Bawl (see page 105)
- 2 Jump Up and Down (see page 105, but resolved at Strength 8)
- 3 Pick Up and... (see page 105)
- 4 Vomit
- 5 Kick
- 6 Crush

Grapple and...: The Bonegrinder Giant grabs hold of his opponent in preparation for a particularly impressive attack. Roll a D6:

D6 Result

- 1 **Knobbly Knee.** The Bonegrinder Giant slams his knee up into a vulnerable area. The victim immediately suffers a Wound, with no armour saves allowed, and has their Weapon Skill and Initiative reduced to 1 until the end of the following player turn.
- 2 **'Eadbutt.** The Bonegrinder Giant head-butts his enemy, automatically inflicting 1 Wound with no armour saves allowed. If the victim is wounded but not slain, then he loses all of his following Attacks. If the target has not yet attacked that combat round, he loses those Attacks; if he has already attacked, he loses the next round's Attacks.
- 3 **Slam.** The victim is slammed into the ground (or a nearby unit) with crushing force. The victim immediately suffers 2D6 Wounds with no armour saves allowed. If there is another enemy unit in base contact with the Giant, that unit also suffers 2D6 Wounds with no armour saves allowed. If there are two or more other enemy units in base contact with the Giant, randomise to see which is slammed.

- 4 **Bear Hug.** The Bonegrinder Giant throws his arms around his enemy and squeezes until its bones pop and crack. Roll 2D6 and add the Giant's Strength. Your opponent rolls 2D6 and adds the victim's Strength. If the Bonegrinder Giant's score is higher, the victim is removed as a casualty with no saves of any kind allowed.
- 5 **Fall Over.** The Bonegrinder Giant topples over, but manages to place his opponent between him and the ground. Roll 2D6 and add the Giant's Strength. Your opponent rolls 2D6 and adds the victim's Toughness. If the Bonegrinder Giant's score is higher, the victim is removed as a casualty with no saves of any kind allowed. Then continue to resolve the Giant falling over, in the direction of the target.
- 6 **Punch, and...** The Bonegrinder Giant plants a meaty fist directly into his opponent's face before considering his next move. The victim suffers D3 Wounds with no armour saves allowed, then roll again on this table. If the Giant rolls a succession of 6s it is possible for him to repeatedly punch his victim. Of course, if the punches kill the victim, the Giant immediately drops the corpse – there's no further need to roll on the table.

Vomit: Peering down at such tiny creatures makes the Bonegrinder Giant dizzy and messily sick! Place the flame template so that the narrow end is in base contact with the Bonegrinder Giant and the body of the template is over at least one other unit. All models (friendly and enemy) under the template suffer an automatic Strength 5 hit with no armour saves allowed. All unsaved Wounds from these hits count towards the combat result (unsaved Wounds on friendly models count to your opponent's combat result). Once damage has been resolved, roll a D6. On a roll of 3 or less, the Bonegrinder Giant falls over.

Kick: Choose a model in base contact with the Bonegrinder Giant. That model immediately receives a brutal toe-punt and is removed as a casualty. However, the victim's remains hurtle through its unit in the same manner as a shot from a bolt thrower. The model immediately behind the victim suffers a Strength 8 hit with the Multiple Wounds (D3) special rule. If he is slain, the model behind him suffers a Strength 7 hit with the Multiple Wounds (D3) special rule, and so on, until the soggy remains fail to cause a casualty, or the unit runs out of ranks/files. Characters in a unit with 5 or more rank and file models of the same troop type can attempt a Look Out Sir! to avoid being kicked, in which case an unfortunate rank and file model will be punted through the unit instead (continue to resolve the bolt thrower effect from the same point but against a rank and file model).

Crush!: The Bonegrinder Giant raises one mighty foot and slams it down on the troops scurrying below. Place the small round template so that it is at least partially covering one or more models in base contact with the Giant, but not the Giant himself. The model under the centre of the template suffers an automatic Strength 10 hit with the Multiple Wounds (D6) special rule. Models around him might get lucky – the Giant's aim may be off, and only strike them a glancing blow (not that a glancing blow from a Giant is anything to be thankful for). Roll an artillery dice and halve the result – all other models (friendly and enemy) under the template suffer an automatic hit of this Strength. If the roll is a misfire, the Giant manages to miss the rest of the unit – lucky them!

CYGOR

Occasionally, deep in the forests of the Old World, a tracker will come across a mysterious corridor of devastation smashed through the woodland. It is a path of uprooted trees and trampled undergrowth that is remarkable in two ways – it would take a creature of enormous strength to push through such dense terrain, and even more surprisingly, the trail seems as if it were chosen by a blind man, unable to avoid obstacles, but forced to plough straight through them. And so it is, for these are the tracks left by a Cygor, one of the malformed Giant-like creatures that hunt the arboreal heartlands.

Cygors have but one eye that barely sees the world, being only capable of discerning indistinct shapes. The Cygor's eye instead perceives the ever-shifting Winds of Magic, seeing perfectly the spectrum of arcane power. Thus, a Cygor will blunder indiscriminately through the material world, unable to catch the prey it so insatiably wants to devour. However, mages, warlocks or witches who wield magical power are seen as shining beacons and the Cygor desires to consume such sweetmeats above all others. The mere presence of a Cygor is often enough to cause enemy wizards to foul the casting of their spells, for they fear the gnarled and calloused hand that might grab and lift them upwards to that hungry maw.

When the gales of Chaos rage, a wizard might dare to bind a Cygor, bidding the creature to stride the battlefield seeking to pluck out the foe's sorcerers and devour them.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Cygor	7	2	1	6	5	5	3	5	8	Monster	1	250

SPECIAL RULES:
Immune to Psychology,
Large Target,
Magic Resistance (2),
Stubborn, Terror.

Ghostsight: The swirling melee of combat is an indistinct blur to the Cygor, confusing and disorientating. Enemies imbued with magic, however, it can see with unearthly clarity. When fighting enemy Wizards, models with any sort of magic item or magical attacks, Undead, or creatures with a ward save, the Cygor re-rolls failed To Hit rolls.

Hurl Attack: Cygors will hurl chunks of rune-inscribed waystones, torn from temples and other arcane monuments, into the ranks of any who might stop them from seizing their prey. A Cygor may make a shooting attack each turn as if it were a stone thrower, but there is no minimum range.

It can use this ability even if it moved earlier in the turn, but cannot do so if it marched. A misfire will do a single Wound to the Cygor – it's a dangerous business hurling chunks of menhir around.

Soul-eater: Cygors are intensely unsettling to enemy Wizards, for they know Cygors crave their souls above all else. Enemy Wizards within 24" of one or more Cygors must take a Leadership test at the beginning of the Magic phase. If the test is failed, the Wizard has lost his nerve – any spell he fails to cast this Magic phase will result in a miscast. Note that there is no unusual effect if the spell is merely dispelled.

GHORGON

Monsters of the deepest woods, Ghorgons are relentless gluttons that seek to slaughter and consume any flesh they can find. Beastmen believe that to consume a creature's raw flesh is to absorb its power and the Ghorgons are the ultimate embodiment of this brutal maxim. The vile creatures have gorged so much that they have grown tall and broad beyond measure, towering to the height of Giants, and sprouting many limbs and mouths to aid their endless feasting.

Bray-Shamans believe that these ultimate carnivores begin their lives as the largest Minotaurs of their tribes, warrior-lords who chose gluttony over leadership and devoured their lesser kin. Since that foul act, each Ghorgon is driven by the accumulated bloodlust of his cannibalism. During battle, a Ghorgon wades into a mass of enemies and uses its many arms to grasp, stuff and shovel great gobbets of flesh into its multiple maws. In its insatiable lust for food, the Ghorgon has been known to swallow victims whole, the entire body bolted down in a savage display of gluttonous delight. Smeared with gore and drooling slather, a Ghorgon can regain new strength from its flesh feast. Yet no matter how much a Ghorgon devours, the hideous beast remains as ravenous as ever.



'How much flesh can a Ghorgon gorge on?
A Ghorgon gorges on flesh 'til it's gone.
He'd gorge on more, of that you can be sure,
if only he could find more to gorge on.'

*Tongue-twister popular amongst
woodcutters' children in the Drahwald Forest*

	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Ghorgon	7	4	0	6	6	6	3	6	10	Monster	1	260

SPECIAL RULES:

Frenzy,
Immune to Psychology,
Large Target,
Stubborn, Terror.

Swallow Whole: The Ghorgon may forego all of its normal Attacks and instead make a single special Attack at an Initiative of 1. This Attack has the Killing Blow ability, but To Wound rolls of 4, 5, or 6 act as Killing Blow Attacks.

Strength from Flesh: As the Ghorgon chomps the enemy battleline, its flesh flushes red and its Wounds re-knit. Each time a Ghorgon causes a Killing Blow with its Swallow Whole ability, it regains D3 Wounds that it has lost earlier in the battle.

Bloodgreed: If the Ghorgon is on the winning side in a round of close combat, it immediately becomes subject to Frenzy. If already Frenzied, then each time it is on the winning side of a round of close combat, the model gains an additional Attack. These bonus Attacks are lost if the model loses its Frenzy. However, due to their desperate need to feed upon the flesh of the foe, models with Bloodgreed pursue and overrun only D6".

DRAGON OGRES

Dragon Ogres are said to be amongst the oldest of all the world's living creatures, and to have preyed upon Mankind long before the Chaos gateways unleashed their curse upon the world. According to legend, they have since struck a bargain with the Dark Gods to guarantee their primeval race's continued existence. Whatever the truth, the powerful monsters still rule many mountainous peaks, where they arise from long slumbers to greet lightning storms.

A Dragon Ogre is almost impossible to command with an ordinary spell of binding – the Chaos Gods have first claim on its obedience – and it is so intractably stubborn that even magic cannot alter its will. Yet some time in the past, a resourceful cabal of mages discovered how to circumvent this obstacle: by binding the Dragon Ogre with lightning, rather than raw magic. Lightning invigorates and renews Dragon Ogres, driving them into a bloodlust-filled frenzy that cannot be extinguished.

Since those days, many wizards have attempted to bind Dragon Ogres to their will, with the mixed results to be expected when one keeps a crazed and invigorated monster captive. Those wizards who misspeak their incantations or improperly scribe their sigils do not survive. However, those who see success have been able to refine their spells and glamours to such an extent that they can cage even the mighty Shaggoths – the forefathers of the Dragon Ogre race.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Dragon Ogre	7	4	2	5	4	4	2	3	8	Monstrous Beast	1-10	70 per model
Dragon Ogre Shaggoth	7	6	3	6	5	6	4	5	9	Monster	1	215

DRAGON OGRE EQUIPMENT:

Dark-runed axe (hand weapon).

SPECIAL RULES:

Fear, Scaly Skin (5+),
Shackled by Lightning (see Dragon Ogre Shaggoth).

OPTIONS:

May take one of the following (All Dragon Ogres in the unit must have the same upgrades):

- Additional hand weapon.....3 points
- Great weapon.....10 points

DRAGON OGRE SHAGGOTH EQUIPMENT:

Colossal dark-runed axe (hand weapon).

SPECIAL RULES:

Immune to Psychology, Large Target,
Scaly Skin (5+), Terror.

Shackled by Lightning: Dragon Ogres and Shaggoths are immune to all lightning-based spells, but due to the crackling energy of their shackles, are always subject to the rules for Frenzy. Furthermore, they can never lose their Frenzy.

OPTIONS:

May take one of the following:

- Additional hand weapon4 points
- Great weapon.....18 points

RAZORGOR HERD

The porcine horror known as the Razorgor is a foul mannered, rank smelling and utterly repulsive creature of Chaos. Roughly approximate to a giant boar in appearance (although more like a great bear in size), a Razorgor is a vilely mutated creature covered in vicious spines, coarse hair and boasting lethally sharp tusks and fangs. Such is the beast's bloody-minded temperament that it will fight and kill almost any creature it comes across, ravenously consuming the flesh of its victim with gluttonous delight.

Thick-skinned and pig-headed, Razorgors are not exactly intelligent, however, their low cunning and brute strength makes them an invaluable addition to any army seeking some raw, if foully mutated, muscle. Their dim wit makes them ideal candidates to be enslaved by a Scroll of Binding, and a wizard who achieves this certainly gains a physical advantage in any forthcoming battle. The greater risk, however, is braving the dark forests where Razorgors make their home. Not only are these places the preferred haunt of the Razorgors (who feast on Beastmen much like a cow chews the cud), but they are frequented by all manner of other horrors (not least of whom are those self-same Beastmen), who view interlopers with violent disdain.

Razorgors that are successfully enslaved become a powerful weapon, ideal for breaking shieldwalls in a single blood-spattered charge. They are, however, invariably hurled into battle with abandon and the expectation, even hope, of death. Nobody wants to be around a herd of blood mad Razorgors when the battle is over and the rites of binding have dissipated.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Razorgor	7	3	0	5	5	3	2	4	6	Monstrous Beast	1-10	55 per model

SPECIAL RULES:

Fear.

Thunderous Charge:

A Razorgor has +1 Strength in the turn when it charges.

Near the Drakwald forest it is possible to hear many tales about large and fearsome Razorgors. One particular beast halted all traffic along the Old Forest Road, devouring entire regiments before finally being brought down by a patrol that sensibly hauled a cannon with them. On a different occasion, a trio of Razorgors gained notoriety for their stampede through the town of Glumhof, a rampage that left many dead, several buildings flattened and a trail of bloody hoof prints.

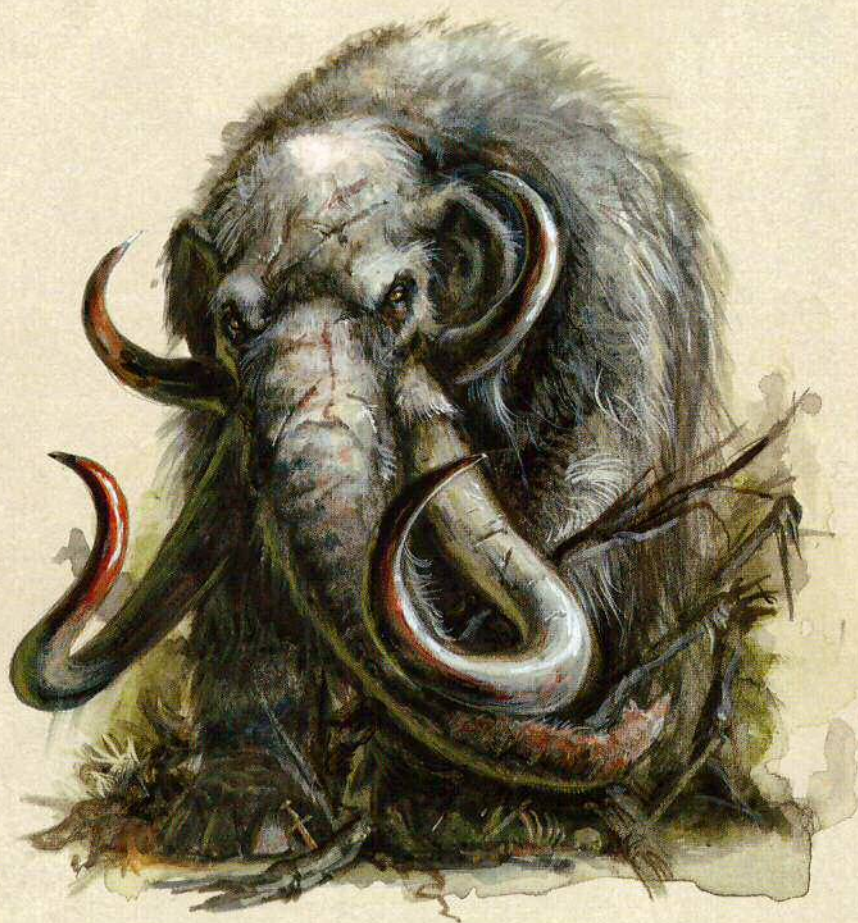
Most famous of all is the legendary ol' Gribbleback, an enormous Razorgor with a hunched mass of iron-hard muscle and bone sprouting out of its wart-covered back. That Razorgor has destroyed caravans, patrols and even a contingent of Reiksguard Knights sent to free the land from its predations. Aldebrand Ludenhof, the Elector Count of Hochland, has offered a large sum of gold to any who can bring him ol' Gribbleback's head, but none have, as of yet, succeeded.

CHAOS WAR MAMMOTH

The approach of a War Mammoth begins as a distant rumbling, like thunder over the horizon. Yet, growing steadily louder, the booming thud of the beast's approach causes the ground to tremble in rhythm to the four-legged strides until, at last, the gargantuan creature towers above. The War Mammoth is like unto a living mountain, a woolly colossus bedecked with an elephantine trunk and great curved tusks.

War Mammoths travel the snow-covered steppes of the farthest north, sweeping their tusks to expose the twisted grasses and small creatures that live below. A beast of such size consumes vast amounts of food, and over time has ingested great quantities of Chaos tainted material. Over the years, the mutating effects have worked on the herd animals, causing them to sprout extra horns, and turning them violently aggressive. Chaos War Mammoths tolerate nothing in their presence and will attack anything they can see. They sound out trumpeting blasts before stamping the enemy flat, leaving behind only stains in the churned snow.

The northern tribes know that a single War Mammoth can suddenly charge out of a blizzard and level a village in mere moments. The damage a whole herd of such beasts can do is nothing short of cataclysmic, wiping out entire tribes in an instant. Luckily, most Chaos War Mammoths encountered away from the frozen north are rogues – warped individuals that disdain even their own herds. The barbaric tribes seek out calves abandoned by their mothers, for if caught and trained early enough, a Chaos War Mammoth can be ridden into battle as a nigh-unstoppable shock weapon.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Chaos War Mammoth	8	3	1	10	7	10	1	*	5	Monster	1	500

SPECIAL RULES:
Immune to Psychology,
Large Target, Terror.

Largest of Monsters: This creature is so enormous that it can Thunderstomp everything but other models with this special rule.

***Mammoth Attacks:** Chaos War Mammoths do not attack in the same way as other creatures. They do not respond to orders and have no plans beyond violently crushing anything before them. When the Mammoth comes to attack, roll on the appropriate table to see what it does:

Mammoth attacking Monsters

D6	Attack
1-2	Butt
3-5	Gore
6	Bellow

Mammoth attacking anything else

D6	Attack
1-2	Trample
3-4	Stomp
5	Bellow
6	Pick Up And...

Butt: The Mammoth charges, ramming with its massive head. The Mammoth inflicts one automatic hit against one model in base contact (your choice), causing D3 Strength 10 hits with the Multiple Wounds (D3) special rule.

Gore: The Mammoth stabs at the enemy with its massive tusks. The Mammoth makes D6 Attacks with the Heroic Killing Blow special rule.

Bellow: The Mammoth trumpets and bellows at the enemy. Neither the Mammoth nor any units in contact with it actually fight if they have not already done so this round. The Mammoth's side automatically wins the combat by 2 points (if both sides have a Mammoth that bellows the combat is a draw).

Trample: The Mammoth tramples the enemy, crushing them beneath its massive weight. Any enemy unit in base contact suffers D6 Strength 10 hits for each rank of models it has.

Stomp: The Mammoth does not attack this turn, but gets carried away with stomping. This turn the Mammoth's Thunderstomp causes 4D6 hits.

Pick up and....: The Mammoth uses its agile trunk to grab a hapless victim that is either in base contact or touching a model in base contact (it has a long reach). The target can make a single Attack to fend off the trunk. If it causes an unsaved Wound, the Mammoth's Attack fails, otherwise the Mammoth grabs the model. Roll a D6 to see what happens next:

D6 Result

- 1 Throw Back Into Combat.** The victim is hurled back into his own unit like a missile. The victim is removed as a casualty, and 2D6 Strength 4 hits are inflicted on the unit.
- 2 Hurl.** The victim is hurled into an enemy unit within 18" of the Mammoth – randomly determine which. The victim is removed as a casualty and 2D6 Strength 4 hits are inflicted on the unit. Unsaved Wounds from these hits count towards the Mammoth's combat result. If no enemy units are in range, treat this as a Throw Back Into Combat result instead.
- 3 Eat.** The Mammoth swings the victim up into its gaping mouth and munches him down with obvious satisfaction. The model is removed as a casualty. The Mammoth immediately regains a single Wound lost earlier in the battle. The Mammoth then picks another victim. This new victim makes a single Attack as usual to avoid being picked up – if he fails, roll again on this table to see what the Mammoth does with him.
- 4 Flail Wildly.** The Mammoth swings its victim around with crazed abandon, slamming him repeatedly into rocks, trees, friends and foes. All units (friend and foe but excluding

the Mammoth itself) within 2D6" of the War Mammoth suffer D6 Strength 6 hits. The initial victim then suffers a Strength 10 hit for each other unit that suffers one or more hits in this way (you need to do this at the end so you know how many other units have been hit). In the unlikely event that the initial victim survives, place him at the back of the unit from which he was removed. All unsaved Wounds caused count towards the combat result (unsaved Wounds to friendly models will count towards your opponents combat result).

- 5 Throw Into the Air and Swat.** With a triumphant trumpet, the Mammoth tosses the victim into the air and, with impeccable timing, bats him at another enemy unit. Place the small round template anywhere within 4D6" of the Chaos War Mammoth and scatter it D6". Any model partially or completely under the template suffers a Strength 4 hit. The initial victim then suffers 2D6 Wounds with no armour saves allowed (D6 for the swatting and D6 for the impact, in case you're wondering). If the swatted model survives, place it within 1" of the template's final position, and at least 1" away from other units. If the model cannot be placed or is a non-character model, remove it as a casualty – it's been trampled!
- 6 Squash and Pick Another.** The Mammoth's strong trunk constricts the victim until it pops! The model is removed as a casualty. The Mammoth then picks another victim. This new victim makes a single Attack as usual to avoid being picked up - if he fails, roll again on this table to see what the Mammoth does with him.

Although his eyes were closed, Tashnar, Chaos Sorcerer and follower of the Changer of the Ways, felt the waves of energy cascading around him. He could feel, rather than see the surging multi-coloured winds of power. He used this force to stretch out his mind to scour the wastes, seeking for a bestial presence.

After watching the sorcerer sway, chant and read aloud from a scroll in a language he didn't understand, Lord Valstag the Slaughterer lost all patience. 'We go to battle beneath the swirling clouds for there is power to be seized – yet you tell me to wait? I will wait no longer! What use is your magic? It is axes that win the day!' bellowed the warrior lord to the cheers of his followers.

Tashnar broke his trance and turned to face Valstag. 'The creature I have summoned is here, my Lord.' Even as the sorcerer spoke, the ground trembled and the ranks of barbaric warriors parted with an overawed silence. In strode a towering mountain of muscle and tusks, a doom that all knew and feared. The War Mammoth halted before Tashnar, who smiled beneath his iron mask. The tribe now beheld who wielded the real power!

CHAOS WARHOUNDS

Chaos Warhounds are tireless hunters built of little more than muscle and fang. Warped in mind and body, they prowled the wilderness in ravening packs, running down prey that ranges in size from stray children to overly intoxicated Giants. Although often cowardly and only willing to attack vulnerable prey, when they are in full-baying bloodlust, their hunger for steaming raw meat is such that they will even hurtle themselves upon a spearwall with total abandon. Their only concern during such a moment is when their slobbering jaws can be sunk into juicy, yielding flesh.

Chaos Warhounds are amongst the easiest creatures for a wizard to bind to his will, for they possess only scant intelligence, and survive on a quick-witted hunter's instinct that is easily subverted to other ends. Even so, only a wizard consumed with bravado will keep Chaos Warhounds close by, as they become increasingly difficult to control once the heady scent of blood enters their nostrils. There is a fairly persistent legend that insists Kadon himself met his end when a pack of shackled Chaos Warhounds broke free of his control and slaked their bloodthirst upon his flesh. Whilst there are many tales that purport to recount Kadon's final hours – most have turned out to refer instead to luckless apprentices – this one has the proper 'too clever for his own good' ring about it to hold at least a kernel of truth.

Regardless of the victim's actual identity, this legend has become a cautionary tale for any wizard seeking control over Chaos Warhounds. Sheer mindlessness, after all, is no guarantee of inferiority...

When the hounds of the wastes bay at Morrslieb, the foul moon bays back.'

Kislev Proverb



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Chaos Warhound	7	4	0	3	3	1	3	1	5	War Beast	5-20	6 per model

OPTIONS:

May take any of the following (all Chaos Warhounds in the unit must have the same upgrades):

- **Scalehide**.....1 point per model
Grants the Chaos Warhounds the Scaly Skin (6+) special rule.
- **Seeping Fangvenom**.....1 point per model
Grants the Chaos Warhounds the Poisoned Attacks special rule.

CHAOS SPAWN

The fickle nature of the Dark Gods means that any creature which is granted too many gifts of Chaos will eventually succumb to madness and corruption. As mutations run out of control, a Chaos Spawn is created. These Spawn vary from animal or man-size to huge monstrosities. Just as they vary in size, they also vary in shape and appearance, with bloated bodies, wriggling tentacles, writhing limbs, claws, fangs, spines and gibbering mouths being frequent, although seldom found in the same place twice. Insane and mindless, they follow the forces of Chaos into battle, where they rampage amongst the enemy, causing carnage. Having no mind or self-will, a Spawn has no comprehension of danger and will keep attacking until it is slain. They are seen as useful but expendable assets by the warlords and champions of the Chaos gods.

Some Chaos Spawn have a peculiar sensitivity to magic, feeding off it and absorbing its power until they grow to many times their original size. These Great Chaos Spawn are truly vast creatures. Once they gain momentum, they are nigh unstoppable and even more unpredictable than their smaller kin. A Great Chaos Spawn has no way of unleashing the magical energy stored up in its body, and its unspeakably twisted frame can only contain so much mystic energy before it explodes with an ear-splitting (and distinctly soggy) roar.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Chaos Spawn	2D6	3	0	4	5	3	2	D6+1	10	Monstrous Beast	1	55
Great Chaos Spawn	3D6	3	0	6	7	5	1	2D6+1	10	Monster	1	190

CHAOS SPAWN SPECIAL RULES:

**Fear, Random Attacks (D6+1),
Random Movement (2D6), Unbreakable.**

OPTIONS:

Any Chaos Spawn or Great Chaos Spawn can have one of the following Marks of Chaos at additional cost:

- **Mark of Khorne** 20 points
A model with a Mark of Khorne has +1 Strength.
- **Mark of Tzeentch** 15 points
A model with the Mark of Tzeentch has a 6+ ward save.
- **Mark of Nurgle** 30 points
Ranged Attacks that target a model with the Mark of Nurgle are at -1 To Hit. Models that target a model with the Mark of Nurgle in close combat are at -1 WS.
- **Mark of Slaanesh** 20 points
A model with the Mark of Slaanesh has the Always Strikes First special rule.

GREAT CHAOS SPAWN SPECIAL RULES:

**Terror, Random Attacks (2D6+1),
Random Movement (3D6), Unbreakable.**

'I have fought in countless battles. At first, it is the din of war that unsettles you – the hiss of arrows, the clash of steel on steel. Yet the one noise I can never grow inured to is the sound of those loathsome Spawn. Even I still shudder at their roar.'

*Valmir von Raukov, Elector
Count of Ostland*

EXALTED BLOODTHIRSTER

Bloodthirsters are the most deadly of all Khorne's Daemons – they are fury given form and slaughter made manifest. Yet even amongst Bloodthirsters, the supreme deathbringers of the Blood God, there are some who stand apart. The most ferocious of their kind have been blessed by almighty Khorne himself, and are known as Exalted Bloodthirsters.

To have basked in the fiery rage of the Blood God, to be knighted by his double-handed sword, to then join the ranks of the Lord of Battle's honour guard is an unmatched mark of distinction. Such divine tribute swells the already immense Bloodthirsters to colossal proportions, their gigantic forms spilling out so much bloodlust that the air around them ripples as if overheated from some supernatural furnace.

An Exalted Bloodthirster can only cross from the Realm of Chaos into the material world through exceptionally large rifts, such that only occur in the most calamitous of events. When the veil is so torn that he can push through the barriers, an Exalted Bloodthirster announces his arrival by bellowing his presence with the sound of a thousand thunderclaps. This is a blood challenge – a call to battle for anything that can hear his roar. Sparks and black smoke issue forth from his nostrils and his iron-hard hooves smite the earth with each stride, blackening the ground with unnatural power. Single-handedly a match for an entire army, an Exalted Bloodthirster seeks only to fight, to unleash his limitless rage in combat unbridled, and to claim a veritable mountain of skulls for his insatiable master.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Exalted Bloodthirster	8	10	0	7	7	7	9	9	9	Monster, Character	1	775

EQUIPMENT:

Colossal Axe of Khorne
(hand weapon).

SPECIAL RULES:

5+ ward save, Fly, Hatred, Killing Blow, Large Target, Magic Resistance (2), Terror, Unbreakable, Unstable.

Aura of Fury: Exalted Bloodthirsters burn with such blistering wrath that a wave of fury emanates outwards from them, empowering all nearby with a furious bloodlust. All models (friend or foe) within 12" of an Exalted Bloodthirster gain +1 Strength and the Fight in Extra Ranks special rule whilst within range.

Daemonic Attacks: Being a corporeal manifestation of Chaos, all of the Exalted Bloodthirster's Attacks are magical.

Brass Armour: This grants the Exalted Bloodthirster a 3+ armour save. In addition, magic weapons carried by enemy models lose all their magical abilities whilst the bearer remains in base contact with the Exalted Bloodthirster.

EXALTED LORD OF CHANGE

Tzeentch constantly tests his minions, seeking those who can lead his intrigue-filled designs. Only the Lords of Change can navigate the intricate mindmazes, and few of them are devious enough to puzzle the countless schemes within. Those that can, follow the clues to a chamber secreted deep in the Impossible Fortress. There, amidst a treasure trove of his longest running and most convoluted manipulations, the Greater Daemons are granted the favour of Tzeentch. Each bathes in Tzeentch's living flames, a blessing that imbues them with still greater powers and exalted status.

Exalted Lords of Change are the master movers of the most ambitious plots. Each Daemon has his nefarious hands on hundreds of different destinies, keeping watch much as a spider at the centre of a web keeps track of each sticky filament, waiting for prey to become entangled. Many plans involve the eternal war between the gods in the Realm of Chaos, yet no few of the strands wind through the mortal realm. It is perilous for an Exalted Lord of Change to enter the mortal world, save when storms of magic unleash a truly massive amount of eldritch power to sustain them.

When an Exalted Lord of Change spreads his wings upon the mortal world, then let all tremble, for such is its socrerous might and vast uncaring knowledge, that even the mightiest must fear it. Those who dare approach an Exalted Lord of Change face dangers beyond just being blasted by magics or sliced open by rending claws, for the Daemon's croaking voice utters divine nonsense, all-seeing intuitions juxtaposed with intriguing half-truths that make even the most strong-willed second guess their every intention. Amidst this maelstrom of magic, Tzeentch's favoured minions wreak their inscrutable changes upon the world.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Exalted Lord of Change	8	6	4	7	7	7	6	7	9	Monster, Character	1	775

EQUIPMENT:

Staff of Change (hand weapon) with additional rules (see far right).

MAGIC:

An Exalted Lord of Change is a Level 4 Wizard who uses the Daemon Lore of Tzeentch or the Lore of Metal.

SPECIAL RULES:

5+ ward save, Flaming Attacks, Fly, Large Target, Loremaster (Daemon Lore of Tzeentch), Terror, Unbreakable, Unstable.

Barrage of Knowledge: All enemy models within 12" of this model suffer a -1 penalty to their Weapon Skill and Ballistic Skill whilst within range.

Daemonic Attacks: Being a corporeal manifestation of Chaos, all of the Exalted Lord of Change's Attacks are magical.

Blue Flames: An Exalted Lord of Change can blast blue flame from his hands. The Blue Flames are a shooting attack with the following profile:

	Range	Str	Special Rules
Blue Flames	18"	4	Multiple Shots (D6), Quick to Fire.

Staff of Change: For each unsaved Wound a model suffers from the Staff of Change, it must pass a Toughness test or be slain instantly.

EXALTED GREAT UNCLEAN ONE

There is intense rivalry amongst the Great Unclean Ones – the Greater Daemons of Nurgle, for they all long for the attentions of their Plaguefather. To be noticed by the Lord of Decay, a Great Unclean One must surpass all others in the spreading of pestilent blessings. To be the rotten apple of almighty Nurgle's eye, a Great Unclean One must become a walking pandemic, a manifestation of all that is corrupt. Yet even this task is not enough, for to truly gain the favour of the Master of the Garden of Blight, a Great Unclean One must accomplish his befouling goals whilst displaying the most ebullient of moods. After all, it is a joyful thing to bring forth a debilitating pox, for it is a beautiful thing well worth celebrating.

To those Great Unclean Ones that raise their levels of filth and disease to new heights, a special gift is bestowed. The divine blessing of Nurgle is made consummate with a draught of mouldering elixir from the Plaguefather's cauldron. Those who have so sipped, grow in size and stature, blossoming into what is known as an Exalted Great Unclean One. First amongst Nurgle's Daemons, these unholy creatures are so huge and bloated that their bulk seems to overflow with even more ponderous fleshy folds, all rank with disease – they truly are the foulest of the foul.

Exalted Great Unclean Ones are rarely seen in the mortal realms, for their great mass requires a prodigious supply of magic to support them. When the Winds of Magic gust to hurricane force, then the Exalted Unclean Ones can again walk the world, bringing with them unimaginable pestilence, poisoning the air with their mere presence.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Exalted Great Unclean One	6	4	0	7	7	10	4	6	9	Monster, Character	1	775

EQUIPMENT:

Balesword (hand weapon) with additional rules (see right).

MAGIC:

An Exalted Great Unclean One is a Level 4 Wizard and uses the Daemon Lore of Nurgle or the Lore of Death.

SPECIAL RULES:

5+ ward save, Large Target, Poisoned Attacks, Regeneration, Terror, Unbreakable, Unstable.

Balesword: All hits caused by a Balesword wound automatically and have the Multiple Wounds (D6) special rule.

Daemonic Attacks: Being a corporeal manifestation of Chaos, all of the Exalted Great Unclean One's Attacks are magical.

Extreme Contagion: The Exalted Great Unclean One exudes a plague-filled aura that rots and debilitates any foes foolish enough to enter into close proximity. Enemy models in base contact with the Daemon at the start of any Magic phase suffer a Wound on the roll of a 5+ with no armour saves allowed.

Fabulous Bile: The Exalted Great Unclean One can vomit forth a putrid stream of maggots, blood and noxious slime on command. This is a Strength 4 Breath Weapon against which no armour saves are allowed.

EXALTED KEEPER OF SECRETS

There is no creature more lithesome on the battlefield than an Exalted Keeper of Secrets – it pirouettes through combat, its many long and sensuous arms gracefully whirling an array of razor-sharp nails, keening blades and claws with heavily serrated cutting edges. In the pale Daemon's weaving wake, limbs are sheared off, innards are spilled and blood is splattered in fountain-like arcs, all perfectly choreographed, all falling to the ground in aesthetically pleasing patterns.

A Keeper of Secrets is a formidable foe, able to cast alluringly deadly spells or disembowel a Dragon in close combat, yet perhaps the most lethal aspect of these Slayers of Slaanesh is their ability to see inside to a creature's innermost desires and thus expertly tempt him towards eternal damnation. An Exalted Keeper of Secrets has performed such exquisite services and delivered so many souls to the Dark Prince of Chaos, that the Lord of Excess has granted a glorious gift – he has allowed the Keeper of Secrets to suckle at his own divine power. Such power swells through a Greater Daemon so it grows mightier still. Ripples of pleasure and pain wash out from their graceful and long-limbed bodies, numbing any not pure of both heart and mind with a cacophony of overwrought sensation.

The mundane world cannot long support the unnatural energy that pours out of an Exalted Keeper of Secrets, and such a Daemon can only walk upon the mortal realm during those rare peak periods of Chaotic power. Yet when these times do come, the Exalted Keeper of Secrets struts eagerly into the world, desperate to unleash their seductive enchantments and reap ever more souls for the Prince of the Palace of Pleasures.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Exalted Keeper of Secrets	10	9	0	7	7	7	10	8	9	Monster, Character	1	775

EQUIPMENT:

Torment Blade (hand weapon) with additional rules (see far right).

MAGIC:

An Exalted Keeper of Secrets is a Level 4 Wizard who uses the Daemon Lore of Slaanesh or the Lore of Shadow.

SPECIAL RULES:

5+ ward save, Always Strikes First, Armour Piercing (close combat attacks only), Large Target, Terror, Unbreakable, Unstable.

Sensual Barrage: Heady waves of pain, pleasure and every type of sensual overload emanate from the Exalted Keeper of Secrets. All enemy models within 6" of the Exalted Keeper of Secrets suffer a -1 penalty to their Weapon Skill and Initiative whilst within range.

Daemonic Attacks: Being a corporeal manifestation of Chaos, all of the Exalted Keeper of Secrets' Attacks are magical.

Torment Blade: A model that suffers one or more unsaved Wounds from the Torment Blade cannot strike during that Close Combat phase unless it can pass a Leadership test.

DRAGON

Dragons are an incredibly ancient race whose forefathers lived many thousands of years before even the Elves set foot in the Old World. Today, they are few in number compared to the times of old, when they dominated the world and the air was full of soaring Dragons, tussling for supremacy in the primeval skies. Those Dragons who remain today are reclusive creatures that spend much of their time asleep in hidden mountainside lairs or sunken caverns. Although fewer in number, Dragons are still creatures of vast power and when they are roused from their deep slumber, their deeds and actions are the stuff of legends.

Dragons are a diverse species, and apt to display enormous variation in colour and abilities. These differences depend little on the creature's breeding, for the father of all Dragons was the fabled Kalgalanos the Black, and his spawn were all the colours under the sun. The hue of a Dragon's scale goes beyond mere pigment – it is an indicator of the Dragon's nature. Red, or Fire Dragons, are impatient and wrathful creatures that breathe roaring flame, Forest Dragons are elusive, deepwood creatures that belch corrosive fumes, whilst Storm Dragons spit lightning bolts and are whimsical, almost flighty, in temperament.

A Dragon's size is proportional to its age. They continue to grow throughout their lives, and Dragons of any colour can reach huge proportions if they live for long enough. Few Dragons today can rival the size Kalgalanos the Black, whose vast scaly body was bigger than an Empire greatship, and whose head was bigger than a house. Even so, Dragons remain amongst the largest of all creatures, and powerful servants whilst the spells of binding last.

Emperor Dragons are the wisest, largest and most powerful of all their kind – only they can truly compare with the mighty Kalgalanos. Today, Emperor Dragons are beyond rare, and the few that have survived spend most of their time hidden away and asleep. As legends have it, the few remaining Emperor Dragons spend their time guarding their vast treasure hordes, piled wealth that has been many millennia in the gathering. All Emperor Dragons love gold and riches, and any of their hordes is said contain wealth equal to the treasury of the very greatest of all Dwarf kings. Accordingly, an Emperor Dragon seldom likes to venture far from its lair, in case of theft, but at need the great beast will unfurl its ancient wings and fly down from its mountain lair to feed and plunder.



There are many tales of Emperor Dragons, including the legendary Skaladrak Incarnadine, who slew many armies of Dwarfs in the lands around Karak Kadrin, and Skulx the Great, an immense beast that still resides unchallenged in the peaks of Norsca. An Emperor Dragon in battle is a terrible sight, capable of laying waste to whole armies, destroying towns, razing crop fields and consuming herds of livestock. Once an Emperor Dragon is provoked to battle, there are few creatures or heroes capable of defeating one in any semblance of fair combat.

Indeed, the only recorded occasions on which Emperor Dragons have seen defeat have been when many thousands of foes have been arrayed against them, or some sorcerous trickery was employed. If few warriors can be counted on to defeat an Emperor Dragon, there are still fewer individuals capable of taming one. Even the famed Dragon Riders of Caledor were never able to tame the oldest and greatest of the Emperor Dragons.

'A Dragon is an army unto itself.'

Caledorian Proverb

	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Young Dragon	6	5	0	5	5	5	4	4	7	Monster	1	235
Dragon	6	6	0	6	6	6	3	5	8	Monster	1	300
Great Dragon	6	7	0	7	7	7	2	6	9	Monster	1	390
Emperor Dragon	8	9	0	9	9	9	1	8	10	Monster	1	650

SPECIAL RULES (YOUNG DRAGON, DRAGON AND GREAT DRAGON):

Fly, Large Target, Scaly Skin (3+), Terror.

Breath Weapon: Each Dragon must choose a type from below, which determines the nature of its Breath Weapon.

- **Fire Dragons** are hot-tempered and intolerant beasts whose flaming breath and ready rage have long since passed into legend as being synonymous with Dragonkind. Fire Dragons have a Strength 4 Breath Weapon with the Flaming Attacks special rule.
- **Black Dragons** were always ranked amongst the most malevolent of creatures, even before they were warped by the dark sorceries of the Witch King Malekith. They are indiscriminate murderers, revelling in slaughter for its own sake. Black Dragons have a Strength 4 Breath Weapon, and any unit taking casualties from the Breath Weapon must pass a Leadership test with a -3 modifier in order to declare charges in their next Movement phase. Units that are Immune to Psychology take damage as normal but do not suffer any additional effects.
- **Frost Dragons** are creatures of frost and ice, the chill of midwinter given vengeful and scaly form. They are slow to anger, presumably a result of their own chill nature being combined with cold-blooded physiology. Frost Dragons have a Strength 3 Breath Weapon. In addition, any unit hit by the Breath Weapon gains the Always Strikes Last special rule until the end of the following turn.
- **Forest Dragons** are torpid and somnolent creatures given to slumbering under forest canopies, wound about the gnarled boughs of mighty trees. They are incredibly poisonous, and even the merest wisp of their clammy breath can kill. Forest Dragons have a Strength 2 Breath Weapon that has a -3 armour save modifier.
- **Storm Dragons** are rarely encountered at ground level, for they love to swoop and dive through the heart of the mightiest thunderstorms. This builds up a crackling electric charge upon the Dragon's azure scales, which it can then 'spit' as a ball of lightning. The Breath Weapon of a Storm Dragon always wounds on a D6 result equal to the victim's armour save. Models with no armour save cannot be wounded by a Storm Dragon's Breath Weapon.

MAGIC (EMPEROR DRAGON):

Some of the wisest Emperor Dragons are mighty Wizards in their own right. An Emperor Dragon can have up to 4 Wizard levels at a cost of 35 points per level. The spell lore it knows will depend on the type of Dragon it is, as explained later.

SPECIAL RULES (EMPEROR DRAGON):

Fly, Immune to Psychology, Large Target, Scaly Skin (3+), Terror.

Breath Weapon: Each Emperor Dragon must choose a type from below, which determines the nature of its Breath Weapon.

- **Doomfire Dragons** are swift to wrath and take an abiding joy in setting alight the towns and fortresses of lesser races. Doomfire Dragons have a Strength 6 Breath Weapon with the Flaming Attacks special rule. A Doomfire Dragon with Wizard levels always uses the Lore of Fire.
- **Nightmare Dragons** are believed not to be real creatures at all, but wild currents of Amethyst Magic given life. Nightmare Dragons have the same Breath Weapon as a Black Dragon but hits from it are resolved at a Strength of 5 instead of a Strength of 4 (all other effects remain unchanged). A Nightmare Dragon with Wizard levels always uses the Lore of Death.
- **Ice Dragons** are the most sedate and slumbersome of their kind. Ice Dragons have a Strength 5 Breath Weapon. In addition, any unit hit by the Breath Weapon gains the Always Strikes Last special rule until the end of the following turn. An Ice Dragon with Wizard levels always uses the Lore of Light.
- **Venom Dragons** are poisonous within and without. Despite this, Venom Dragons see themselves as agents of rebirth, of culling the weak so that new life might arise. Venom Dragons have a Strength 4 Breath Weapon that has a -5 armour save modifier. A Venom Dragon with Wizard levels always uses the Lore of Life.
- **Great Storm Dragons** are wild and unpredictable, striking without warning from a clear sky. The Breath Weapon of a Great Storm Dragon always wounds on a D6 result equal to the victim's armour save. Models with no armour save cannot be wounded by this Breath Weapon. A Great Storm Dragon with Wizard levels always uses the Lore of Heavens.

CHAOS DRAGON

Once the proud and noble rulers of the skies, now split, twisted and corrupted by the forces of change, the terrible two-headed Chaos Dragons are nightmarish and malevolent predators. Borne aloft on wings no longer made of mere flesh and bone, but of black sorcery and the will of Dark Gods made manifest, a Chaos Dragon is a terrifying nemesis to all order and sanity. They are wicked and fickle creatures, possessing every bit as much malevolent delight in destruction and treachery as their creator, the great and devious god Tzeentch. Even a single Chaos Dragon can put an entire army to flight, incinerating its enemies with bursts of dragonflame, choking them with clouds of noxious black vapour, or shredding them with its massive teeth and claws.

It is said that Chaos Dragons see themselves as wholly distinct from Tzeentch's mortal followers. Indeed, they hold Dragonkind to be the Dark God's true servants in the mortal world, for men have ever been quick to change their allegiance over the centuries. No two Chaos Dragons are exactly the same, for the gifts of Chaos affected each in subtly different ways. Some have their organs and bones on display, blood vessels pulsing and pounding through a sheath of invisible flesh. Others are covered in spikes, horns and knobby protrusions, or have skin crawling with the stuff of corruption itself. Truly, each Chaos Dragon is a piece of obscene living sculpture, and a facet of Tzeentch's unknowable splendour.

Although it is a rare (and often calamitous) event to see a Chaos Dragon far from the Northern Wastes, the beasts are drawn to storms of magic and have a preternatural ability to turn up when such tempests strike. Many wizards who bind a Chaos Dragon often feel as if the beast is not truly spellbound, but rather obeying to suit their own whims.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Chaos Dragon	6	6	0	6	6	6	3	6	8	Monster	1	330
Emperor Chaos Dragon	8	9	0	9	9	9	1	9	10	Monster	1	710

SPECIAL RULES:

Fly, Large Target, Scaly Skin (3+), Terror.

Breath Weapons: Chaos Dragons have two different Breath Weapons and can use them both in the same turn. One head breathes fire: a Strength 4 Breath Weapon with the Flaming Attacks special rule. The other breathes a cloud of corrosive gas: a Strength 2 Breath Weapon with a -3 armour save modifier. If the Dragon is an Emperor Chaos Dragon, then the Strength of the Breath Weapons are increased by one.

'They are a blight upon a proud lineage, a foul insult to which extermination is the only just reply.'

Prince Imrik of Caledor.

GIANT SPINED CHAOS BEAST

Many horrible creatures have been altered by the mutating powers of Chaos and the Giant Spined Beast is one such monstrosity. It is a foul, four legged beast that prowls the strangely lit wastelands near the great Chaos rift seeking to vent the all-consuming rage of its pained existence upon anything that it can see or scent.

The Giant Spined Beast is similar to a Chaos Hound, only grown to insane proportions in that magic-soaked realm. The beast's skin seems stretched too far and it frequently tears, ripped asunder by the sudden growth of newly forming muscles or spiny protrusions. Such rapid development exposes glistening raw tendons and angry new layers of skin, reknitting anew over the gaping holes. The Giant Spined Beast takes its names from the bony protrusions that sprout from its hide, new spikes regularly bursting forth. The creature's interlocking sabre-like teeth can also be seen growing, brutally jutting out of the Giant Spined Beast's blood-dripping maw. In a span of moments, each fang expands until it is taller than a man, before it is painfully pushed out by a newly emerging fang, which repeats the process. Constantly howling, the monster shudders in pain-wracked agony. The throbbing ache only subsides when the Giant Spined Beast kills – so its keen nostrils constantly sniff for the scent of potential victims. It can swallow a man whole, but against larger quarry the Giant Spined Beast will dig in deeply with its great fangs before viciously shaking its head, so that when its locked jaws twist free, they will be accompanied by a vast hunk of flesh from the sundered victim.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Giant Spined Beast	7	3	0	6	5	6	3	6	8	Monster	1	220

SPECIAL RULES:
Frenzy, Large Target, Regeneration, Swiftstride, Terror.

Spiky: The Giant Spined Chaos Beast's spikes make it difficult to fight. Any unit, including friendly units, in base contact with the Great Spined Chaos Beast at the start of any round of close combat suffers D6 automatic Strength 4 hits resolved after Impact Hits, but before any models roll To Hit. Any Wounds caused by the spikes count towards combat resolution.

'We can't stand before that abomination!
 In the name of Sigmar, where are my cannons!'

Last words of Count Erich von Wittengast

OPTIONS:

May have one of the following:

- **Mark of Khorne** 20 points
The model has +1 Strength.
- **Mark of Tzeentch** 15 points
The model has a 6+ ward save.
- **Mark of Nurgle** 30 points
Ranged Attacks that target the model are at -1 To Hit. Models that target the model in close combat are at -1 WS.
- **Mark of Slaanesh** 20 points
The model has the Always Strikes First special rule.

COCKATRICE

The Cockatrice is an unsettling and repulsive creature that seldom emerges from its lair. Some say that this is due to the enthusiasm with which Bretonnian Knights hunt and slay them – even the stupidest creature can make out the intentions of a Knight Errant at full flood, and Cockatrices are, if anything, more intelligent than most knights.

In truth, the Cockatrice is not a bold fighter and prefers to lurk around the fringes of a battlefield where it can safely feast on the dead and dying. Despite the beast's inclination for self-preservation, only a very foolish warrior will corner a Cockatrice. When the beast is desperate, it goes berserk, shrieking and clawing at all who approach it with a maddened ferocity that more than compensates for its innate cowardice.

Whilst the Cockatrice is not so physically fearsome as many other monsters, it has a curious ability that makes it the equal of even the mightiest Dragon. The Cockatrice can petrify foes with its magical gaze, literally turning them to stone with a glance unless they can evade its sorcerous stare. This ability makes the Cockatrice a deadly opponent, for a warrior must try to vanquish the beast without ever setting sight upon it. Even a glimpse of the Cockatrice's visage is enough of a view to prove deadly.

'Even the mightiest of creatures must fear the Cockatrice, for its gaze means certain death.'

Bonnaudo, famed Bretonnian explorer



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Cockatrice	4	4	5	4	4	4	6	6	6	Monster	1	175

SPECIAL RULES:
Fly, Large Target,
Scaly Skin (4+),
Terror.

Petrifying Gaze: Petrifying Gaze is a magical shooting attack and has the following profile:

Range	Strength	Special
12"	2	Sniper, Heroic Killing Blow

Hits from the Petrifying Gaze are magical. When rolling To Wound with this shooting attack, substitute the target's Toughness with its Initiative value. No armour saves are permitted against the Petrifying Gaze.

OPTIONS:

May take any of the following:

- **Poisoned Claws** 10 points
Grants the Cockatrice the Poisoned Attacks special rule.
- **Acidic Vomit** 20 points
Grants the Cockatrice a Strength 3 Breath Weapon.

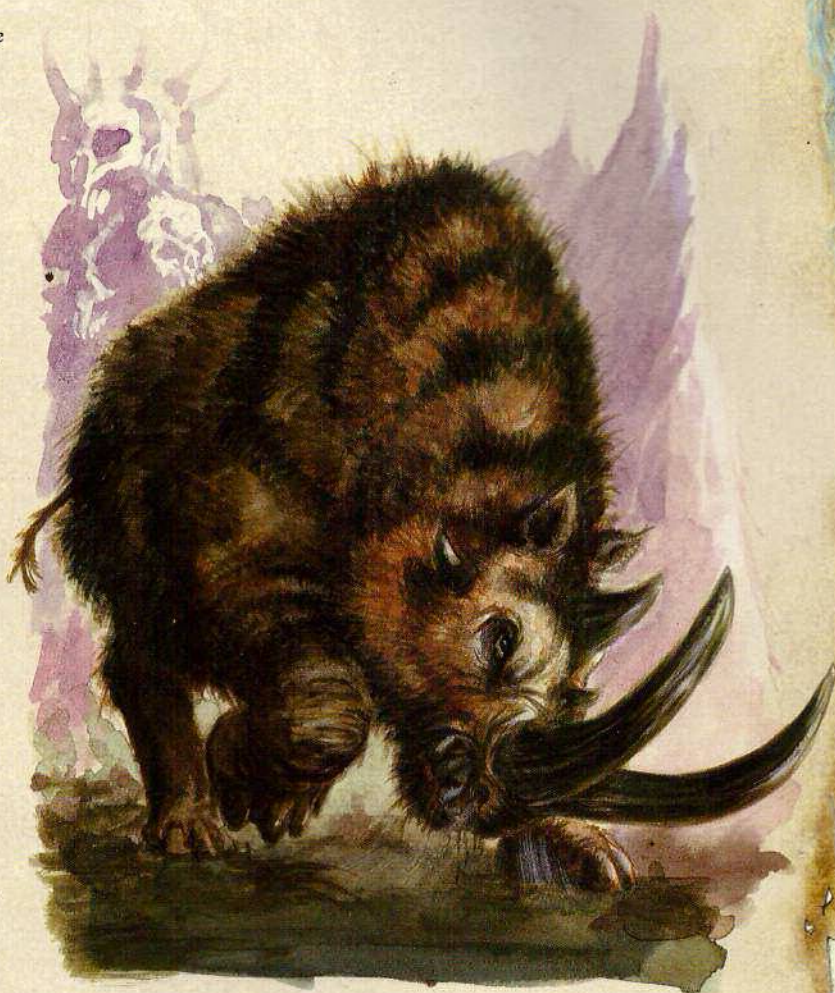
'That were the only thing that I've eaten in me life that I don't ever want to eat again.'

Greasus Goldtooth

RHINOX

Huge, hairy and especially bad tempered, the Rhinox is a large and dangerous horned beast that will lower its head and ram anything in its way, even the most massive of creatures. Rhinoxen can almost always be found living in the mountainous regions of the world, where they roam the snowy slopes and thunder through the passes in small, but formidable, herds that are given a wide berth by all but the most ferocious or desperate of predators.

A herd of Rhinoxen will never willingly alter its path for anything – be it rockfall, weather, or monstrous predator. Some of this has to do with their own tough nature, as thick skin and shaggy, coarse hair protects the Rhinox from the elements and all but the most horrendous of damage. Doubtless, some of their fearlessness also stems from the creature's obstinate ways. However, the notoriously bad eyesight of the Rhinox certainly factors into its penchant for walking blindly into precarious situations. As they live in the extremes of high altitude – with numbing winds, snow squalls and the ever present threat of blizzards, visibility is often limited anyway, so the fact that a Rhinox cannot see more than a few strides ahead is not nearly as debilitating as it would be for a beast of the plains. To compensate for its near-blindness, the lumbering Rhinox has developed a keen sense of smell and has learned to charge anything that doesn't reek like another Rhinox. On occasion, they will charge even if it does smell like a Rhinox, as the creatures are just that hostile, and the smell really is that bad. Powered by thick haunches of purest muscle, a ram from a charging Rhinox is devastating and those lucky enough to avoid being gored or skewered by its horns can still be flung airborne by the force of its impact. Dwarf trappers often say that startling a Rhinox is the fastest way of getting down a mountain.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Rhinox	6	3	0	5	5	4	2	3	5	Monstrous Beast	1-5	115 per model

SPECIAL RULES:

Fear, Frenzy, Impact Hits (D3), Stubborn.

Natural Armour

(4+): The Rhinox is protected by its thick, furry hide, granting it an armour save of 4+.

Despite the dangers, many dare to hunt the Rhinox, although how they do is often quite different. Dwarf trappers will draw Rhinoxen downwind, hoping to entice the aggressive, but dim brutes to charge over a cliff, recovering their broken bodies far down the mountainside. Ogres, used to gut-barging and proving themselves with feats of strength, will attempt to countercharge a Rhinox in a display of sheer might. Although they are rarely successful, Ogres that can knock out a Rhinox will have bragging rights and a seat of honour at their next feast.

Night Goblins especially covet the taste of Rhinox meat, but being puny and cowardly, they are more likely to attempt trapping a beast into a defile and raining down arrows and boulders rather than confronting such formidable creatures.

It takes at least six Night Goblins to hold up a single Rhinox haunch and a lone beast can feed a tribe for quite a lengthy time. Washed down with a pint of fungus brew, a hunk of Rhinox is good eating, topped only by the tough, chewy gristle of a roasted stumpy.

SABRETUSKS

Sabretusks are powerfully built hunting cats most noted for their extended canines, which jut boldly out of their lower jaws. They hunt individually or in small packs and are known to be aggressive carnivores. When it attacks, a Sabretusk uses its elongated, tusk-like teeth to slash and stab, hoping to sever arteries or disembowel its quarry. Sabretusks often hunt in packs, enabling them to bring down enormous animals – they have been known to track and kill beasts as big as Ice Mammoths. When conditions are right, a Sabretusk prefers to spring from ambush, or at least stalk its prey, patiently awaiting an opportunity to attack from unawares, leaping upon a victim's side or rear. Regardless of angle, once it commits to an attack, the Sabretusk does so with a savage ferocity, although the fickle beasts are not above turning tail and bolting should the initial thrusts go poorly. Only upon killing its mark will the muscular beasts utter a sound – unleashing a loud and rasping roar of victory while baring its blood-stained tusks.

Sabretusks are most associated with colder climes and can regularly be found prowling the mountain slopes above the treeline, however, the canny feline hunters will trail wherever their prey takes them. Packs of Sabretusks are known to regularly descend into lowland areas in pursuit of large game. There are tales of the predators stalking the tar pits and ooze geysers of the Dark Lands, where they make easy meals out of anything foolish enough to get stuck when the bubbling pits erupt. No matter where they are found, many hunters seek Sabretusks, for their distinctive striped hides are coveted across the Old World and as far away as Ulthuan.

A wizard who binds Sabretusks during a magical storm can make great use not only their deadly fighting skills, but also the beasts' matchless tracking skills. Few indeed are wily enough to elude a Sabretusk pack on the hunt.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Sabretusk	8	4	0	4	4	2	4	3	4	Monstrous Beast	1-5	21 per model

SPECIAL RULES:

Fear.

OPTIONS:

May take any of the following (all Sabretusks in the unit must have the same upgrades):

- **Scouts** 2 points per model
Grants the entire unit of Sabretusks the Scouts special rule.
- **Ambushers** 2 points per model
Grants the entire unit of Sabretusks the Ambushers special rule.
- **Bane Claws** 3 points per model
Grants the entire unit of Sabretusks the Killing Blow special rule.

YHETEES

Those who travel the mountain passes know the threat posed by the savage packs of creatures known as the Yhetees. Living far above the treeline, Yhetees are hairy ape-armed humanoids with a ravenous hunger for flesh. With their pale fur and penchant for lurking buried in the snowdrifts that cap the highest mountains, Yhetees stalk unseen while keeping a wary watch over the highland paths. When their quarry is spotted – perhaps armed convoys daring passage over the high passes, or herds of creatures such as Rhinor or Ice Mammoths – then the Yhetees surround the prey and trigger an avalanche.

Tons of snow plunges down the mountainside, closely followed by the loping Yhetees, who can scale sheer cliff faces and negotiate steep drops at speed. With their foes crushed by rocks and snow, the Yhetees dig out their half-frozen victims using long, iron-hard talons to lop off limbs and heads, soaking the snows with blood. Some Yhetees use crude clubs heavily encrusted with pure blocks of ice – these are the perfect instruments with which to batter foes to a pulp. The few victims that survive such attacks claim that the Yhetees themselves exude an aura of unnatural frost, causing limbs to stiffen and making breathing laborious in such icy chill.

Yhetees are most frequently found in the Mountains of Mourn, but colonies of the creatures are known to have migrated to other mountain chains. When the unnatural energies of a storm of magic rise, it is possible for a wizard to summon Yhetees from their highland lairs, binding the abominable creatures for a time.

The worst thing about a snowstorm is that Yhetees can be upon you before you know it — it's like the storm itself grows claws.'

Gunrek Thorson, Dwarf Ranger



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Yhetees	7	3	0	5	4	3	4	3	7	Monstrous Infantry	3-10	44 per model

SPECIAL RULES:

Fear, Flammable, Swiftstride.

Aura of Frost: Yhetees have evolved a specific affinity with the subzero temperatures of their mountainside homes. The magical aura of cold that they exhale not only freezes the blood and marrow of their victims, but also wreathes the crude weapons wielded by the Yhetees with enchanted ice.

While any enemy models are in base contact with one or more Yhetees, they suffer a -1 penalty to their Weapon Skill. In addition, all of the Yhetees close combat attacks are magical.

GREAT TAURUS

The Dark Lands are a haven for monsters of all shapes and sizes. Dragons and Wyverns fight for dominance of the smoke-blackened skies, whilst Orcs, Goblins, Trolls, Ogres and Chaos Dwarfs battle for control of the craters, volcanic crags and ashen wastes. Yet in all this realm, it is the Great Taurus that reigns supreme, for it is less a living creature and more a manifestation of the Dark Lands' rage.

The Great Taurus burns with a terrific intensity, so that its whole body is wreathed in fire and choking smoke. Indeed, so angrily and so hot does the Great Taurus' skin burn, that swords and axes become molten and blunt in the very process of striking it. When the Great Taurus moves across the ground, sparks fly from its horns and red lightning plays about its hooves. As a Great Taurus swoops through the air, heat waves shimmer at its coming and choking black clouds swirl in contrails behind it. With each snorting exhale, flame erupts out of the beast's flared nostrils, and an oily smoke curls from its gaping maw. In its rage, even the monster's eyes seem to smoulder.

As creatures of flame and ash, Great Taurus cannot stray far from the Dark Lands save for when the Winds of Magic are at their strongest, for no other part of the world is so suffused by the power that sustains it – the Fire Wind, also known as Aqshy. Only by careful channelling of Bright Magic can a Great Taurus be lured into the Old World or beyond, but the beast's raw might more than compensates for the effort involved.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Great Taurus	6	5	0	6	5	4	3	4	6	Monster	1	175

SPECIAL RULES: Flaming Attacks, Fly, Large Target, Terror.

Blazing Body: Any model (friendly or enemy) in base contact with the Great Taurus at the start of any round of close combat takes an automatic Strength 4 hit with the Flaming Attacks special rule. Additionally, any non-magical Attacks directed against the Great Taurus suffer a -1 penalty To Wound.

Fuelled By Fire: A Great Taurus cannot be wounded by spells from the Lore of Fire. In addition, if the Great Taurus is the target of a successfully cast spell from the Lore of Fire, it immediately regains D3 Wounds lost earlier in the battle.

OPTIONS:

May take any of the following:

- **Flaming Breath**..... 30 points
Grants the Great Taurus a Strength 4 Breath Weapon with the Flaming Attacks special rule.
- **Bloodrage**..... 30 points
Grants the Great Taurus the Frenzy and Hatred special rules.

'It descended from the dark skies like a firebolt. Hotter than a forge were its fires, and many of our kin were slain. On this beast we have sworn revenge.'

Entry from Ungrim Ironfist's Book of Grudges

LAMMASU

The Lammasu is a wise and crafty beast that makes its lair in the Dark Lands. The Chaos Dwarfs believe it to be a rare mutation of Great Taurus, one that is not only acclimated to magic, but that also lives and breathes the very stuff of sorcery. Indeed, the Lammasu possesses a minor, but potent, spellcasting ability, the backwash of which manifests as sorcerous black clouds that curl about the beast every time it breathes. This magical exhalation protects the Lammasu from hostile spells. Furthermore, enemies fighting Lammasu in melee often find the smoky threads of sorcery befouling their magic weapons, dampening their power and preventing them from striking the beast to full effect.

Lammasu rarely seek to enter battle themselves, at least not as first resort. A Lammasu would far rather convince other beasts to do the dirty work for it. In stark contrast to its breathtakingly ugly appearance, the Lammasu possesses a peculiar and insidious charisma that it uses to further its own agendas. When reinforced by the Lammasu's magical artifice, this can leave the creature's victims befuddled and suggestible in the span of a few short minutes. Great Taurus, Wyverns, Pegasi, Griffons – all are susceptible to the Lammasu's honeyed words and cunning manipulations. Only the most maddened and ferocious of monsters can withstand the Lammasu's voice, and then only out of red-fogged rage, rather than any conscious resistance. Whilst the Great Taurus is undoubtedly the king of the Plains of Zharr, it only reigns because the Lammasu is content to let it. Chaos Dwarf Sorcerers have used Lammasu as steeds for thousands of years, but who's to say whether it is mount or rider that commands the partnership?



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Lammasu	6	3	0	5	5	4	1	2	8	Monster	1	170

MAGIC:

A Lammasu is a Level 1 Wizard. It can be upgraded to a Level 2 Wizard levels at a cost of 35 points.

A Lammasu uses spells from either the Lore of Fire, the Lore of Death or the Lore of Shadow.

SPECIAL RULES:

Fly, Large Target, Magic Resistance (3), Terror.

Sorcerous Miasma: Magic Weapons carried by models in base contact with the Lammasu lose all of their magical properties and are treated as a 'normal' weapon of the same type (if it is not clear what sort of weapon it is, treat it as a hand weapon). This effect applies to both friendly and enemy characters and lasts whilst they remain in base contact.

OPTIONS:

May take any of the following:

- **Mace Tail** 15 points
Grants the Lammasu 1 Tail Attack at +1 Strength.
- **Sorcerous Exhalation** 30 points
Grants the Lammasu a Strength 4 Breath Weapon, which is magical.

'I swore that the Lammasu had a keener mind than the wizard who claimed to control it. Alas, I was right.'

Captain Grumman of the Aetherland Militia

PLAGUE TOADS

At the heart of Nurgle's otherworldly garden lies a mighty lagoon whose baleful waters are thick with all manner of diseased fluids. There, wallowing in the excrement-choked silt of the lake's shoreline can be found Nurgle's Plague Toads. Each of these creatures is said to be the devolved form of a Plaguebearer who failed to keep track of Nurgle's Tally, thus earning not only his master's ire, but also an even more revolting body in which to while away eternity.

Legend has it that when the war between the Dark Gods goes ill, Nurgle sets aside his cauldron and concoctions and makes his way down to the lake, there to squash Plague Toads until the pleasing patterns left by their bile and blackened blood restore his spirits. Finding the first one is easy – finding others can take some time. As a Plague Toad is little more than a rubbery bag of skin filled with noisome liquid, the damp squelch it makes when trodden on is easily recognised by other Plague Toads for miles around. Unsurprisingly, these Daemons suddenly discover heretofore-unknown reserves of urgency in the attempt to find a bolt-hole safe from Grandfather Nurgle's sight.

Little wonder is it then that Plague Toads escape to the mortal world at the merest opportunity. They are drawn to swamps, sewer-pits and other rancid locales, but will settle for any watercourse at a pinch. If disturbed, a Plague Toad will fight with a determination belied by its lumpen appearance, goring enemies with its slimy horn, or using its prehensile tongue to drag victims into its gaping mouth.

'I've been a sewerman for all my life, but I have never seen anything like what I saw down there today.'

Gurnek Rausmann, Altdorf Sewerjack



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Plague Toad	6	3	0	4	4	2	1	2	5	Monstrous Beast	1-5	26 per model

SPECIAL RULES:
5+ ward save, Fear,
Immune to Psychology,
Poisoned Attacks,
Unbreakable, Unstable.

Daemonic Attacks: Being a corporeal manifestation of Chaos, all of the Plague Toad's Attacks are magical.

'Words simply cannot express the full horror of the beast. Its pustulent hide was distressing enough to behold, but the smell? It was less an odour than a malefic spirit in its own right. I don't believe I shall ever be free of it.'

Prince Yvrec of Lothorn

FENBEASTS

Fenbeasts are magical constructs, formed from the mud and detritus of the marshes and animated by the mystic arts. They are incredibly strong, for Fenbeasts draw their power from the ground beneath their shambling feet. Fenbeasts are not living creatures in any true sense and, as such, do not feel pain and have no concept of fear. So hardy is a Fenbeast that it can withstand a strike from a cannonball, reforming its sodden flesh around the wound and even regrowing limbs, should the need arise.

Such is the durability of the Fenbeast that the only thing preventing its widespread use by wizards and sorcerers is the immense magical energy needed to create one out of the living earth and keep it functioning. Away from a site of magical power, a Fenbeast will last scant minutes before consuming all the eldritch energy and crumbling to mud and rotten ruin once again. The Jade College in Altdorf famously maintains a score of Fenbeast drudges to fetch and carry for senior wizards, but these are only sustained by the ceaseless chanting of several dozen apprentices. Of course, once a storm of magic descends upon the world, a Fenbeast's appetites are easily maintained, even by a sorcerer of little skill and less learning. Though, as with all magical constructs, a misspoken word in the Fenbeast's binding can prove quite fatal to its erstwhile master – as a direct conduit to the Winds of Magic, a wizard can serve as a most adequate meal for a famished Fenbeast.



'From the black quagmire I summon thee. From the living marsh I bind thee. Rise now, I command thee.'

Part of the Spell of Summoning

	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Fenbeast	5	3	0	5	5	4	1	3	8	Monstrous Infantry	1-5	65 per model

SPECIAL RULES:

Always Strikes Last,
Regeneration,
Swamp Strider,
Stupidity,
Unbreakable,
Unstable.

OPTIONS:

May take one of the following (all Fenbeasts in the unit must have the same upgrades):

- **Born of Bloodmarsh** 10 points
Grants the Fenbeast the Frenzy special rule.
- **Leechloam** 10 points
During any turn in which the Lore of Life is in the ascendancy, all Fenbeasts in this unit gain +1 Strength.
- **Lifebloom Silt** 15 points
Increases the Fenbeast's Regenerate ability to Regenerate (3+).
- **Fly-Infested Rotweed** 15 points
Ranged Attacks are at -1 To Hit when targeting Fenbeasts. In close combat, models are at -1 WS while attacking Fenbeasts.

TRUTHSAYER

Truthsayers are not native to the Old World – they are exiles from an island home now sealed beyond a wall of magical mist. They live as hermits, preserving the sorceries of their ancient land through ritual and ceremony, waiting for the promised day when the mists will rise and they can return home once more.

It is rare to knowingly encounter one of the reclusive Truthsayers, for they are naturally suspicious of all that walks on two legs. Being masters of natural magic, Truthsayers are able to shapeshift into beasts of all sizes. Thus do they avoid unwelcome company: by evasion in the form of a hawk, or by bloodshed in the form of a raging Dragon. Yet if the Truthsayers themselves are seldom encountered, the same cannot be said of their domains, which are scattered through the wilderness. In such remote places, even the lowest beasts show glimmerings of intelligence and the vegetation grows wilder, stronger and hungrier than it ought.

When a storm of magic occurs, the Truthsayers steal away from their hillside hermitages to seek out allies. Only with aid can they hope to marshal enough magical power to undo the spells of shrouding that conceal their homeland. Driven by this desperation, many a Truthsayer has found himself battling alongside unsavoury allies, harnessing his mastery of Jade Magic to a destructive cause. The goal on these occasions is to work a greater good by committing a small evil, but with every step along this path, the reclamation of their home becomes an ever more distant dream. Only a Truthsayer of purest actions has any hope of annulling the shroud of mists, and in such matters there can be no such thing as a minor taint.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Truthsayer	4	4	4	3	4	3	4	2	8	Infantry, Character	1	210

EQUIPMENT:

Hand Weapon.

MAGIC:

A Truthsayer is a Level 2 Wizard. He can be upgraded to a Level 3 Wizard for 35 points. A Truthsayer uses either the Lore of Beasts or the Lore of Life.

When selecting spells, a Truthsayer can exchange one spell for the *Transformation of Kadon*, instead of the usual signature spell.

MAGIC ITEMS:

Triskele: This protective amulet is the magical symbol of the Truthsayer's calling.

Talisman. The Triskele grants the Truthsayer a 5+ ward save and Magic Resistance (3).

Staff of Light: The Staff of Light allows the Truthsayer to marshal protective magical energies, the better to thwart the spells of his foes.

Arcane Item. The Staff of Light grants the Truthsayer +1 to all dispel attempts and +2 to all attempts to channel dispel dice.

DARK EMISSARY

There are many dark powers in the world. Most act openly and on the field of battle. War is their tool of conquest and the bodies of the slain are the currency with which their power is bought. Yet more dangerous, perhaps, are those agents of darkness who work behind the scenes, and of these, none are so practised as the Dark Emissary.

Legends of Dark Emissaries have abounded as long as there has been language to convey the tales. They are traditionally portrayed as harbingers of doom who appear before lords on the eve of battle, offering service in exchange for petty tokens or trinkets. Yet in the battle's wake the Dark Emissary does not depart, but is retained by a ruler who grows to depend on the wizened creature's sorceries and advice. As the lord's reliance upon the Dark Emissary grows, so does his own character grow ever crueller and his ambitions broader. Without warning, when the lord needs aid the most, the Dark Emissary will disappear, leaving his victim to suffer the consequences of his hubris. Who can say what the Dark Emissary's motive was? Did it seek to foment anarchy for its own sake, or does it work to a wider plan? None know the answer.

Despite this reputation, or perhaps because of it, there is no shortage of wizards determined to bind a Dark Emissary to their will. Alas, whilst the Dark Emissary's magical nature means that it can be bound into reluctant service, no enchantment can still its deceptions. Even shackled by sorcery, a Dark Emissary will always work to its own goals, all the while seeming to do the bidding of its erstwhile master.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Dark Emissary	4	4	4	3	4	3	4	2	8	Infantry, Character	1	210

EQUIPMENT:

Hand Weapon.

MAGIC:

A Dark Emissary is a Level 2 Wizard. He can be upgraded to a Level 3 Wizard for 35 points. A Dark Emissary uses either the Lore of Shadow or the Lore of Death.

'Never had I before encountered a being so steeped in evil as to be my equal. It quickly became apparent that, despite my initial plans, I would have to dispose of the Dark Emissary before marching on Nagarythe, lest he dispose of me first.'

From the recollections of Malek the Depraved

MAGIC ITEMS:

The Spiral of Oblivion: *The Dark Emissary's amulet siphons life force from the air itself to sustain its bearer.*

Talisman. The Spiral of Oblivion grants the Dark Emissary the Regeneration special rule.

Staff of Darkness: *The Staff of Darkness strengthens the Dark Emissary's connection to energies of death and destruction.*

Arcane Item. The Staff of Darkness grants the Dark Emissary +1 to all casting attempts and +2 to all attempts to channel power dice.

FIMIR BALEFIEND

The Fimir are amphibious humanoid monsters that haunt bogs, fens and desolate moorlands throughout the northern and western Old World. Their strongholds take the form of forbidding, craggy piles of rock, crudely built in the semblance of the castles of more civilised races. Such dwellings are seldom seen by outsiders, for they are wreathed in thick mist, a miasma which is magically generated by the Fimir to shield their fortresses from prying eyes, and themselves from the harsh glare of the sun.

Long before the rise of Man, the Fimir worshipped the Chaos Gods, and for a time enjoyed their favour. Alas, the Eye of the Gods was swiftly drawn to the more vibrant and amusing race of Man, and the Fimir were abandoned, reduced to seeking boons from bound Daemons where once they had enjoyed the blessings of gods. Nowadays, the Fimir are a dwindling and reclusive race, little given to leaving their swampy fastnesses, save for the occasional raid for food and slaves. Only the Fimir sorcerers, known as Dirach or sometimes as Balefiends, spend prolonged periods in the lands beyond the mists. Such creatures have but one goal – to destabilise the barrier between the mortal world and the Realm of Chaos, thus aiding the Chaos Gods to their ultimate victory, and so regaining their favour.

A Balefiend's sorceries seem crude and ritualistic compared to the magic of Elbes or even Men, but they are no less potent, for they are woven with power stolen from Daemons. A Balefiend's cyclopean eye can see the ebb and flow of the Winds of Magic in the same way a Man's perceives light and shade, which allows them to make the best use of whatever magical power is available.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Fimir Balefiend	6	4	2	4	4	3	2	3	8	Monstrous Infantry, Character	1	180

EQUIPMENT:

Staff of Pain
(hand weapon).

MAGIC:

A Fimir Balefiend is a Level 2 Wizard. He can be upgraded to a Level 3 Wizard for 35 points.

A Fimir Balefiend uses either the Lore of Shadow or the Lore of Fire.

SPECIAL RULES:

Scaly Skin (6+), Swamp Strider.

Cold-blooded: Fimir Balefiends roll an additional dice for all Leadership tests, discarding the highest result.

Eye of the Balefiend: The Balefiend can always roll six dice when channelling power dice, to represent its greater awareness of the Winds of Magic. However, any power dice channelled in this way can only be used by the Balefiend, as it will refuse to share – so make sure you roll the Balefiend's channelling dice separately from those of other Wizards. Note that power dice channelled by the Eye of the Balefiend still count towards your side's maximum. The Fimir Balefiend channels dispel dice normally.

ZOAT

There are few races in the world so mysterious as Zoats. No one knows how they arrived in the forests of the Old World, why they did so or even what their goals are. Are the Zoats a race unto themselves, or some splinter of the Lizardmen? Perhaps the Slann Mage-Priests know, but on this topic, as on many others, they remain enigmatically silent.

Zoats are powerful wizards, able to tap into the Winds of Magic in an instinctive manner, rather than through study and ritual. Whilst this means that a Zoot will never prove as versatile a wizard as an Elf, or even a Man, their innate control over the lifewind, Ghyran, surpasses all but the most learned High Elf Mages. Indeed, many a Wood Elf Spellsinger will seek out a Zoot in order to learn from it, but as the Elves of Athel Loren find Zoats no less elusive than do other beings, very few succeed in their search.

In the ordinary run of things, Zoats are seldom encountered outside their woodland homes. Indeed, even within such places, it is rare to catch sight of one. When intruders close or danger threatens, Zoats will rouse the trees and undergrowth to crush and strangle interlopers, rather than take direct action themselves. In this way, Zoats can avoid detection, and even a single such creature can imbue a forest with a reputation so dreadful that even marauding Orcs and rampaging warherds will give the area a wide berth. Where sorcery alone is not sufficient, the Zoot will leave the shadows to enter the fray personally, knocking the invaders to the ground with sweeping blows. Once prone, the enemy becomes easy prey for creeping roots and vines, which swiftly entangle and throttle them. When eldritch storms erupt upon the world, it is possible to bind Zoats into service and only then will the creatures leave their reclusive forest homes.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Zoot	8	4	3	4	5	3	4	2	8	Monstrous Infantry, Character	1	275

EQUIPMENT:

Sky Stave
(hand weapon).

MAGIC:

A Zoot is a Level 3 Wizard. He can be upgraded to a Level 4 Wizard for 35 points. A Zoot always uses the Lore of Life.

SPECIAL RULES:

Forest Strider, Magic Resistance (1), Swiftstride, Scaly Skin (4+).

Cold-blooded: Zoats roll an additional dice for all Leadership tests, discarding the highest result.

Master of the Vengeful Forest: If a Zoot is wholly within a forest, all enemy models treat that forest as dangerous terrain and will fail their Dangerous Terrain tests on a roll of a 1 or 2.

The Power of the Deepwoods: If the Zoot is wholly within a forest, it gets a +2 bonus to cast spells from the Lore of Life.

SORCEROUS PACTS

In times of dire need, a wizard can harness the power of a storm of magic to strike an alliance with those creatures to whom magic is the stuff of life. Such Pacts always exact a higher price than the wizard is prepared to pay, but such costs can mean the difference between victory and defeat.

Pacts are special Scrolls of Binding that allow your Wizard to make a temporary alliance with certain magical creatures. Unlike other Scrolls of Binding, you may only take up to one Pact. However, adding a Pact to your army allows you to field several units. Each Pact represents how one of your Wizards has struck an alliance with the creatures in question or, more likely, used some of the storm of magic's power to bind them to his will. Such things happen only at a time of last resort. It's a short step from raising Skeleton Warriors in order to save the town, to becoming the cackling mad Wizard ostracised because of disturbing habits such as collecting dismembered corpses.

FORMING THE PACT

A Pact Scroll won't provide the points values, unit sizes, characteristic profiles or special rules for the units it allows you to command. Instead, it will direct you to the relevant Warhammer army book from which you can select these

forces. This is because, unlike other Scrolls of Binding, a Pact is literally an alliance with another army, and rather than print information here that might get superseded if the army book gets updated, it makes more sense for you to confer directly with the source.

Each Pact will tell you what units you can select to add to your army. This will normally consist of one or more characters, several Core units and up to one each of Special and Rare units. These units can be given any options, upgrades or magic items that they would normally be entitled to select – provided that you don't spend more points than are in your Monsters and Magic allowance, of course. Note that you don't have to worry about percentage allowances when you take a Pact – the unit limits are the only ones that should concern you.

Also note that while some Pacts require certain character types, a Pact must always have a character to act as its General.

PACTS ON THE BATTLEFIELD

Pact units use the rules for Allied Armies given in the Warhammer rulebook, albeit allies under your control, rather than that of another player. They always begin the game as Trusted Allies, even if they would normally be Suspicious Allies, or even Desperate Allies (that's the magical power of a Pact!). This might occasionally yield combinations that feel a little unusual, so it's up to you (as the controlling player) to come up with a suitable explanation for the presence of Daemons in your Ogre Kingdoms army, or the horde of Undead that your Empire Wizard has called up.

However, an alliance with a Pact is also always treated as a Fragile Alliance; sooner or later one of the parties in the Pact will decide that their comrades have outlived their usefulness. Unlike a normal alliance, an alliance with a Pact can deteriorate past the level of a Desperate Alliance. If this happens, the units in the Pact simply vanish and are immediately removed from the battlefield as if they were casualties.

PACTS AND CHARACTERS

As is normal for characters obtained through Scrolls of Binding, characters from Pacts cannot join units from your main army. However, they can join other eligible units from within the Pact, provided they could normally do so.



PACT WITH THE UNHOLY DAEMONS OF THE CHAOS GODS

On the face of it, the Daemons of Chaos are easily bound into service. After all, a Daemon is not merely a creature animated by sorcery – for it, magic is the very stuff of life and being – like air is to mortals. In theory, a wizard has but to grasp these reins of arcane might and the Daemons and all their fell powers shall be his to control. However, Daemons are nothing if not cunning, and it is rare to find one that is as entirely servile as it pretends to be. Only the strongest of binding spells can guarantee that a Daemon continues to do the bidding of its 'master', rather than reversing the relationship.

This Pact contains the following units from
Warhammer: Daemons of Chaos:

- 0-1 Greater Daemon (Bloodthirster, Lord of Change, Great Unclean One or Keeper of Secrets)
- 0-1 Daemonic Herald
- 0-1 Special Character
- 1+ Core Units
- 0-1 Special Unit per Core unit
- 0-1 Rare Unit per Core unit



PACT WITH THE DREADED VAMPIRE COUNTS OF SYLVANIA

Should a wizard wish to command an Undead horde without himself dabbling in forbidden (and distasteful) Necromancy, he can do little better than to bind a Vampire to his service.

The Vampire, after all, is a practiced Necromancer in his own right and is more than capable of sustaining a host of the living dead. However, the wizard must be confident in this single binding. Countless are the sorcerers who have unwittingly begun a life of Undead thralldom by failing to bind a Vampire quite so well as they ought.

This Pact contains the following units from *Warhammer: Vampire Counts*:

- 1 Vampire or Vampire Lord
- 0-1 Necromancer or Wight Lord
- 0-1 Special Character
- 1+ Core Units
- 0-1 Special Unit per Core unit
- 0-1 Rare Unit per Core unit



PACT WITH THE TOMB KINGS OF ETERNAL NEHEKHARA

Binding a Tomb King has all the advantages of binding a Vampire – namely that an army can be at your command with only a single spell. Such bindings come with greater peril, however. Earn a Vampire's enmity, and you have transgressed against a single being. Earn the enmity of a Tomb King, and an entire kingdom will be arrayed against you. Scant wonder is it then that most wizards sweeten their Pacts with Tomb Kings by pledging the return of a long-ago stolen artefact. Sometimes this is enough to stay the Undead monarch's wrath...

This Pact contains the following units from
Warhammer: Tomb Kings:

- 1 Tomb King, Tomb Prince, Tomb Herald or Necrotect
- 1 Liche Priest or Liche High Priest
- 0-1 Special Character
- 1+ Core Units
- 0-1 Special Unit per Core unit
- 0-1 Rare Unit per Core unit









A Dark Elf Lord riding a mighty Black Dragon.





Manticores make highly prized mounts for Chaos Lords and Sorcerers.



Chaos Lords.





Dragon Ogre Shaggoths are creatures of limitless rage.



Dragon Ogres.



A Dark Elf Sorceress' malevolence is matched only by that of her Black Dragon mount.



River Trolls often vary in appearance, but all are slimy and ferocious.



Forced into servitude with Scrolls of Binding, a unit of Trolls makes a formidable and hard-hitting centre for a High Elf army.





A Chimera is a three-headed monster born of Chaos.





A fearful sight indeed – an Undead battle line supported by two mighty Hydras advances to meet the foe.

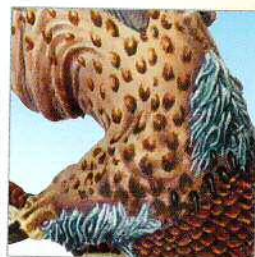
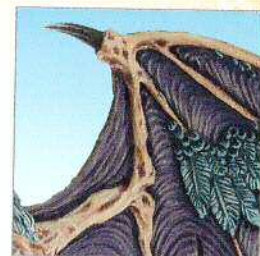


Chaos Warhounds have wide variation in both fur colours and mutations.



Giants are great lumbering brutes known to carry a variety of sacks, bags, weapons and assorted oddments with them into battle, in order to bludgeon or capture their victims.





The Cockatrice, one of the strangest of Chaos creatures.



Orcs, and their bound Cockatrice, crash into an Empire battle line.



Sabretusks stalk the vast mountain regions of the Warhammer world.



Chaos Spawn are heavily mutated and vary greatly in appearance.



From the dark jungles of Lustria comes the mighty Carnosaur.

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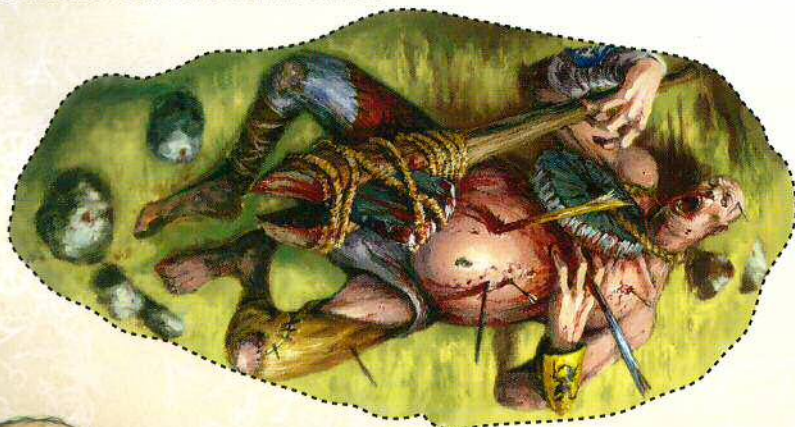
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FOOT OF GORK TEMPLATE



FALLEN GIANT TEMPLATE



To make your templates:

- First photocopy this page and stick it to a piece of thin card (cereal packets are ideal).
- Carefully cut around the dotted line with a sharp pair of scissors or a hobby knife.
- Alternatively, you can download printable versions of the templates from our website:

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The Pegasus

High flies the fearsome steed of war.
The muscled might of this crossed beast
Defies all laws of nature and,
On thunderclap wings,
It soars majestic over earthbound foe.
Crashing down wild-eyed upon its prey,
Its snorting breath is the storm,
And lightning dances on its iron hooves.
No creature of pastoral meadow this,
Rather tempestuous violence made flesh and blood.
High indeed flies the fearsome steed of war.

SUMMARY

MONSTER	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Ancient Stegaddon	6	3	0	6	6	5	1	3	6	Mo	95
Arachnarok Spider	7	4	0	5	6	8	4	8	8	Mo	102
Bonegrinder Giant	10	3	3	8	7	10	1	special	10	Mo	106
Carnosaur	7	3	0	7	5	5	2	4	5	Mo	94
Chaos Dragon	6	6	0	6	6	6	3	6	8	Mo	122
Chaos Spawn	2D6	3	0	4	5	3	2	D6+1	10	MB	115
Chaos Warhound	7	4	0	3	3	1	3	1	5	WB	114
Chaos War Mammoth	8	3	1	10	7	10	1	*	5	Mo	112
Chimera	6	4	0	6	5	4	2	6	5	Mo	87
Cockatrice	4	4	5	4	4	4	6	6	6	Mo	124
Cold One	7	3	0	4	4	1	2	1	3	WB	93
Cygor	7	2	1	6	5	5	3	5	8	Mo	108
Dark Emissary	4	4	4	3	4	3	4	2	8	In	133
Deepwood Unicorn	10	4	0	3	3	1	5	1	8	WB	97
Dragon	6	6	0	6	6	6	3	5	8	Mo	120
Dragon Ogre	7	4	2	5	4	4	2	3	8	MB	110
Dragon Ogre Shaggoth	7	6	3	6	5	6	4	5	9	Mo	110
Emperor Chaos Dragon	8	9	0	9	9	9	1	9	10	Mo	122
Emperor Dragon	8	9	0	9	9	9	1	8	10	Mo	120
Exalted Bloodthirster	8	10	0	7	7	7	9	9	9	Mo	116
Exalted Great Unclean One	6	4	0	7	7	10	4	6	9	Mo	118
Exalted Keeper of Secrets	10	9	0	7	7	7	10	8	9	Mo	119
Exalted Lord of Change	8	6	4	7	7	7	6	7	9	Mo	117
Fenbeast	5	3	0	5	5	4	1	3	8	MI	131
Fimir Balefiend	6	4	2	4	4	3	2	3	8	MI	134
Ghorgon	7	4	0	6	6	6	3	6	10	Mo	109
Giant	6	3	3	6	5	6	3	special	10	Mo	104
Giant Spider	7	3	0	3	3	1	4	1	2	WB	102

MONSTER	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Giant Spined Beast	7	3	0	6	5	6	3	6	8	Mo	123
Gigantic Spider	7	3	0	4	4	3	4	3	7	MB	102
Great Chaos Spawn	3D6	3	0	6	7	5	1	2D6+1	10	Mo	115
Great Eagle	2	5	0	4	4	3	4	2	8	MB	99
Great Dragon	6	7	0	7	7	7	2	6	9	Mo	120
Great Stag	9	5	0	5	4	3	4	2	7	MB	98
Great Taurus	6	5	0	6	5	4	3	4	6	Mo	128
Griffon	6	5	0	5	5	4	5	4	7	Mo	89
Harpy	5	3	0	3	3	1	5	2	6	In	92
Hippogryph	8	4	0	5	5	4	4	4	8	Mo	90
Hydra	6	4	0	5	5	5	2	7	6	Mo	91
Lammasu	6	3	0	5	5	4	1	2	8	Mo	129
Manticore	6	5	0	5	5	4	5	4	5	Mo	88
Pegasus	8	3	0	4	4	3	4	2	6	MB	96
Plague Toad	6	3	0	4	4	2	1	2	5	MB	130
Razorgor	7	3	0	5	5	3	2	4	6	MB	111
Rhinoc	6	3	0	5	5	4	2	3	5	MB	125
Royal Unicorn	10	5	0	4	4	3	5	2	8	MB	97
Sabretusk	8	4	0	4	4	2	4	3	4	MB	126
Stegaddon	6	3	0	5	6	5	2	4	6	Mo	95
Troll	6	3	1	5	4	3	1	3	4	MI	103
Truthsayer	4	4	4	3	4	3	4	2	8	In	132
War Lion of Chrace	8	5	0	5	4	1	4	2	6	WB	100
Wyvern	4	5	0	6	5	5	3	3	6	Mo	101
Yhetee	7	3	0	5	4	3	4	3	7	MI	127
Young Dragon	6	5	0	5	5	5	4	4	7	Mo	120
Zoat	8	4	3	4	5	3	4	2	8	MI	135

Troop Type Key: In=Infantry, WB=War Beast, Ca=Cavalry, MI=Monstrous Infantry, MB=Monstrous Beast, MC=Monstrous Cavalry, Mo=Monster, Ch=Chariot, SC=Special Character, Sw=Swarms, Un=Unique, WM=War Machine.

THE ARMIES (see page 25)

On top of your agreed points limit, you have an extra 25% to spend on Scrolls of Binding, Pacts and Mythic Artefacts within the following limitations:

	Max Per Army	Max Per Grand Army
<i>Scrolls of Binding</i>	2 of each scroll	4 of each scroll
<i>Pacts</i>	1	1
<i>Mythic Artefacts</i>	1	2

THE BATTLEFIELD (see page 25)

- 1) Set up the board as per the Warhammer rulebook.
- 2) Divide the table into 4 equal quarters.
- 3) Roll off to see who places an Arcane Fulcrum first.
- 4) Alternate placing Arcane Fulcrums, one in each table quarter at least 18" apart and further than 6" from any table edge or the centre point of the board.

DEPLOYMENT (see page 25)

- 1) Roll off to see who chooses a table half.
- 2) The winner chooses a half and places a Wizard (or Runesmith or Runelord) on each Arcane Fulcrum in his table half.
- 3) His opponent then does the same in their table half.
- 4) Roll off to see who starts deploying first and use the alternating deployment method from the Warhammer rulebook.
- 5) Units can be placed anywhere on the table as long as all models are completely within 12" of their board edge, or 6" of an Arcane Fulcrum occupied by a friendly Wizard.
- 6) Roll off to see who chooses who goes first. Whoever finished deploying first adds +1 to their roll.
- 7) The game lasts for 6 turns or until a time limit is reached.
- 8) Whoever controls more Arcane Fulcrums at the end of the game wins. Use Victory Points (as per the Warhammer rulebook) to break a tie.



THE MAGIC PHASE

A Storm of Magic game has a very different Magic phase to a normal Warhammer game. It is summarised here:

1) Magical Flux (see page 27):

- a) Resolve Magical Flux – Spin the Wheel of Magic spinner and consult the key (see right) to see which lores are in ascendancy.
- b) Manipulate Magical Flux – Decide if you want to manipulate the Magical Flux. If you don't, then go straight to step 2. If you do, decide in which direction you want to manipulate it – clockwise or anti-clockwise.
- c) Moving the spinner – Roll a D3 and move the Wheel of Magic spinner that many segments in the direction you chose, to ascertain which lores are in ascendancy (see right).

2) Roll for Winds of Magic – Roll 4D6 to determine the Wild Magic power dice and dispel dice pools (see page 28).

3) Determine what Cataclysm spells you can cast (page 32):

- a) You can cast Presence spells if you control one or more Arcane Fulcrums.
- b) You can cast Equilibrium spells if you control at least one Arcane Fulcrum and your opponent does not control more than you.
- c) You can cast Dominance spells if you control more Arcane Fulcrums than your opponent.

4) Choose a spell to cast – remember, you have the spells from the standard Warhammer lores, Storm of Magic Cantrip spells (see page 30) and the relevant Cataclysm Spells (see pages 33-49) at your disposal!

5) Attempt to cast a spell in the usual manner. Remember that, you have your Wizard's level and any relevant ascendancy bonus to add to the casting roll value.

6) If the casting value is reached, your opponent can attempt to dispel it.

7) Repeat steps 3 to 6 until no more casting attempts are desired or there are no dice left in the power dice pool.

8) Remember, you can attempt to dispel any remains in play spells cast in a previous Magic phase.

9) The Magic phase ends.

ANCESTOR RUNES (see page 50)

This section guides you through the use of Ancestor Runes:

- Nominate a Runesmith or Runelord on an Arcane Fulcrum.
- Select which Ancestor Rune he will attempt to empower. Remember that each Runesmith or Runelord can only attempt to empower each Ancestor Rune once per Magic phase.
- Choose how many power dice you wish to roll and roll them.
- Each result of a 4 or 5 is a successful striking.
- Each result of a 6 is an irresistible striking.
- Your opponent can attempt to drain the power from your successful striking. They must choose how many dispel dice they wish to roll and roll them.
- Each result of a 4, 5 or 6 will drain the power from a successful striking.
- Resolve the effects of the Ancestor Rune against one target for each successful striking that has not been drained and against one target for each irresistible striking. However, each time you empower an Ancestor Rune it can only target a unit once. If there are not enough targets in range, excess striking are wasted.
- If you rolled one or more irresistible strikes, you must roll on the Arcane Fulcrum Miscast table after you have resolved the Ancestor Rune.

ARCANE FULCRUMS (see page 28)

Arcane Fulcrums are at the heart of all Storm of Magic battles. They follow all the rules for buildings from the Warhammer rulebook with the exceptions/additions listed below.

- Only one model, a Wizard, Runesmith or Runelord, can occupy an Arcane Fulcrum at any given point.
- A model on an Arcane Fulcrum receives a 3+ ward save.
- When an Arcane Fulcrum is assaulted, only one model from each side can, and indeed must, fight.
- You cannot Stomp or Thunderstomp a Wizard on an Arcane Fulcrum.
- If you miscast while on an Arcane Fulcrum, you will have to roll on the Miscast table in the Warhammer rulebook first and then, assuming you survive, the Arcane Fulcrum Miscast table (see page 31).
- Controlling Arcane Fulcrums gives access to the Cataclysm spells and empowers your Mythic Artefacts.





INTERPRETING THE WHEEL OF MAGIC

- | | | |
|--|---|---|
| <p>☉ The Lore of Life (+5 to cast)</p> <ul style="list-style-type: none"> ☠ Spells of Plague and of Ruin (+4 to cast) ☾ Dark Magic (+3 to cast) ☿ Lores of Nurgle (+4 to cast) | <p>☿ The Lore of Death (+5 to cast)</p> <ul style="list-style-type: none"> ☠ Lore of Nehekara (+4 to cast) ☾ High Magic (+3 to cast) ☿ Lore of the Vampires (+4 to cast) | <p>☉ The Lore of Light (+5 to cast)</p> <ul style="list-style-type: none"> ☠ Lore of Nehekara (+4 to cast) ☾ Dark Magic (+3 to cast) ☿ Lore of the Great Maw (+4 to cast) |
| <p>☿ The Lore of Heavens (+5 to cast)</p> <ul style="list-style-type: none"> ☠ Big and Little Waaagh! (+4 to cast) ☾ High Magic (+3 to cast) ☿ Lores of Chaos (+4 to cast) | <p>☿ The Lore of Fire (+5 to cast)</p> <ul style="list-style-type: none"> ☠ Big and Little Waaagh! (+4 to cast) ☾ Dark Magic (+3 to cast) ☿ Spells of Plague and of Ruin (+4 to cast) | <p>☿ The Lore of Metal (+5 to cast)</p> <ul style="list-style-type: none"> ☠ Lore of the Vampires (+4 to cast) ☾ High Magic (+3 to cast) ☿ Lores of Tzeentch (+4 to cast) |
| <p>☿ The Lore of Shadow (+5 to cast)</p> <ul style="list-style-type: none"> ☠ Lore of the Wild (+4 to cast) ☾ Dark Magic (+3 to cast) ☿ Lores of Slaanesh (+4 to cast) | <p>☿ The Lore of Beasts (+5 to cast)</p> <ul style="list-style-type: none"> ☠ Lore of the Great Maw (+4 to cast) ☾ High Magic (+3 to cast) ☿ Lore of the Wild (+4 to cast) |  |



STORM OF MAGIC

When the Winds of Magic rise from zephyr to raging gale it is a cataclysmic event, a time of doom and great deeds. Armies of every realm march out to seize the boundless power, monsters rouse from their slumber to join the fray, and great pylons – conduits for arcane energies – rise from the ground. As battle lines clash beneath the unnatural skies, wizards duel to harness vast reservoirs of eldritch force that enable them to cast truly titanic spells of destruction.

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- A showcase of expertly painted wizards and monsters from the Citadel miniatures range.

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