

# STORM OF MAGIC

## BASIC RULES

*The winds of magic always twist and turn, like the four zephyrs themselves. Even at the best of them, they are never stable- but at certain points, they flow free from the Chaos Gate, flooding the world with power and corruption. Along key ley lines, raw magic erupts and congeals, shifting the land, sky, and time itself. These are known as the Storms of Magic.*

*Off the coast of Espania, there are a tiny pair of islands, each of them only a few small miles wide. On them run simple creatures, like sea birds and feral pigs, with only passing ship crews to list as population. They were known as the Two Sisters. That, is until the Storm of Magic blew through...*

*... The coast of Espana was ravaged by a wild warp-stone. Seers went mad, shadows danced with a life of their own, and anyone foolish enough to step outside became covered in boils. When the worst was passed, the local sailors discovered a strange sight... where was once two islands, there were now three. Upon the third island stood an Elven city, glistening white, and in pristine condition. Not a painting was out of place, nor did any tower show any sign of wear. Scholars flooded to Espania to hear more, and theories started flying. Perhaps it was an Elven city, swallowed up in a previous Storm of Magic, and dropped off halfway across the globe. Maybe it was an island that had sunk to the bottom of the sea, only to be risen once again. Maybe it's an echo from a long forgotten time... or a far distant future.*

*Whatever the origin, most people are only interested in the island for two reasons: its libraries are fully stocked, and filled with hundreds of potent scrolls and books. Secondly, monsters seem naturally drawn the location, diving out of the mists of magic and homing in on it. The fliers roost in the ivory towers, while sluggish beasts slink through catacombs below. Many wizards seeking the former prize wind up being hunted by the latter- so the smart sorcerers are the ones who travel in groups. These bands of casters and their personal guard aim to steal into the city, find as many books as they can carry, and disappear as quick as they can. To stay too long is to risk being an cursed creature's lunch, or being whisked away should the storm of magic return.*

*Land yourself upon the Island of the Third Sister... where beasts run wild and the storm of magic is drawing near...*

## WARBANDS

~All warbands must have a caster as the leader OR have a caster in it. It is recommended that you pick a warband that has one or more heroes with access to Academic skills.

With the above in mind, perfect Core Warbands include:

~Cult of the Possessed

~Sisters of Sigmar

~Undead

~Witch Hunters

~Amazons

~Lizardmen

~Carnival of Chaos

~Shadow Elves

~Tomb Guardians

For additional warbands that match the above, there's also:

~Dwarf Rangers (Nemesis Crown) – [Runesmiths count as Prayer Casters.]

~Skaven Clan Skyre (Relics of the Crusade)

~Restless Dead (Border Town Burning)

~Chaos Dwarves (Border Town Burning)

~Protectorate of Sigmar (Letters of Damned)

~Vampire Hunters (Letters of Damned)

~Necrarch Warband (Letters of Damned)

~Sorcerous Society (Letters of Damned)

*Editor's note: The Storm of Magic: Advanced Rules PDF contains more rules to including casters into non-magical warbands, as well as ways to promote a lowly caster into the head of his warband. Check them out if you can't wait to have your Warrior Priest lead your Witch Hunters into battle!*

## THE RULES

Want a simple, balanced way to play? This is the document for you!

~All Spellcasters use the Magical Surge rules (see below)

### MAGICAL SURGE

Due to the powerful Chaos influence the winds of magic are not only strong but uncontrollable. Thus all spell casters gain +1 to all Difficulty rolls. Whenever a spell caster rolls an unmodified 2 for Difficulty they must immediately roll on the Magic Failure table below. Note that a 2 cannot be re-rolled in any way to prevent from rolling on the table (e.g. with a Familiar, Rabbit's Foot or the *Mind Focus* skill) and the spell always fails.

Prayercasters and runesmiths don't receive the +1 bonus, nor are they forced to roll on the "failure" table... they are considered "safer" schools of casting.

	Magical Failure Table
2	Aaarrgh! The powers of Chaos take over the helpless wizard as he horribly mutates into a Spawn of Chaos. Replace the model with a Chaos Spawn from the Bestiary and remove the wizard from your roster.
3	Gglbddlh: The wizard is now <i>stupid</i> . Roll a D6 after the battle: on a score of 2+ the effect ends. 4 Dampening: The wizard cannot cast any spells for the duration of this battle.
4	Magical Shutdown: The wizard cannot cast any spells for the duration of this battle.
5-6	Uh-oh! The spell has been cast successfully – upon the wizard himself! Any additional decisions (e.g. with <i>Flight of Zimmeran</i> from the Lesser Magic) are made by the player to the left of the wizard's controller.
7	Failed casting: Except for the spell's failure there are no further consequences.
8-9	Explosion: The wizard is thrown D6" in a random direction and then lands <i>knocked down</i> .
10-11	What were the words? The wizard cannot cast a spell in his next shooting phase. Missile weapons may be used as normal.
12	What's happening to me?!?: The uncontrollable powers of Chaos cause the wizard to mutate. After a moment of horror the transmutation ends. You roll for a random mutation from the Power in the Stones Mutation chart.

## ADDITIONAL RULES

~Use the **Manuscripts** rules, which work as follows: instead of using Wyrdstone tokens, the warbands are searching for Manuscripts, representing the priceless books and tomes scattered about the Isle of Third Sister. These may be picked up and sold as normal, but under certain conditions, they may also be opened up and read, granting the warband a chance of finding a magical item. For exact rules on reading the Manuscripts, see the Manuscripts section.

~Use the **Arcane Fulcrum** rules (see below).

## ARCANE FULCRUMS

Arcane Fulcrums are special terrain pieces that naturally focus magical power. They are places of randomness and fear, instilling in all a sense of wonder and dread.

## SET-UP RULES

Unless the Scenario dictates otherwise, the following rules apply when placing Arcane Fulcrums and warbands:

- No Fulcrum can be placed within 12" of a player's deployment zone.
- If possible, No Fulcrum can be placed within 12" of another Fulcrum.
- No caster may be deployed within 12" of a Fulcrum, even if it has the Infiltrate.

## FULCRUM RULES

Fulcrums grant powerful bonuses to any caster that controls it. These bonuses are:

**- Power Points:** At the start of each of your turns, if your caster controls a Fulcrum, he gets +1 Power Point. Before casting a spell, prayer, or rolling to maintain a spell, he may spend any number of Power Points- for each one spent, the player adds +1 to his Difficulty roll (or, in the case of maintaining spells with Leadership, subtracts -1.) You must use them BEFORE rolling, and cannot use them after the roll is made. Your caster may store as many points as he wishes, but if he loses control of the fulcrum, any unused points are discarded. Likewise, at the end of the game, all unused points are lost. If you have two casters that both control a fulcrum, they may pass Power Points from one to the other at the start of your Shooting phase, but may not pass them or receive them from casters that do not control a fulcrum as of the start of this turn. Reminder: a natural roll of 2 always fails, and results in an Arcane Fulcrum misfire! *(Ex. Two players each control a fulcrum. Player A has a Necromancer, and decides to use 1 point per turn, giving his caster +1 each turn. Player B is trying to cast a Cataclysmic spell, so he is saving his points, and currently has 3 points saved up.)*

**- Mundane Save:** A 5+ Unmodifiable save against all wounds not inflicted by spells or prayers. If your hero has an armor save, this is rolled after the armor save.

**-Magical Sage:-** Whenever the wizard is affected by an enemy prayer or spell, the mage is unaffected by it on a 1D6 roll of 3+. Scrolls affect them normally (they have enough power to "punch" through!)

**- Immune to Psychology:** A model in control of a Fulcrum is Immune to Psychology and will never flee from combat. A leader still has to take rout tests as normal.

**-Cataclysmic Spells (Specific):** If using the Advanced Rules, the Arcane Fulcrums grant access to a Cataclysm Spell, depending on the caster (see the Storm of Magic: Arcane Fulcrum Document for complete rules.)

**-Cataclysmic Spell (Secret Sigils):** If using the Advanced Rules, the Arcane Fulcrums grant access to the Seven Secret Sigils of Summonings Spell. This is accessible to all casters (see the Storm of Magic: Arcane Fulcrum Document for complete rules.)

**Arcane Misfire:** However, if you roll a Natural 2 when casting a Spell or a Prayer from an Arcane Fulcrum, you must roll on the Arcane Fulcrum Miscast Table!

	ARCANE FULCRUM MISCAST TABLE
2	Earth-shattering Kaboom!: The powers of Chaos suck the caster into another plane. The caster is removed from your roster. All models within 1D6+3” suffers a S5 hit. Any models taken out of action roll twice on the Serious Injury chart. The Fulcrum is removed from the board, and replaced with a 3” diameter warp template. No model may move or see through the warp.
3	Spawn! The powers of Chaos ebb and bubble like a cancer- roll 1D6: on a roll of 1-3, the caster is turned into a spawn. On a roll of 4-6, pick a random model within 12” of the caster- that model is afflicted instead (if there are no other models within 12”, the wizard is affected.) The helpless model he horribly mutates into a Spawn of Chaos. Replace the model with a Chaos Spawn from the Border Town Burning Bestiary and remove the warrior from its owner’s roster. If your warband has a (surviving) model with a tome of binding or a scroll of binding, they may attempt to bind the spawn to their warband using the normal binding rules.
4	Gglbdddllh: The wizard is now <i>stupid</i> . Roll a D6 after the battle: on a score of 4+ the effect ends.
5	Did the world move, or was it just me?” – All casters swap location with each other randomly.
6	Uh-oh! The spell has been cast successfully – upon the wizard himself! Any additional decisions (e.g. with <i>Flight of Zimmeran</i> from the Lesser Magic) are made by the player to the left of the wizard’s controller. Any Strength attacks have an increase of +2 Strength.
7	Power Siphon: Pick a random enemy caster – that caster may immediately attempt to cast a spell or prayer. If you have positive bonuses to your spells that the opponent doesn’t (ex. you gain +1 for being on a Fulcrum, he isn’t on one; you have Sorcery, he doesn’t), that caster may temporarily add your bonuses to his casting roll.
8	Explosion: The wizard and all other models within 4” are hit with a S4 hit. Also, the wizard is thrown 1D6+2” in a random direction.
9-10	“I think I’m feeling a Little Odd” – Your wizard is turned into a frog. Roll 1D6 for each other caster on the board: on a 4+, that caster is also turned into a frog. The wizard that is a frog is effectively removed from the game, although he returns to normal in the postgame phase (before exploration), and doesn’t roll for injury.
11	Chaos Gate: The spell fails. From now on, whenever any caster attempts to roll a spell, after the player rolls difficulty, roll 1D6: 1 the spell fails, put a Bloodletter 1D6x3” away from the caster in a random direction. 2 A random Ritual of Tchar spell is used as your spell instead. 3 A random Ritual of Onegal spell is used as your spell instead. 4 A random Ritual of Slaanesh spell is used as your spell instead. 5-6 Use the normal spell you attempted to cast.
12	Mutations: The uncontrollable powers of Chaos cause the wizard to mutate. Roll 1D3 mutations from the Power in the Stones article. Also, all models within 6” of the Fulcrum roll

	1D6: on a roll of 1, that model also rolls on the Power in the Stones chart.
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### Controlling a Fulcrum:

At the start of any given turn, including an enemy's, a caster will control a Fulcrum if he matches the following conditions:

- Is not knocked down, stunned, or fleeing.
- He has no enemy wizards within 6" of the Fulcrum. Do not count friendly casters or casters that are knocked down, or fleeing.
- If gaining control of the Fulcrum, he must be within 2" of it. If he had control of this fulcrum in the previous turn, he only needs to be within 6" of the fulcrum.

Note that the control of Fulcrum is changed and lost at the beginning of turns, not in the middle- so if a mage that controls a Fulcrum starts his turn within 6" of it at the start of his turn moves more than 6" away, is knocked down, or even taken out of action, he still controls it until the next player's turn.

The caster is not prevented from controlling a Fulcrum if he has a *friendly* caster within 6" of it (only enemy casters). However, only 1 caster can control a Fulcrum in any given turn (and gain its bonuses), which means that the player must decide which caster controls it. If the friendly caster within 6" belongs to a different allied player, the players must decide amongst themselves which caster is in control (assuming both casters are within 2" of the fulcrum).

A caster may NEVER control two fulcrums at the same time, under any condition- that's just too much raw power! Likewise, only caster heroes and hired swords may ever control a fulcrum. If you have any henchmen or bound models that can cast spells, they cannot use the Fulcrum.

*Reminder: For the adventurous out there, the rules for Arcane Fulcrums are extended in the Advanced Rules document, "Storm of Magic: Arcane Fulcrums." Do YOU dare use the Seven Sigils of Secret Summoning?*

### MANUSCRIPTS

Instead of using Wyrdstone tokens, the warbands are searching for Manuscripts, representing the priceless books and tomes scattered about Third Sister. These may be picked up and sold as normal, but under certain conditions, they may also be opened up and read, granting the warband a chance of finding a magical item.

After any game, in the post game phase, players roll to see how many shards (or Manuscripts) they find, using the normal rules. Once per post game, they may pick ONE Manuscript that they had in their stash or just now found, and open it up. This discards the

manuscript from your treasury- but, you instead roll on the Manuscript chart below to see what the manuscript contained.

The only time that you may open more than 1 Manuscript per post game is if any of your warband members physically picks up a Manuscript token during the game – for example, during the scenario Wyrdstone Hunt.

	MANUSCRIPT TABLE
2D6	Result
2	Roll another 1D6: on a roll of 1-3, you find a <b>Greater Tome</b> . Roll again on the Greater Tome list. Unless a price is listed, a tome may be sold for 75 gc. On a roll of 4-6, the book leads you to the location of a random <b>Mythic Artefact</b> .
3	The book contains a <b>Greater Tome</b> . Roll again on the Greater Tome list. Unless a price is listed, a tome may be sold for 75 gc
4-5	The book contains a <b>Greater Scroll</b> . Roll randomly to see which one it contains. Unless a different price is set, any unused Greater Scroll can be sold for 2D6+6 gc.
6	The book contains a <b>Lesser Scroll</b> . Roll randomly to see which one it contains. Unless a different price is set, any unused Greater Scroll can be sold for 1D6gc.
7	The book is a <b>Lesser Tome</b> . Roll to see which one. Unless a price is listed, a tome may be sold for 25 gc.
8	The book contains a <b>Lesser Scroll</b> . Roll randomly to see which one it contains. Unless a different price is set, any unused Lesser Scroll can be sold for 1D6gc.
9-10	The book contains detailed accounts on how to carve a <b>Rune</b> . Roll randomly to see which one it contains. Unless a different price is set, any unused Rune can be sold for 2D6+6 gc.
11	The Book leads you to the location of a random <b>Lesser Artefact</b> .
12	Roll a further 1D6: on a 1-3, you find a map to a <b>Lesser Artefact</b> . On a 4-6, you found the location of a <b>Major Artefact</b> .

## SCROLLS

Scrolls are Miscellaneous items that can be used by any hero that is a caster or has access to Academic skills.

Some scrolls contain Spells with difficulty levels: if so, they are treated as Spells, and suffer the same restrictions as normal spells (cannot cast two spells a turn, cannot shoot and cast, etc.) The same restrictions apply to any scroll that is described as being usable as “whenever you could cast a spell”- even if it doesn’t have a Difficulty level, it cannot be used when you could not use a spell, and prevents a caster from using a spell. Heroes with access to Academic skills that are NOT casters may still use Spell Scrolls, but subtract -1 to any Difficulty rolls. Spell Scrolls may be used even if the hero is wearing armor.

Once a scroll is used, it is removed from the roster. It may not be used again, traded, or sold.

## LESSER SCROLLS

	Roll 1D66
11-13	<b>Dispel Scroll:</b> (as in Best of Town Cryer). This scroll contains a powerful counter spell. It may be read aloud immediately after an opponent has successfully cast a spell (but before results have been determined) to negate its effects. When used roll a D6. The enemy spell is cancelled on a roll of a 4 or more. After one use, the scroll will disintegrate and is useless. It may be traded for 25+2D6 gc.
14-16	<b>Healing Scroll</b> - Whenever someone in your warband is taken out of action, you may discard the scroll to reroll the Postgame injury result. May be used on any friendly model, (hero, henchmen, or hired sword). You must accept the second result. Works on both living and Undead models. You may sell an unused Scroll for 1D6+6 gold.
21-23	<b>Ancient Map</b> - The Scroll contains a detailed map of the area. Treat as if you have rolled the Exploration result "Catacombs". You may sell an unused Scroll for 2D6 gold.
24-26	<b>Sealing Scroll</b> - The Scroll is worthless, but the seal holding it is bound by protective spells. You gain a Lucky Charm, which you may use (or sell for 5 gc.)
31-33	<b>Current Map</b> - The Scroll details the potential treasure spots in the area. At the beginning of any game, if you are the warband with the lowest rating, you may use the Scroll instead of rolling for scenario. If so, you may automatically pick the scenario of your choosing. You may sell an unused Scroll for 2D6 gold. Use once only.
34-36	<b>Educational Scroll</b> – A scroll not of magic, but great knowledge. Any caster or model with access to Academic Skills may read it- that hero gains +1 Experience. Use once, then discard. You may sell an unused Scroll for 2D6 gold.
41-43	<b>Scroll of Harmony-</b> The scroll may be used just before they are about to cast the spell or prayer and allows the caster +2 to his difficulty roll. Once used the scroll will crumble to dust and is useless. You may sell an unused Scroll for 2D6 gold.
44-46	<b>Scroll of U'Zhul</b> - The scroll contains the spell, the Fires of U'Zhul, from the Lesser Magic list, although it may be cast at Difficulty 5. - The fireball has a range of 18" and causes one Strength 4 hit. It strikes the first model in its path. Armour saves are taken as normal (ie, with -1 modifier). Use once, then discard (this includes unsuccessful casting. You may sell an unused Scroll for 1D6+6 gold.
51-53	<b>Scroll of Guidance</b> – The user may use this in the post-game, whenever he has earned enough to advance, but BEFORE he rolls to see what advancement he would receive. He automatically treats the advancement result as "New Skill", allowing him to learn a new skill or spell. If the hero would be able to learn something special on a double (Marks, Corrupted Character rules), roll 2D6: you still need to roll a double 1, 2, 5, or 6 to receive the special mark/mutation.
54-56	<b>Scroll of Ambition</b> – Casters only. You may discard the scroll at any time the caster would learn a new random spell or prayer- instead of learning a random spell from that



	list, he learns the spell of your choice from that list. Use once, then discard.
61-63	<b>Forbidden Scroll</b> – Casters only. May be used in the Shooting Phase, immediately after the cast has cast or attempted to cast a spell. He may cast a second spell this shooting phase. After being used, the scroll is discarded.
64-66	<b>Scroll of the Celestial Kingdom</b> - The scroll may be used just before or after the model has cast a spell or prayer and allows the caster +1 to his difficulty roll. Once used the scroll will crumble to dust and is useless. You may sell an unused Scroll for 2D6 gold.

## GREATER SCROLLS

11-12	<b>Zephyr Scroll</b> – Use during the user’s Shooting Phase. The user may teleport up to 18” away, to any location that is at least 1” from an opposing model (thus, may not charge into combat.) He may not teleport off the board, nor may he teleport with any large chests (ex. with the treasure chest from the ‘treasure’ scenario.) Use once, then discard.
13	<b>Scroll of Entropy</b> – May be used as a Dispel Scroll (see the Lesser Scroll section.) <i>Alternatively, during your Shooting Phase, your hero can cast the following Spell- Drain Magic – Difficulty 3 – Pick any one model within 18” that is effected by a lingering spell in play (ex. a model pumped up with Eye of God, a wizard maintaining Sword of Rezhebel, etc.) That spell’s effect immediately ends. In addition, if the caster of that spell is still on the board, that caster cannot cast any prayers or spells during his next turn.</i> Use Once, then discard.
14	<b>Scroll of Alchemy</b> – Your wizard is granted the ability to turn base metal into gold. The user may use this at the start of any hand-to-hand combat he is engaged with. After the opponent has chosen his weapons for the round, you may use this scroll- any weapon(s) the opponent is wielding at that moment are permanently turned “Golden”- i.e., they gain the ability Strike Last (just like a Double-Handed Weapon) and can be sold at twice the normal price. Any weapon(s) the opponent has kept in reserve (a third weapon, missile weapons) are unaffected. Alternatively, you may use this scroll in the Postgame phase, to turn any weapon or armor of your own Golden (selling it for twice the normal sales price, [i.e. base price.]) Use once, then discard.
15-16	<b>Inferno Scroll.</b> The scroll glows with fire magic. Once read, the scroll will burn up and every model within 3” of the reader will take a S4 fire hit and will be set on fire on the result of a 4+ (see Environmental Rules), regardless if the hit wounds. The reader will suffer a S2 hit. The scroll can be read during a player’s shooting phase (like a spell) and once used crumbles to dust in the reader’s hands.
22-22	<b>Jade Scroll.</b> Written on a large leaf, the jade scroll glows with the magic of life itself. A friendly model within 6” can restore all lost wounds and recovers from being knocked

	down and stunned. The scroll can be read during a player's shooting phase (like a spell) and once used crumbles to dust in the reader's hands.
23	<b>Gnar's Scroll</b> – May be cast during Shooting Phase, at any time the user could cast a spell. The user and any opposing model he's in base contact with (Ogre-sized or smaller), is trapped outside of time. If there are any other models in combat with either hero, immediately push them 1" away. Your hero and the trapped opposing model are frozen- while doing so, they cannot be attacked, charged, healed, shot at, be target of spells, or anything else involving them- they seemingly do not exist (and do not prevent opposing models from running.) Similarly, the two models are unable to do anything- do they do stand up in the recovery phase, do not attack, use further items, may not use their leadership for Ld tests. At the start of each of your turns and the opposing player's turns, roll 2D6: on a roll of 10 or higher, the scroll has faded and they return to reality. Add +1 to the 2D6 roll for each previous test made (i.e., the first test is on 10+, the second 9+, etc.) If one of the warbands routs, the scroll immediately ends, and both are free. Use once, then discard.
24-25	<b>Blizzard Scroll</b> - Once read, a heavy blizzard arises. For the next D3+1 game turns apply the rules for Heavy Snowfall and Strong Wind. If it was raining before, apply Heavy Rain after the scroll's effect ends. The scroll can be read during a player's shooting phase (like a spell) and once used crumbles to dust in the reader's hands.
26	<b>Alfred's Scroll of Theft</b> – It may be used during any Shooting Phase the model is within 6" of an opposing wizard, when your Hero could otherwise cast spells. You may pick any spell from that opposing wizard's spell list (including Tomes) and attempt to cast it immediately as if your hero knew it. Successful or not, the opposing wizard cannot cast that spell during his next turn- if he was maintaining the spell, it fails the moment it was stolen. This effect only lasts until start of your next turn, in which case the spell permanently returns to its proper owner. Use once, then discard.
31-32	<b>Sunlight Scroll</b> - The sunlight slices through the clouds and burns the eyes of the wicked. Enemies shooting this turn has an additional -1 'to hit' penalty and all undead and possessed models will take a single S2 hit with no armour saves allowed. Undead and Possessed may not use this scroll, but if they happen to acquire one, they may destroy it granting the leader +1 Experience. In addition, during this turn any adverse weather effects will be ignored. The scroll can be read during a player's shooting phase (like a spell) and once used crumbles to dust in the reader's hands.
33	<b>Scroll of Woe</b> – You may trigger it when your model is taken out of action. Each model within 1" the caster suffers a hit equal to the Mage's Strength +1D3. Increase the radius +1" for each starting wound the caster has (ex, Starting W2 means 2" blast.) Use once, then discard.

34-35	<b>Amethyst Scroll.</b> The smell of death is all around, as an incantation inked upon the hide from a beast of burden is unfurled. An enemy model within 8” will take D6 S3 hits. The scroll can be read during a player’s shooting phase (like a spell) and once used crumbles to dust in the reader’s hands.
36	<b>Scroll of the Claw</b> – May be used at any time the model may use a spell. One target living model in base contact with the caster suffers a number of wounds equal to 1D6- his Toughness ( <i>ex. Your mage uses it against an opponent with T3. He rolls a 4 on his D6: the target suffers 4 -3 wounds, for a total of 1 wound.</i> ) If the result is 0 or less, he suffers no damage. No armor saves are allowed.
41-42	<b>Metal Scroll</b> - Etched into a thin sheet of tin, once read, the scroll melts and all models wearing any armour within 10” must pass an Initiative test or they will be unable to strike any blows in close combat this turn. The scroll can be read during a player’s shooting phase (like a spell) and once used crumbles to dust in the reader’s hands.
43	<b>Scroll of Cursed Form</b> – Your spellcaster may use the spell “ <b>Curse of Form</b> ” – <b>Difficulty 3:</b> <i>The wizard turns a model within 8” into an animal. Roll 1D6: on a 1-3, he turns into a Mule, on a 4-6 he turns into a Wardog. The effect lasts for D6 turns. The afflicted warrior remains in the control of his owning player. Use once, then discard.</i>
44	<b>Total Power Scroll</b> – Any caster may use this once before casting- he adds +5 to his Difficulty Roll for that one spell. A natural roll of 2 will always fail, regardless of modifiers. In addition, the spell cannot be Dispelled this turn. Use once, then discard.
45-46	<b>Scroll of Dueling</b> – This scroll contains a dangerous counter spell. It may be read aloud immediately after an opponent has successfully cast a spell (but before results have been determined) to negate its effects. Both the opposing wizard and your caster roll 2D6, adding any modifiers that would normally be applied to Difficulty rolls (Familiars may not be used.) If the opponent has the higher result, the dispel attempt has failed, the spell is cast as normal, and your caster is sent 2D6” inches away from the target of the scroll. If your result is equal or higher, the spell is dispelled, the opposing wizard suffers 1 wound with no saves, and is sent 2D6” away from your caster. After one use, the scroll will disintegrate and is useless.
51-52	<b>Destroy Spell Scroll</b> - This scroll contains a devastating counter spell. It may be read aloud immediately after an opponent has successfully cast a spell (but before results have been determined) to negate its effects. When used roll a D6. The enemy spell is cancelled on a roll of a 4 or more. If successfully dispelled, the spell can’t be used for the rest of the game. If the spell dispelled came from a Lesser or Greater Tome, roll 1D6: on a roll of 1, the tome is destroyed as well. After one use, the scroll will disintegrate and is useless. It may be traded for 50+2D6 gc.
53	<b>Scroll of Fauna</b> – See the “Binding” Section in the Advanced Rules pdf for details. If not playing with the Advanced Rules, reroll this result.

54-55	<b>Lesser Scroll of Binding</b> – See the “Binding” Section in the Advanced Rules pdf for details. If not playing with the Advanced Rules, reroll this result.
56	<b>Scroll of Daemonic Binding</b> – See the “Binding” Section in the Advanced Rules pdf for details. If not playing with the Advanced Rules, reroll this result.
61	<b>Scroll of Binding the Dead</b> – See the “Binding” Section in the Advanced Rules pdf for details. If not playing with the Advanced Rules, reroll this result.
62-63	<b>Moderate Scroll of Binding</b> - See the “Binding” Section in the Advanced Rules pdf for details. If not playing with the Advanced Rules, reroll this result.
64	<b>Greater Scroll of Binding</b> - See the “Binding” Section in the Advanced Rules pdf for details. If not playing with the Advanced Rules, reroll this result.
65-66	<b>Scroll of Human Skin</b> – The skin allows a warrior to ignore great harm to his own body. Use only if a model in your warband was taken out of action at a point after your last shooting phase. He is returned to play, and is placed within 2” of your caster. The model is placed at 1 wound, and is treated as if he just stood up from being Knocked Down. The model still rolls once on the Serious Injury roll after the game (if taken out again, he still rolls only once.)

## RUNES

When a warband finds a Rune, they find a scroll detailing a powerful rune that may be inscribed on certain items. The caster must endow the rune onto an item, sometimes with unexpected results.

Each Rune may be inscribed on a certain item type of item, depending on the type of rune:

**Combat Runes:** Any hand-to-hand combat weapon. May not be used on Gromril, Ithilmar, or magical weapons, as those have tons of runes already!

**Missile Runes:** Any missile weapons. May not be used with Superior Gunpowder or Hunting Arrows. May be used with Fire Arrows and Refined Gunpowder as normal. If used on Pistols, it will affect the entire brace. May not be used on magical weapons, as those have tons of runes already!

**Engineering Runes:** Any blackpowder weapon or weapon with a misfire chart. May not be used on magical weapons, as those have tons of runes already!

**Armor Runes:** Any shield, helmet, barding, fur, tattoo or body armor. May not be used with Ithilmar, Gromril, Sea Dragon Cloak, or magical armor (those are loaded with runes already!)

**Talismanic Runes:** Any mundane item, such as a ring, belt, pair of boots. While you may add them to any non-magical clothing item your hero has (ex. Cathayan Silks, Captain’s Hat, Lucky Charm), this is not necessary- it’s assumed your hero has some sort of item like this already.

**Exceptions:** Some runes may only be inscribed on certain items- when in doubt, the rules on the Rune overrides any other rules!

**Restrictions:** No item may bear more than 1 rune at a time. Likewise, your hero is only allowed to have one Runic item of each type at any given time. Heroes may trade runic items as they wish, but henchmen and hired swords may not use Runic items.

**Decay and Durability:** Each Rune also has a Decay and Durability rating. If you inscribed a rune on an item this game, roll 2D6 in the post game- if you made a natural roll equal or under the Decay value, the item is decayed (see below). If you roll equal or greater the Durability rating, the rune is Durable (see below). If you rolled higher than the Decay but lower than the Durability value, then the rune merely fades, and the item returns to normal.

**Decay:** If you made a NATURAL ROLL equal or under the Decay value, the runic magic was too great for the weapon to bear, and the item is destroyed! Remove the item from your warband roster. If the rune was a talismanic rune that wasn't written on any specific item (such as a Lucky Charm or Cathayan Silk), then the hero loses no money in the decay.

**Durability:** If you rolled equal or higher than the Durability rating, then the runic magic resides within it permanently. The item is now magical, and continues to keep the rune bonus. If sold, it sells at 100% the normal buying price.

If your warband has a hero that is a Dwarf Runesmith, High Elf spellcaster, or a Norse Shaman (or caster with access to Norse Runes), you add +1 to the Decay/Durability rolls. [Reminder: the item decays on a NATURAL roll of equal or less- Runic-casters make more Durable runes, but have no effect on Decay rolls!]

Roll 2D6
11 - Rune of Fury – Combat Rune. The attacker receives +1 Attack with this weapon each combat phase. If the attacker would normally double his attacks (ex. Frenzied, Ferocious Charge), this attack is not multiplied. Decay: 4. Durability: 13.
12 Rune of Quicksilver – Combat Rune. May only be inscribed on a Dagger. The attacker gains an extra attack with the dagger each combat phase. If the attacker would normally double his attacks (ex. Frenzied, Ferocious Charge), this attack is not multiplied. Decay: 2. Durability 11.
13 - Rune of Striking – Combat Rune. The attacker receives +1 Weapon Skill while wielding this weapon. Decay 2. Durability 12.
14- Rune of Speed – Combat Rune. The attacker receives +1 Initiative while wielding this weapon. Decay 2. Durability 11.
15- Rune of Cleaving – Combat Rune. The attacker receives +1 Strength for every attack coming

from this weapon. Decay: 3. Durability: 13.
16- Rune of Sharpness– Combat Rune. The attacker receives -1 Armor Save for every attack coming from this weapon. Decay: 2. Durability: 11.
21- Rune of Fate- Combat Rune. The first time the user successfully deals 1 Wound against an opponent in a game, it deals not one Wound but two wounds. If the wound is a critical, only one of the two wounds counts as a Critical Hit. Take any saving or Step Aside rolls for each wound as normal. After the first wound dealt is doubled, the weapon behaves as normal for the remainder of the game. Decay: 2. Durability 12.
22- Rune of Flight- Combat Rune. May only be inscribed on an axe, sword, hammer, or dagger. The use may throw the weapon once each Shooting Phase. Treat exactly like a Throwing Knife, except that it has a max range of 12” (-1 for shooting over 6”), and may not be stacked with Knife Thrower skill. If the weapon has an offensive bonus (ex. concussion for a hammer, cutting edge for an axe) that benefit is carried over to the thrown weapon. It may be used every Shooting Phase that the model isn’t in combat, and will always return each time. Decay: 2. Durability: 12.
23- Rune of Banishment – Combat or Missile – Any attacks from this weapon add +1 to Wound rolls against Demons or Undead. This does not technically raise the Strength of the weapon (ex. does not allow a S3 attack against a T5 model to cause crits, has no effect on armor.) Decay 2. Durability 13.
24- Rune of Immolation – Combat or Missile – Any attacks from this weapon count as Fire attacks. If you hit an opponent, immediately roll 1D6: on a 5+, the victim is set on fire. If the warrior survives the combat/missile attack, they must score a 4+ in the Recovery phase or they will remain on fire and suffer a Strength 4 hit. Each turn they are on fire and will be unable to do anything other than move. Other warriors from the same warband may help to put the flames out if they wish. Any model in base contact with a model that’s on fire may roll 1D6 in your Recovery Phase- if they score a 4+in the Recovery phase, the fire is extinguished. Decay 2. Durability 12.
25- Rune of Reverence – Combat or Missile – All attacks from this weapon count as magical. Decay: 2. Durability: 6.
26- Rune of Farseeking – Missile Rune. The attacker ignores penalties for shooting over half range. Decay 2. Durability 12.
31- Rune of the Black Arrow – Missile Rune. May only be inscribed on a bow (short, normal, long.) The first time the bow hits on a natural 6 to hit, the model automatically suffers 1 wound – no roll to Wound is necessary. Roll 1D6 to see if the attack caused a critical hit. The Black Arrow is unique in that it does NOT fade at the end of the game, but lasts until the first 6 is rolled to hit. Afterwards, the rune automatically fades. Decay: None. Durability: Special (see above).
32- Rune of Sure Sight – Missile Rune. The missile weapon inscribed with this rune ignores any

penalties for shooting at a model behind cover. Decay: 2. Durability: 11.
33- Rune of Disguise – Missile Rune. The model is -1 to hit from enemy missile fire and spells. This effect lasts until the model first fires a missile shot or a spell. Decay: 2. Durability: 12.
34- Rune of Penetrating – Missile Rune. Any opponents hit with the weapon suffer an additional -1 to saving throws. Decay: 2. Durability: 12.
35- Rune of Fortune – Engineering Rune. If the blackpowder weapon bearing the Rune of Fortune rolls a natural 1, resulting in a misfire, roll 1D6: on a 2+ the misfire is prevented. On a roll of 1, roll on the misfire table as normal. Cannot be used with Refined Gunpowder or the Nuln Gunnery save.
36- Rune of Iron – Armor Rune. Your armor's save cannot be reduced below 6+. If the attack ignores all armor (ex. Critical Hit), the armor still provides a 6+ save. Decay: 2. Durability: 11.
41- Rune of Stone – Armor Rune. The armor provides a +1 armor save, to a maximum of 1+. Reminder: Runes do not stack when used with Gromril, Ithilmar, Sea Dragon Cloak, or Magical Armor. Decay: 2. Durability: 11.
42- Rune of Laughter – Armor – May only be inscribed on Heavy Armor. The armor no longer grants a -1 penalty to movement when combined with a shield. Decay: 3. Durability: 8.
43- Rune of Warding – Armor – The bearer gains a Special 4+ save vs. Spells or prayers affecting the wearer. If the spell affects other models as well, it does not dispel the spell- on a 4+, the rune bearer is immune, but everyone else is affected as normal. Decay 2. Durability 12.
44- Rune of Fortitude – Armor Rune. The armor provides a wearer with +1 Starting Wounds. If the model loses the wound, it may not be reclaimed mid-battle with any spell, herb, or any other method of healing. May take the warrior over Maximum Wounds. Decay: 3. Durability: 13.
45- Rune of Kingship – Armor Rune. May only be carved on Helmets, and only on the Leader. The leader gains +1 Leadership, to a max of 10. A Dwarf Leader who already has Leadership 10 will automatically pass any non-rout leadership tests he's required to take. Decay: 2. Durability: 11.
46- Rune of Mending – Armor Rune. All attackers who strike a critical hit against the wearer subtract -1 from the Critical Hit result. Decay: 2. Durability: 10.
51- Rune of Madness – Talismanic Rune. During the model's first turn, roll 1D6: 1-2 Suffers stupidity, 3-4 Immune to Fear & All Alone, 5-6 Suffers Frenzy. These effects last the entire game, and the model may not drop the Runic Item. If this item becomes durable, he may never remove the item, and roll before each game to see what type of madness afflicts him this game. Decay 3. Durability 11.
52- Rune of Vigor – Talismanic Rune. May only be inscribed on a Lucky Charm. Instead of the normal rules for a Lucky Charm, when the model is hit, roll 1D6:

<p>Luck Chart</p> <p>1-3 - The Lucky Charm does not, and cannot be used again this game.</p> <p>4-6 - The hit is prevented, AND the Lucky Charm continues to keep working. Next time you roll on the Luck Chart, subtract -1 from your roll. If you have a Damsel with Prayers of the Lady, the Lucky Charm save can be increased as normal. Decay: 5. Durability: 9</p>
<p>53- Rune of Spite– Talismanic Rune. May only be inscribed on a Lucky Charm. Roll as normal to see if the blow is prevented. If it is prevented, the hit is taken by the warrior who inflicted it. If it is not prevented, your warrior is hit as normal. Decay: 3. Durability: 11.</p>
<p>54- Rune of Passage – Talismanic Rune. The bearer treats all Difficult Terrain as Open Ground, and all Very Difficult Terrain as Difficult Terrain. Decay: 2. Durability: 11.</p>
<p>55- Rune of the Furnace – Talismanic Rune. The bearer adds +3 to his Armor Saving throw against any flame attacks, including flaming spell attacks, to maximum of 1+. If the bearer doesn't have any armor or the attack would ignore armor saves, the model instead receives a 4+ save against fire. Decay: 2. Durability: 10.</p>
<p>56- Rune of Striding – Talismanic – The bearer gets +1 Movement. Decay 2, Durability 13.</p>
<p>61- Rune of Luck – Talismanic – The item becomes a Rabbit's Foot. It MAY be used by a model that already owns a Rabbit's Foot. If the item becomes durable, it may be used each game. Decay-None. Durability 7.</p>
<p>62- Rune of Spellbreaking – Talismanic – Treated exactly like a Dispel Scroll (see lesser scrolls), except that any hero may use it. It does not fade at the end of the game, but remains until it is used. Decay: None. Durability: Special (see above.)</p>
<p>63- Rune of the Killer – Talismanic – The warrior counts as having the Lizardmen rule “Cold-Blooded.”</p>
<p>64- Rune of Many Eyes – Armor - May only be inscribed on a Helmet. The model receives the skill “Lightning Reflexes.” If the model already has the skill, the rune has no effect. Decay: 2. Durability 12.</p>
<p>65- Rune of Giant Slaying – Combat – May be used once per game, at the start of any combat phase, before the user has rolled to hit. He may use the rune, granting him +3 strength for that turn only. Once the bonus is granted and the combat phase ended, the effect immediately disappears. Decay: 3. Durability: None!</p>
<p>66- Rune of Unholy Power – Combat – May only be inscribed on the weapon of a spellcaster (NOT prayer casters or runesmiths!) The caster receives +1 to Difficulty rolls for any spell that has a maximum range of “base contact” or increases the wizard's stats (ex. Sword of Rezhebel, Black Fury, etc). In addition, he may also add +1 or subtract -1 to any Difficulty or Leadership rolls to maintain the hand-to-hand spell (ex. you may subtract -1 to any Leadership tests to maintain Sword of Rezhebel). Decay: 4. Durability: 11.</p>

## TOMES

Tomes are special books that grant your caster the access to an extra spell. Considering they are getting a spell for free, it's a pretty good deal!



Unless otherwise stated, a tome can only be used by a caster, or by a hero with the skill “Arcane Lore.” Holding a book doesn’t give the hero access to that spell list, only the spell that comes with the book. If the tome is stolen or traded, the spell goes with the book- which means that the previous owner has the book taken, and the new owner learns and steals the exact same spell! Once the spell has been rolled, it stays in the book- giving the book to a new person does not change the spell.

A wizard may use more than one tome at a time, but may only use one tome of any given NAME at a time. (This, you cannot use two Book of the Deads, even if they have different spells inside.)

## LESSER TOMES

	<b>Roll D66</b>
<b>11-14</b>	<b>Tome of Denial:</b> Once per game, after an opponent has successfully cast a spell (but before results have been determined), you may attempt to negate its effects. When used roll a D6. The enemy spell is cancelled on a roll of a 4 or more. After being used, successful or not, the tome is worthless until the next game.
<b>15-22</b>	<b>Tome of the Wanderer</b> – May be used with to increase the range of certain spells or prayers. Spells that target a single friend or enemy may increase their range by +6” for +1 Difficulty. Spells that target all models within a certain range of the caster may increase their range by +1” for +1 Difficulty. May only be used once per spell. May not be used with spells that can only target models in close combat or base contact.
<b>23-26</b>	<b>Tome of Light</b> – The caster may use the spell “ <b>Light: Difficulty 5</b> : <i>A wizard or cleric can cast the spell on himself or another warrior within 12”.</i> The effected model counts as carrying a torch, but can keep his hands free. Every turn the caster of Light must roll a D6 and on a 1 or 2 the Light disappears.
<b>31-34</b>	<b>Tome of Silence</b> – The caster may use the spell “ <b>Silence: Difficulty 6:</b> <i>The wizard encircles his target with a sphere of silence. This spell effects a single enemy model within 24”.</i> That model cannot cast spells or sound the alarm if he is a sentry. The silent warrior can shrug of the spell if he passes a Leadership test in his recovery phase.
<b>35-42</b>	<b>Tome of Nekrataal</b> – The caster may use the spell “ <b>Control Undead: – Difficulty special (Necromancy):</b> <i>The necromancer attempts to wrest control of an undead creature from its master. The necromancer can target any enemy zombie, skeleton, dire wolf or gull within 12”.</i> The necromancer and the enemy wizard that controls the creature both roll 2D6 and add any modifications they would receive for casting a spell (for example +1 if a wizard has sorcery). If the caster of Control Undead gets a higher result, he gains control of the creature for the remainder of the battle.
<b>43-46</b>	<b>Tome of Darkness</b> –The caster may use the spell/prayer “ <b>Shroud of Darkness: Difficulty 7 (Chaos Rituals):</b> <i>The Magister cloaks himself in shadows. He counts as being in constant cover, so may hide and walk without revealing himself.”</i>
<b>51-54</b>	<b>Horn of Urgok</b> – A rune carved horn that allows the hero to cast a spell, <b>Petrify: Difficulty 8:</b> <i>All opponents within 12” of the user must pass a Leadership test. If they fail, they cannot move during their next turn. Models that are immune to Fear automatically pass the test. May be successfully cast once per game. Casters without access to Academic Skills add +1 to their attempts to cast this spell.</i>
<b>55-62</b>	<b>Tome of Summoning</b> – The Spell caster gains the spell, <b>Summoning Zombies: “Difficulty 9 (Necromancy):</b> <i>The wizard raises the dead that lie under the earth he walks upon. If</i>

	<i>this spell is successfully cast place D3 zombies within 3" of the necromancer. If they end up in contact with an enemy model they count as charging. This spell can only be successfully cast once per game."</i>
<b>63-66</b>	<b>Cursed Book</b> – The user may cast the spell, <b>"Cursed Flesh" – Difficulty 6</b> - All living creatures within 3" of the bearer that are rolling to hit (either combat or missile) suffer -1 to hit. This includes the caster. You must test each test to maintain it, using the spell's Difficulty. Remember, a 6 will always hit in combat, regardless of modifiers. Undead and Daemonic models are immune to the effects.

## GREATER TOMES

Roll 2D6

<b>11-12</b>	<b>Tome of Magic</b> He may randomly generate this new spell from his own list or the Lesser Magic list. See the Magic section for details. The benefits from each Tome of Magic apply to only one model, and he may only learn one spell from the Lesser Magic list in this fashion. May sell for 100gc.
<b>13-14</b>	<b>Book of the Dead</b> - May not be used by Good casters. The user learns one Necromancy spell immediately. If the result is Re-Animation or Call of Vanhel, then the warband may buy 0-5 Zombies from the Undead , paying full price. Alternatively, if the caster already has access to some form of Necromantic magic, he may learn a random spell from his own Necromantic spell list. May be sold for 100gc.
<b>15-16</b>	<b>Tome of the Gluttonous Mind</b> - May be used by any Hero. While holding the tome, the hero has access to Academic skills. If he loses the book, he does not forgot any Academic Skills he has learned, but may not learn any further skills. He may not willingly pass it to any other hero (although it may be stolen as normal.)
<b>21-22</b>	<b>Liber Malefic</b> – The user may learn a single spell chosen at random from the Dark Magic list (aka the Dark Elf Magic List from Lustria). May not be used by Prayer Casters.
<b>23-24</b>	<b>Letters of the Damned</b> – The user picks one of the following spell lists: Chaos Rituals, Rituals of Tzeentch, Rituals of Nurgle, or Rituals of Slaanesh (the last three are found in the Chaos Marauder warband, and are reprinted in the Sages and Mages PDF for convenience). May not be used by Prayercasters.
<b>25-26</b>	<b>Liber Bubonicus</b> – The user may learn a single spell chosen randomly from the Skaven spell list OR the Rituals of Nurgle spell list (from the Chaos Maruaders warband.) May not be used by Prayer Casters.
<b>31-32</b>	<b>Collegiate Tome of Fire</b> – The user learns one random spell from the Lore of Fire spell list.
<b>33-34</b>	<b>Collegiate Tome of Light</b> – The user learns one random spell from the Lore of Light spell list.
<b>35-36</b>	<b>Collegiate Tome of Jade</b> – The user learns one random spell from the Lore of Life spell list.
<b>41-42</b>	<b>Collegiate Tome of Amber</b> – The user learns one random spell from the Lore of Beasts spell list.
<b>43-44</b>	<b>Collegiate Tome of Amethyst</b> – The user learns one random spell from the Lore of Death spell list.
<b>45-46</b>	<b>Collegiate Tome of Shadows</b> – The user learns one random spell from the Lore of Shadows spell list.

51-52	<b>Collegiate Tome of the Heavens</b> – The user learns one random spell from the Lore of Heavens spell list.
53-54	<b>Collegiate Tome of Alchemy</b> – The user learns one random spell from the Lore of Metal spell list.
55-56	<b>Tome of Binding</b> - See the “Binding” Section in the Advanced Rules pdf for details. If not playing with the Advanced Rules, reroll this result.
61-62	<b>Runic Hide</b> – Rather than a book, this item is an animal hide covered in pictographs and strange scratches. The Tapestry may only be used by Shamans, Greenskin casters, Beastmen, Priests of Taal, Wood Elves, Lore of Life/Beasts casters, and any caster that DOESN'T have access to Academic skills. When you receive the tapestry, pick one spell the caster knows that either deals an attack with a Strength value or increases the stats of a model- while your hero holds the tapestry, the Strength of that attack or Buffer is increased by +1 Strength. ( <i>Ex. An Orc Shaman knows Zzap and Clubba. He must pick one spell to be boosted by the Tapestry. If he picks Zzap, it now deals 1D3 S5 hits instead of S4. If he picks Clubba, the shaman gets +3S from the club instead of +2.</i> ) If the caster doesn't know a spell with a Strength value when he receives the tapestry, he may choose to wait and not imprint the tapestry with a spell until a Strength spell is learned.
63-64	<b>Book of Ashur</b> – Any prayer caster may immediately learn a random prayer from the prayer list of your choice, while a spell caster may learn a random spell from any spell list of your choice. May be sold for 150.
65-66	<b>Book of Secrets</b> – Before casting a spell, a caster may decide to use the book. If so, the caster adds +6 to his Difficulty dice roll for that one spell attempt (a natural 2 will always fail.) Immediately after casting it, you must pick a random opponent you are facing. After the spell has been cast (or failed to cast), randomly pick one stat of the caster: that stat is permanently reduced by -1 for the remainder of the campaign. If the stat is at one, reroll until you roll a stat that is higher than one. If the caster has 1s on all stats, he cannot use the Book. After the caster has used the book, it may not be used again for the rest of the game.

## MYTHIC ARTIFACTS

The following are fantastic items that swell with power whenever the Storms of Magic sweep through the land.

1D6 Roll
<b>1 - Kharak the Mad's Sabre</b> – This sword grants the user +1 Strength in hand to hand combat. In addition, the sword gains an additional +1 Strength for ever Arcane Fulcrum your warband controls.
<b>2 – Staff of the Deep Woods</b> – A two handed staff that has concussion, a parry, and an additional hand attack (with the back swing). In addition, the staff makes the user ignore movement penalties for wooded terrain and grants the hero a 6+ save against all attacks- if you have Dodge and or Step Aside, it instead grants +1 to all Dodge and Step Aside rolls instead, to a maximum of 2+. If your warband controls one or more Arcane Fulcrums, he receives an additional +1 to the ward save, to a maximum of 2+.
<b>3- Prism of Obsidian</b> – May be used by any caster. While the caster is in control of an Arcane Fulcrum, he may cast an additional spell each turn. Whether or not the first spell succeeded or failed, the second spell must be a different spell. You may cast or attempt to cast only one Cataclysmic Spell each turn (this includes Seven Secret Sigils of Summoning, which counts as a

Cataclysmic Spell).
<b>4 – Gossamer Mail of Taric</b> – Body armor that provides a 6+ armor save. If your wearer is within 6” of an Arcane Fulcrum you control, it instead grants 3+ armor. This is reduced as normal with strength and may be ignored by Critical Hits, but any spell or prayer that ignores armor will still receive a 3+ save from the armor. The save will never increase beyond 2+.
<b>5 – Wicker Man</b> – Add a free henchman to your Warband, which is the same rules and stats as a Zombie, but at -1S and -1T. He does not count as a warband member for the purposes of maximum size or for selling Wyrdstone/Manuscripts. If he is within 6” of an Arcane Fulcrum controlled by a friendly caster, the Wicker Man gains the rule Proxy (see below). If he moves outside of 6” from the Fulcrum or the caster loses control of the Fulcrum, he loses the ability. If the Wicker Man is taken out of action, he is destroyed on a D6 Serious Injury roll of 1. <i><b>Proxy:</b> Anytime the friendly caster in control of the Fulcrum is hit with a missile, hand to hand attack, or spell, the hit is instead inflicted on the Wicker Man. Treat it as if the Wicker Man instead suffered the same type of blow. Ex. If the caster is hit in hand to hand combat, treat it as if the Wicker Man suffered a hand to hand attack. Also, at the start of your Movement phase, you may switch the location of the Wicker Man and the friendly caster.</i>
<b>6 – Liar’s Astrolabe</b> – The holder gains +2 Movement. In addition, if the holder is within 6” of an Arcane Fulcrum controlled by a friendly model, he may immediately teleport himself within 6” of any terrain piece on the board- thus replaces the holder’s Movement for the turn. This may be used to move into combat.

## MAJOR ARTEFACTS

The following are Major Artefacts that can be found in the Storm of Magic Campaign.

Roll 1D6
<b>1 - Liber Chaotica</b> - This mighty tome of Chaos magic contains all the rituals of Tchar, Onogal, Shornaal and Chaos Undivided (Chaos Rituals). In addition a spellcaster in possession of this book is able to use all spells from his dedicated list. Note that he must still learn a spell twice (ie. spend two skills) to permanently reduce its Difficulty. A non-spellcaster may choose one random spell determined before the battle from the Rituals of Chaos Undivided. The warrior may attempt to cast it as if he was a spellcaster. A leader with the Mark of Arkhar increases his save against magic to 2+ and becomes immune to the effects from all Chaos rituals (including Rituals of Hashut).
<b>2 - Plaque of Xoloc</b> This plaque is dedicated to the Lizardman god Xoloc and has powerful runes on it that allow wizards to store power that can be unleashed later, when they need it the most. This plaque may be carried by a wizard. Once during a battle, the magic user may cast one of his spells automatically.
<b>3- Plaque of the Old Ones</b> This is one of many plaques that depict the ways of the Old Ones, and how to invoke their powers. This plaque may be used by any Hero with the Arcane Lore skill. It allows him to use Lizardmen magic with a +1 difficulty penalty. The Hero starts with one spell and may gain new ones, or upgrade old ones, just like a normal wizard.
<b>3 The Spell Crown of Dusk</b> - These delicate silver head bands are made by powerful High Elf Mages at the Tower of Hoeth, to help lesser mages remember the spells they have been taught. It

grants the wearer the use of a randomly determined High Elf spell (from the Elf Mage or the Shadow Warrior list) once per game and successfully cast with a straight roll against the Leadership of the wearer. If the bearer is a wizard, they may cast their spell in addition to this one.

**4- Whirlpool Staff** - The Whirlpool Staff is inscribed with esoteric calligraphy that teaches the wielder how to intercept hostile magic and dispel it. This Staff may be carried by a spell caster and counts as a double handed weapon. Each time that your opponent casts a spell, roll 2D6 and add any modifiers as if he was casting the spell himself (such as the bonus from the Sorcery skill). If you beat his roll, then your opponent's spell has been dispelled and has no effect.

**5- Crown of Iron Will** - The crown counts as a helmet (which does not prevent the caster from casting.) Anytime before casting, you may roll 2D6:

2: The spell misfires (roll on the misfire table- used while in control of an Arcane Fulcrum, roll on the Fulcrum misfire chart) and the crown cannot be used for the rest of the battle.

3-6: Treat your Leadership roll as your difficulty roll (ex. If you have a Leadership of 8, it is as if you rolled an 8 on your Difficulty roll). The Crown cannot be used for the rest of the game.

7-12: Treat your Leadership roll as your difficulty roll (ex. If you have a Leadership of 8, it is as if you rolled an 8 on your Difficulty roll). The crown may be used again next turn.

**6- Pages from the Book of the Dead** - Scattered across the lands of Araby are the pages of the Book of the Dead, written by the mad Arab, Abdul Alharazad. The forbidden lore on the pages will instill in the reader vast knowledge in the ways of death and the afterlife, though it will inevitably come with a price. The Hero gains the Necromantic spell, Dead Rising (which is identical in every way to the Children of the Horned Rat except by replacing giant rats with zombies). The warrior is now a wizard and has access to the Necromancy spell list, and also gains +1 to cast any necromancy spell. Once this Relic is given to a hero he may not exchange or give it up. The exposure to such unholy texts will have an effect on the warrior. Make a leadership test each time the Hero gains an advance. If he fails, roll on the following table (all effects are cumulative and you can't re-roll any result):

1D6 Result

1 The warrior's bones become brittle, deduct one from his toughness

2 The warrior's joints begin to age, the Hero can no longer run and you must deduct one from his initiative

3 The warrior gains the Eaters of Flesh special rule (See the Fallen Warband from Relics of the Crusade)

4 The stench of undeath rubs off on the Hero's companions and merchants are less likely to trade

with the warband. Increase the rarity of items by +1 when trading.

5 The signs of undeath shroud the warrior, he now causes Fear and is counted as Undead

6 The Hero gains the 'No Pain' special rule

## ADVANCED RULES – Set Up

Recommended warbands- It is recommended that all warbands have a caster leader- however, all that is required is that there is at least ONE caster or runesmith in the warband. For those of you who aren't opposed to trying out a few new rules:

~ If you would like to take an existing non-leader caster and turn him INTO the leader, use the "Coups" rules below.

~If you would like to include a prayer caster in a warband that doesn't have a caster (or want to switch out the caster you do have), see the Miracle Workers PDF by Werekin. If you want to replace your LEADER with a Priest, merely switch out the normal leader, give the Priest the Leader skill, and increase the cost by +15gc. For 5gc each, he may increase any of the following stats by +1: WS, BS, and/or I. A priest of Ranald or of Taal may also pay +5gc to increase their Ld to 8 (can only increase by one.)

~If you would like to include a spell caster in that doesn't have a caster (or want to switch out the caster you do have), see the Colors of Magic PDF by Styrofoam King. If you want to replace your LEADER with a Caster, merely switch out the normal leader, give the Priest the Leader skill, and increase the cost by +15gc. For 5gc each, he may increase any of the following stats by +1: WS, BS, and/or I. A caster with an Ld of 7 or lower may also pay +5gc to increase their Ld by one point (can only increase by one.)

~Any Dwarf warband may switch their leader out for a Dwarf Runesmith (from the Dwarf Ranger warband.) Any Treasure Hunter warband that does so loses the ability "Incomparable Miners."

## Other Starting Options:

Replacement Spell Lists – The following spell casters may use the following spell lists instead of their normal list. (Note: Hired Swords cannot switch to a different list- they are stuck in their ways!) Any reference to Lore refers to the new Lore spells lists in the Colors of Magic PDF (for convenience sake, that PDF has also reprinted the Chaos God Rituals from the Marauder warband and the Truthsayer and Dark Emissary spells.)

~Chaos Magister – Rituals of Tchar, Rituals of Slaanesh, Rituals of Onegal

~Beastman Shaman – Lore of Beasts, Lore of Shadows, Lore of Death, Way of Darkness (formerly "Lore of Darkness" from the Dark Emissary.)

~Dark Elf Sorceress – Lore of Fire, Lore of Death, Lore of Shadow, Lore of Metal, Way of Darkness (formerly “Lore of Darkness” from the Dark Emissary.) (Reminder: the default “Dark Elf” spell list is called the “Dark Magic” list.)

~High Elf Spellweaver – Any of the eight lores, High Magic (which is the list from the Elf Mage Hired Sword,) or the Way of Truth (formerly “Lore of Light” from the Truthsayer.)

~Skink Priest – Lore of Heavens, Way of Truth (formerly “Lore of Light” from the Truthsayer.)

~Amazon Priestess – Lore of Beasts, Norse Runes (from Norse Shaman Hired Sword), Way of Truth (formerly “Lore of Light” from the Truthsayer.)

~Skaven Pestilans Sorcerer – Rituals of Onegal

~Tomb Guardians Liche Priest – Lore of Light, Lore of Death

~Sorcerous Society – Any of the eight Lores.

~Restless Dead Liche – Mortuary Scrolls (from Tomb Guardians), Lore of Death

~Wood Elf Spellweaver – Lore of Beasts, Lore of Life, Prayers of Taal (count as spells, not prayers)

~Bretonnian Damsel – Lore of Heavens, Prayers of Shallya (count as spells, not prayers).

~Priest of Morr (either the Replacement Hero or from the Vampire Hunters) – May learn Lore of Death. He still has the same rules, stats, skills and equipment, but counts as an Amethyst Wizard, not a prayer caster or Morr.

~Orc or Goblin Shaman – Lore of Beasts

If your group agrees to use the alternate spell lists, the following Academic Skill is added to the campaign:

***Thirst for Knowledge*** – *From now on, the wizard may learn not just from his chosen spell list, but from any of the spell lists that he could access at warband formation. You may choose which list each time you gain a skill, but you roll randomly to determine which spell is learned, as per usual.*

## NEW SKILLS

The following are new Academic Skills that may be learned by casters. (Some are not original, but have been reprinted for convenience.)

**Scribe:** The warrior is a natural adept at writing and making scrolls. Any warrior with the ability to cast spells or use prayers may take this skill. It allows them to make a scroll before the battle and inscribe a single spell or prayer upon it that they are versed in. The scroll may be used just before they are about to cast the spell or prayer and allows the caster +2 to his difficulty roll. Once used the scroll will crumble to dust and is useless. Scrolls may not be saved up from battle to battle if they are

not used. (TC7)

**Mind Focus:** The warrior possesses a great strength of mind which allows him to concentrate beyond the levels of most normal men. This skill may only be taken by a warrior capable of using prayers or casting spells. When using a spell or prayer the warrior with this skill may reroll one dice roll used in the difficulty roll. (TC7)

**Magical Aptitude:** This skill may only be taken by a warrior capable of casting spells. It may not be used by Sisters of Sigmar or Warrior Priests. The warrior has a keen aptitude for magic and can push himself beyond normal limits to produce a storm of spells. The warrior may attempt to cast two spells each turn as long as he is not in hand-to-hand combat. After attempting the first spell, he must take a toughness test. If he passes he may attempt a second spell that turn or even cast the same spell twice. If he fails he must roll on the injury table immediately with no saves treating Out Of Action results as Stunned instead.

**Scholar:** Only warriors capable of casting spells or using prayers may pick this skill. Whenever the warrior may learn a new spell or prayer through an advance, he may choose which one he learns instead of determining at random, or he may decrease the difficulty of any one spell or prayer he already knows by -1 permanently.

**Runecaster -** The hero may now use Runestones (see Items section.) Elven spellcasters, Dwarven Runesmiths, and Shamans with access to the Norse Rune already have this ability.

**Force of Will** – Any spell that you cast that targets a single model has its range extended by +6". Force of Will is unique in that it may only be learned by spell and prayer casters that CANNOT learn Academic skills. May not be used with spells that are limited to enemy models in base contact.

## NEW ITEMS

(Note: Most of these are reprints. They are reprinted for convenience.)

**FAMILIAR** (A02 61); 20+1D6 gc; Availability: Rare 8

Wizards are often solitary, usually shunned by those who can barely conceive of, much less understand, the power these individuals wield. As such, they often share their lives with animal companions, rather than more 'sentient' beings. Sometimes a magical link will develop between one of these animals and the wizard, to the extent that the wizard begins to see through the animal's eyes, and hear its thoughts. Wizards in different lands favor different types of familiars, depending on their environment: Shadow Weavers tend to favor darkly-colored animals that can blend into the shadows with them easily- ravens or darkly-colored cats are most common. Regardless of their form, familiars are actually not normal members of their kind at all, but rather creatures that have somehow become attuned to the Winds of Magic. Familiars cannot actually be purchased as normal equipment. The cost to 'purchase' a familiar actually represents the cost of materials to cast the ritual to summon a familiar and form a magical bond with it; the Rarity level represents the chances of the ritual actually working. As such, the cost of the familiar must always be paid if the rarity roll is attempted, regardless of the success of the roll. Also, only spell-casters can attempt to 'find' a familiar. If a familiar is found, it should be modeled on the Spellcaster as with any other piece of



equipment. A familiar may be placed on a separate base (in fact many of the familiars that GW sells come this way, but if this is done the familiar must always remain in base-to-base contact with the wizard, and it is ignored for game purposes (so it may not attack enemy models or be attacked itself, may not intercept attackers, does not increase the wizard's base size, etc.), other than the effect below. A wizard with a familiar is allowed to re-roll one failed roll to cast a spell each turn. The result of this re-roll must be accepted, even if it fails, and remember that you may never re-roll a re-roll. Spell-users only (does not include users of Prayers). Note that unlike many of the items above, this item is equipment that any warband with a spell-user may use, if he can summon it successfully.

Special Rules: The cost of the familiar must always be paid if the rarity role is attempted, regardless of the success of the roll. Also, only spell-casters can attempt to 'find' a familiar. A wizard with a familiar is allowed to re-roll one failed roll to cast a spell each turn. The result of this re-roll must be accepted, even if it fails.

**ROSARY** - 10 gc – Rare 6 - A rosary is made of stone or ivory beads and other blessed ornaments lined up on a chain. It helps concentrate while praying or meditating. A prayer user wearing a Rosary may re-roll a failed Difficulty test if he hasn't done anything that turn except moving (no running) or remaining stationary. A Rosary cannot be used in combat.

**RUNESTONES** (50+2D6 gc / Rare 11) –Adapted from the Shadow Elf Warband - May use these runes spell to attempt to dispel a spell that has been successfully cast against himself or another member of his warband. To dispel such a spell, the mage must roll against the spell's Difficulty (Sorcery does not help here). If he succeeds, the spell fails to work. If the roll fails, the spell works normally. To use this spell, they learn the Academic Skill "Runecaster." Elven spellcasters, Dwarven Runesmiths, and Shamans with access to the Norse Rune spell list may use Runestones without requiring the "Runecaster" skill.

**DISPEL SCROLL:** (as in Best of Town Cryer). 50gc+4D6, Rare 12. This scroll contains a powerful counter spell. It may be read aloud immediately after an opponent has successfully cast a spell (but before results have been determined) to negate it's effects. When used roll a D6. The enemy spell is cancelled on a roll of a 4 or more. After one use, the scroll will disintegrate and is useless.

**ANIMAL FAMILIARS** - 20 + 2D6 gold crowns Availability: Rare 9

*Raven, Dog, Cat, and Viper by Chris "Miginath" Van Tighem and Tom "Brahm Tazoul" Bell*

Familiars are animals that share a special connection with a particular Wizard. Each Wizard may possess only one Familiar. While Familiars are considered equipment they are also living creatures. If one is taken Out Of Action during a battle then they roll for injuries as a Henchmen. They do not, however, count towards maximum warband size or towards Rout Tests. If a Wizard's Familiar dies or leaves then he may search for a replacement using rarity rules.

	M	WS	BS	S	T	W	I	A	Ld
Dog	6	4	0	3	3	1	4	1	5

Cat	6	4	0	2	2	1	6	2	5
Raven	2	2	0	1	1	1	4	1	5
Viper	3	4	0	2/4*	1	1	5	1	5
Snotling	4	2	0	1	1	1	5	1	4
Squig	2D6	4	0	3	2	1	2	2	5

*Note:* These are just the recommended species for a familiar: you may change it as you see fit. Here's a few suggestions:

**Dog:** Wolf Pup, Giant Rat, Pig, Cold One Beasthound

**Cat:** Giant Rat, Monkey

**Raven:** Falcon, Bat, Coatl

**Viper:** Scorpion, Spider, Lizard

**Snotling:** Spite

**Squig:** Lesser Chaos Spawn

### General Special Rules:

**Small Target:** Models shooting at a Familiar suffer a -1 to their BS due to the small size of the target.

### Individual Familiar Rules:

#### Dog

**Loyal:** A Dog Familiar that remains within 6" of its wizard is immune to fear.

**Sniff:** A Dog has a keen sense of smell and can be used to aid during exploration. The warband may roll one additional dice and may use the result of this dice rather than that of one of the surviving heroes.

#### Cat

**Go for the Eyes!** If both attacks successfully wound in one round then the enemy model is blinded and may not fight back until their next turn. If only one attack wounds then the affected model suffers a -1 to both WS & BS until the beginning of their next turn.

#### Raven

**Fly:** May fly up to 12" anywhere on the table.

**I see you!** Spells may be cast on models if they are within range of either the Wizard or the Raven. Therefore, a spell with a 12" range may be cast on models within 12" of either model.

#### Viper

**Poison:** Should a Viper roll a 6 to hit, the attack automatically wounds with no armour save. Any other successful hit result on a target susceptible to poison will suffer a S4 hit. If the creature is immune to poison then treat the attack as S2.

**Coiled and Ready:** A Viper is not easily caught unaware. A Viper has Lightning Reflexes.

#### Snotling

**Dodgey:** The Snotling gains a 6+ unmodified Save against all attacks. This cannot be ignored by critical hits.

**Made o' Rubba:** The Snotling is either highly resistant to damage, or has a slew of other snotlings to fill his place when he dies. The Snotling does not roll for Serious Injury, and thus cannot be

killed. If the owner of the Snotling is killed, the Snotling is discarded along with the rest of his equipment.

**Goaded:** If within 6” of its owner, the Snotling is Immune to Psychology.

### Squig

**Trained:** Unlike most Squigs, you may choose NOT to move the Squig on any given turn. If so, he will not move (but may pivot as normal.) If you choose to move him, he bounces 2D6” in the direction of your choice. On a roll of a double, he will move in a random direction. Any model he moves into counts as a charge. He will not go out of control so long as he starts each turn within 12” of his owner.

**Waagh Power:** If your mage Misfires a spell (i.e. rolls a natural 2 when casting), and your Squig Familiar was within 6”, roll 1D6: 1-4 suffer the Misfire as normal. 5-6 Treat the mage as if he ate Madcap Mushrooms (i.e. frenzied, in post game, roll 1D6: on a 1, he’s stupid.)

### VISION FRUIT

35+2D6gc – Rarity 9

*A small, bitter fruit that blooms only during the Storms of Magic. When boiled, the ‘buttons’ of this plant allow the taker to see into the Spirit Realm, and taste the Winds of Magic.*

Upon taking a dose of Vision Fruit, the hero temporarily learns a random spell from one of the spell lists below. He counts as a caster for the remainder of the game. Roll 1D6:

Roll 1D6
1 Dark Visions – On his vision quest, your hero has strayed off the path and into the darkness beyond! Gains 1 spell from the Chaos Ritual list.
2 – Primal Visions – Your hero witnesses a primeval time of raw magic and survival of the fittest. Gain 1 spell from the Orc Waaagh Magic.
3 – Bitter Visions – Your hero sees how all life is a snake eating its own tail, in a cycle of endless hate. Learn 1 spell from the Hexes and Charms List (from the Witch Hired Sword)
4 – Falconer’s Vision – Your hero sees magic itself as a beast under his control, to cast away and call back! Learn 1 spell from the Lesser Magic List
5 - Weaver’s Vision – You see the thread that ties the Earth and Skies together, and how it can be stretched without breaking. Learn 1 Spell from one of the four Elemental Lore of the Sorcerous Society. Randomly determine which Element.
6 – Divine Vision - The drug did more than make your hero hallucinate; his soul is further along the path of righteousness. Learn 1 spell from the Prayers of Sigmar list.

If, when casting, you roll a natural 2 on the Difficulty Roll, the model is no longer able to cast for the rest of the game, and no longer counts as a caster. He treats all opposing models as causing 'fear', even if the Vision Questing model is normally immune to psychology or fear.

After the game, roll 2D6: on a 2-3, he permanently treats all enemy models as causing fear as described above; he is temporarily immune to this penalty in any game that he has taken dose of vision fruit (he needs his fix, 'e does!). On a roll of 12, the spell has become permanently lodged into the hero's brain. He may not cast it without the Vision Fruit, but when taking Vision Fruit, he may cast that spell or the new random Spell each turn.

Vision Fruit may not be taken by Demons, Unliving Models, Sisters of Sigmar, or Witch Hunters. Any model that hates spellcasters will hate any model that has taken a dose of Vision Fruit this game, even if he rolls a 2 and is no longer able to cast.

#### CREDITS

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