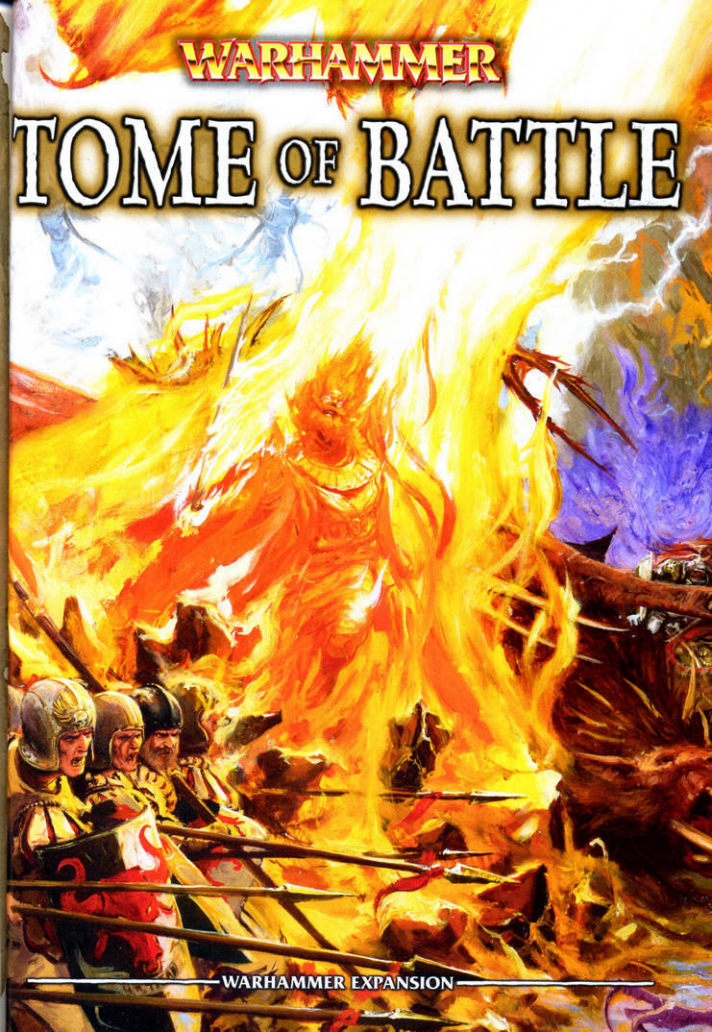


The Warhammer logo is rendered in a stylized, jagged font with a red-to-yellow gradient and a black outline, set against a background of flames.

WARHAMMER

TOME OF BATTLE



WARHAMMER EXPANSION



NIGHT OF A THOUSAND ARCANES DUELS

Welcome to the first in a new (and highly irregular) series of articles: the *Tome of Battle*. Within these pages, you'll find a hefty expansion to your games of *Storm of Magic*. The detail will probably vary quite a bit from one *Tome of Battle* to another, but the idea is to provide all you maniacal sorcerers with plenty of fresh ideas with which to contest your wars of wizardry. For example, in the *Night of a Thousand Arcane Duels*, you'll find new *Cataclysm* spells and a new scenario. Empire players will also be overjoyed to find *Grand Battle Prayers* and relics that boost the effectiveness of *Warrior Priests* and *Witch Hunters*.

'The Colleges of Magic have taken leave of their senses; if we do not put an end to this they will raze Altdorf to the ground.'

— Grand Theognist Helmgart

The Wheel of Magic

The *Wheel of Magic* is a commonly used sigil by practitioners of the arcane in the Empire. The wheel represents each of the different Winds of Magic and their relationship with one another — so, the magical lores that fundamentally oppose one another, such as light and shadow, sit on opposite sides of the wheel. Those magical lores that are sympathetic to one another sit adjacent on the wheel. Whilst this is often merely thought of as symbolic, the political relationships amongst the colleges bear more than a passing similarity.

Whilst you can play the *Night of a Thousand Arcane Duels* as a bespoke scenario with a large amount of unique special rules, that's only part of the picture. Each *Tome of Battle* will add new rules and tactical opportunities to your games of *Storm of Magic*, and you and your opponent should feel free to pick and choose which rules to use. If *Storm of Magic* can be compared to a toy box, then the *Tomes of Battle* are filling it with new toys. You can play with them all, but you don't have to — it's up to you.

Anyway, that's enough wittering — on with the action!



Every eight years representatives of the Colleges of Magic in Altdorf meet to decide which of them will reign as the Supreme Patriarch. This takes the form of a fierce contest of magic in which gladiator wizards battle to defeat their rivals. During one such contest, the rivalries between the Colleges of Magic turned into outright violence and a storm of magic was unleashed that brought Altdorf to the brink of annihilation.

During the year 2415, the resentment and mistrust that existed between the different Orders of Magic reached breaking point. Indeed, the Emperor of the time – the incompetent Dieter IV – purposefully stoked the fires of paranoia and jealousy between the orders, finding the petty squabbles between wizards to be a most entertaining pastime. So it was that when the octannual contest of magic commenced, hundreds of wizards took up their staffs to settle scores with those they believed had given insult against them. With so many challengers, the contests were not confined to the Hall of Duels alone, and as tempers flared many Battle Wizards sought to gain an advantage by fighting from fulcrums of power within their College grounds. Nor was arcane battle limited to duels between different Orders. Indeed, through a cunning coup the Patriarch of the Light Order was usurped and imprisoned within a crystal labyrinth by High Luminary Horz – later known as the White Pretender – who assumed the title of Patriarch for himself. Drunk on power Horz thirsted for the means to challenge Supreme Patriarch Alric and in his desperation he broke into the vaults beneath the Hall of Duels and opened the Book of Volans to glean the secrets of undiluted magic. In an instant his sanity was shattered, and a raging storm of magic broke above Altdorf.

Sorcery rained from the sky. Eldritch bolts of power scoured furrows through Altdorf and pillars of liquid balefire wreaked havoc across the Colleges of Magic. Believing they were under attack from their rivals, the Orders of Magic responded with every scrap of lore at their disposal. Spells, artefacts and war machines that had not seen use in a generation were brought to bear and soon the skies were alight with fireballs, lightning bolts and multi-coloured flashes of light. No longer was this a test of skill, but an all out war of magic. Whole quarters of Altdorf burned as the fire-wreathed Bright Wizards hurled sheets of flame and Luminarks of Hysh sent beams of searing light lancing across the city. As if rebelling against the conflagration, the Jade College itself seemed to come to life, trees reaching out to strangle any rival wizard who dared approach. Amber

Wizards descended upon the Celestial College's towering spires from atop Griffons even as their earth-bound kin shackled creatures from the depths of the Drakwald to their will and assaulted the Azure Gates from below. The Astromancers fought back with the fury of the heavens, smiting beast, monster and wizard alike with raging tempests and hurtling meteorites.

As the night drew on, the Colleges became ever more desperate. Gold Wizards transuted entire streets into silver, using gilded cobblestones to bribe mercenaries and brigands to fight for them. The Knights of Judgment, who owed oaths of allegiance to the Grey Order, rode forth at the behest of their Patriarch, the arcane sigils branded in their armour transforming them into avatars of smoke and shadow. Albrecht Hauptman of the Amethyst Order even summoned forth Undead spectres to fight his foes, but many within his Order labelled him a Necromancer, and as the College was engulfed with infighting, wraiths and ghosts ran amok in the streets, feeding on the souls of Altdorf's cowering populace.

Viktor Helmgart, the Grand Theogonist, knew that unless this madness was stopped soon, there would be nothing left of Altdorf to save. Taking matters into his own hands, he gathered every able-bodied soldier he could and marched upon the Hall of Duels. Helmgart sundered the great arcane doors to the hall with a single blow of his warhammer and as the Theogonist and his warriors poured into the hall they saw Horz, gibbering insanely as all eight Winds of Magic danced between his fingertips. The first soldiers to move forward to apprehend Horz were engulfed in a corona of magic as the White Wizard unleashed the full spectrum of magic against them. Every second that passed left a score more of Helmgart's soldiers dead and only when Helmgart stepped before the wizard and, summoning every ounce of his faith, uttered a single word of justice in the booming voice of Sigmar himself, was Horz's magical onslaught halted. The White Pretender was taken aback for a split second, and in that pause a loud crack resounded throughout the Hall of Duels and Horz slumped to the ground as a Witch Hunter's enchanted bullet blew out the back of his head.

A vast pillar of magic erupted forth from Horz's corpse that tore through the roof of the Hall of Duels before separating and engulfing the fulcrums of power on which the duelling Patriarchs stood. Most were slain outright, their bodies torn asunder under the maelstrom. Only Alric and the imprisoned Patriarch of the Light Order survived the magical backlash, and under the scrupulous gaze of the Grand Theogonist they set about rebuilding the Colleges of Magic, introducing safeguards to prevent the cataclysmic events of the Night of a Thousand Arcane Duels from ever happening again.





THE GAUNTLET OF SORCERY

Dire chance has caused many Arcane Fulcrums to appear in close proximity. Will the wizards ally to deny victory to their hated foes, or will they merely fight amongst themselves?

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. In addition, the following limitations apply:

Mythic Artefacts

In a standard-sized army, you can take a maximum of one Mythic Artefact. In a grand army you can take a maximum of two Mythic Artefacts.

Pacts

An army or grand army can take a single Pact.

Scrolls of Binding

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.

THE BATTLEFIELD

This scenario is played on a 6' x 6' board (or, put another way, a square made of nine Realm of Battle sections). Next, you'll need to place eight Arcane Fulcrums, as shown on the scenario map, to represent the endpoints of the Wheel of Magic's 'spokes', then place a ninth Arcane Fulcrum in the centre of the board as the 'hub'.

When this has been done, set up the battlefield as described in the Warhammer rulebook.

DEPLOYMENT

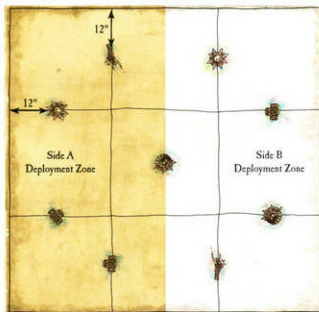
Now, roll off to see which player picks the half of the table he will deploy in. The player places a Wizard (or Runesmith or Runelord) on each fulcrum in his half. His opponent then does the same in the other half. If either player has insufficient Wizards to occupy the fulcrums in his table half, he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

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



Empire Bright Wizard

We've left the lines on the map to show you where the Arcane Fulcrums sit in relation to the edges of each Realm of Battle board – this doesn't have a game effect, but makes them much easier to place!



To represent the heightened importance of the 'hub', you could use a more imposing piece of terrain as the Arcane Fulcrum in the middle of the board, such as Witchfate Tor, Tower of Sorcery. You could even use a piece of terrain converted especially for the scenario.



completely within 12" of their board 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. Units that arrive as reinforcements can do so from any board edge.

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.

VICTORY CONDITIONS

At the end of the game, the player who controls the most Arcane Fulcrums wins the battle! However, the 'hub' Arcane Fulcrum counts as three Arcane Fulcrums for the purposes of determining victory – so if your opponent controls the hub, you'll need at least three other Arcane Fulcrums to balance it out!

If both players control the same number of fulcrums, use victory points to break the tie.

SCENARIO SPECIAL RULES

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

NEW SCENARIO SPECIAL RULES

Grand Battle Prayers.

More than Two Players

This scenario lends itself beautifully to an 8-player game – though you'll need to reduce the points per cast accordingly. 750 to 1000 points per player is a good guideline.

If you choose to do this, each player starts the game in possession of a single Arcane Fulcrum, and deploys a Wizard on it. You can either randomly determine who gets which Arcane Fulcrum, or agree amongst yourselves.

Each player's army can only be deployed within 6" of that player's Arcane Fulcrum. Any units that cannot be placed are brought on as reinforcements during the player's first Movement phase, and enter the battlefield via the board edge closest to the player's fulcrum.

Victory conditions are unchanged.

Of course, Warhammer's not primarily designed for multi-player games, so you may well have situations arise where you and your fellow sorcerers will have to adapt the rules. The most common occasions can be found below:

Turn Sequence

- To determine which player goes first, everyone chooses a different Wind of Magic. Then, spin the spinner. The player who chose the Wind of Magic that the spinner comes to rest on goes first, with play proceeding clockwise around the Wheel of Magic.

Magic Phase

- When the Winds of Magic are rolled, all the power dice go to the player whose turn it is, with the dispel dice shared out as equally as possible between the other players. If the dispel dice cannot be shared out equally, randomly determine (one dice at a time) who gets the excess dice.
- When you cast a spell, your opponents must decide as a group who from amongst their Wizards will attempt the dispel. Your opponents can also share dispel dice at any point, so they'll have to decide which players will contribute dice to the attempt and how many they will contribute. You'll probably find that some of your opponents won't want to stop your spells from being cast, as it'll weaken another of their enemies!

- The Lizardmen spell *The Great Leveller* doesn't affect all enemy players/units. Instead, you must choose one of your opponents – the spell then affects that player and his units.

Close Combat Phase

- During the Close Combat phase, only units belonging to the player whose turn it is and all units that are part of the same combat (even if they're not fighting a unit belonging to the player whose turn it is) may fight.
- If units belonging to three or more players are involved in the same close combat, work out combat result for each. The side with the highest score wins, the others lose and suffer the normal consequences for losing a close combat. A unit is only Steadfast if it has more ranks than all enemy units in the combat.



Empire Amethyst Wizard



Empire Amber Wizard



Empire Light Wizard

CATACLYSM SPELLS

The libraries of the Colleges of Magic contain many rare and exotic tomes and grimoires, jealously hidden from their rivals. Within these books are some of the most powerful spells ever cast.

This Tome of Battle adds three new Cataclysm spells to each of the Battle Magic lores. These can be used in addition to, or in place of, the Cataclysm spells in Storm of Magic – it's up to you and your opponent. This is true both of the scenario presented here, and any other Storm of Magic games. Where Cataclysm spells are concerned, the more the merrier!

SORCEROUS BRANDS

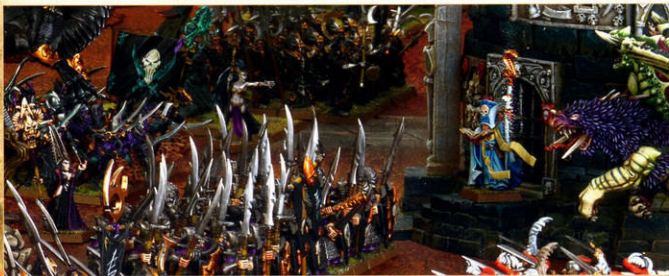
Sorcerous Brands are a special kind of Mythic Artefact that make their bearers more susceptible to the effects of certain Cataclysm spells. They therefore don't have any effect on games that don't also use the Cataclysm spells presented elsewhere in this article. Whilst you can't really guarantee what spells your opponent is likely to cast in your Storm of Magic game, you can plan your spellcasting strategy around the Sorcerous Brands you intend to take.

A Wizard who uses spells from one of the Battle Magic lores also automatically counts as having the Sorcerous Brand associated with that lore at no additional cost. Note that this doesn't prevent the Wizard being given a Mythic Artefact (which could even be another Sorcerous Brand).

Sorcerous Brands are Talismans and they follow the normal rules for Mythic Artefacts, with the following exceptions:

- Any character or monster in your army can carry a single brand (even though monsters that are not characters cannot normally take Mythic Artefacts).
- You can duplicate Sorcerous Brands across your army.
- Sorcerous Brands do not count towards the number of Mythic Artefacts your army can take.

Sorcerous Brand of Aqshy	10 points
Sorcerous Brand of Ghur	10 points
Sorcerous Brand of Hysh	10 points
Sorcerous Brand of Chamon	10 points
Sorcerous Brand of Ghyran	10 points
Sorcerous Brand of Azyr.....	10 points
Sorcerous Brand of Ulgu	10 points
Sorcerous Brand of Shyish	10 points



THE LORE OF FIRE

Raze

Cast on 15+

Presence. *Living fire bursts forth from the wizard's hands, hungrily consuming the target until there is nothing left but ashes and ruin.*

Raze is a **direct damage** spell with a range of 48". The target suffers 3D6 Strength 4 hits. Once this damage has been resolved, all models (friendly and enemy) with a Brand of Ghuran within 12" of the target, or the caster, suffer 2D6 Strength 4 hits.

Myrmidia's Wrath

Cast on 15+

Presence. *The wizard thrusts his hands up into the skies and scarlet-coloured flames shoot out of the ground beneath his foes' feet to burn all that they touch.*

Myrmidia's Wrath is a **direct damage** spell with a range of 30". Centre the small round template over a model in the target unit – it then scatters D6". All models at least partially under the template suffer a Strength 4 hit. All models with a Brand of Shyish or a Brand of Ghur within 12" of the target, or the caster, receive a +1 bonus To Wound with all shooting and close combat attacks until the start of the caster's next Magic phase.

Embodiment of Aqshy

Cast on 15+

Equilibrium. *Clasping close a flame-wreathed key, the wizard draws the power of Aqshy into himself.*

Embodiment of Aqshy is an **augment** spell that targets either the caster, or a friendly model with a Brand of Aqshy within 24". Whilst the spell is in effect, the target is transmogrified into an *Embodiment of Aqshy* – his profile is replaced by the one given below, although his troop type remains unchanged:

M	WS	BS	S	T	W	I	A	Ld
8	5	5	5	5	5	5	5	10

SPECIAL RULES: Breath Weapon (Strength 4), Flaming Attacks, Unstable.

Whilst *Embodiment of Aqshy* remains in effect, the target cannot cast spells, use any wargear or magic items, and nor can other models use its Inspiring Presence or Hold your Ground! rule. *Embodiment of Aqshy* ends if the model is reduced to 0 Wounds (there is no other way the spell can end). When *Embodiment of Aqshy* ends, the target reverts to its original profile (including the number of Wounds it had left when the spell was cast).

THE LORE OF BEASTS

Taal's Fury

Cast on 10+

Presence. *With a guttural and primal shout, the wizard calls down the wrath of the wild, imbuing his allies with the furious anger of Taal himself.*

Taal's Fury is an **augment** spell with a range of 24". The target unit gains the Frenzy and Hatred special rules until the start of the caster's next Magic phase. In addition, all models with a Brand of Aqshy or a Brand of Hysh within 12" of the target, or the caster, gain the Frenzy special rule until the start of the caster's next Magic phase.

Embodiment of Ghur

Cast on 15+

Equilibrium. *With a snarl, the wizard embraces the beast within.* *Embodiment of Ghur* is an **augment** spell that targets either the caster, or a friendly model with a Brand of Ghur within 24".

Whilst the spell is in effect, the target is transmogrified into an *Embodiment of Ghur* – his profile is replaced by the one given below, although his troop type remains unchanged:

M	WS	BS	S	T	W	I	A	Ld
6	3	3	6	5	5	5	6	10

SPECIAL RULES: Frenzy, Devastating Charge, Unstable.

Whilst *Embodiment of Ghur* remains in effect, the target cannot cast spells, cannot use any wargear or magic items, and nor can other models use its Inspiring Presence or Hold your Ground! special rules (if it has them). *Embodiment of Ghur* ends automatically if the model is reduced to 0 Wounds (there is no other way the spell can end). When *Embodiment of Ghur* ends, the target reverts to its original profile (including the number of Wounds it had remaining when the spell was cast).

Consume Strength

Cast on 15+

Presence. *The strongest survive by consuming those who are merely strong.*

Consume Strength is an **augment** spell with a range of 24". The target unit gains +2 Strength and +2 Toughness until the start of the caster's next Magic phase. In addition, all models (friendly and enemy) with a Brand of Azyr within 12" of the target, or the caster, suffer -1 Strength and -1 Toughness until the start of the caster's next Magic phase.

THE LORE OF LIGHT

Brilliance

Presence. *A blazing light bursts from the wizard's chosen allies.*

Brilliance is an **augment** spell with a range of 24". Until the start of the caster's next Magic phase, all attacks against the target unit suffer a -2 to hit. Shooting attacks that do not use Ballistic Skill (or hit automatically) must roll a 6+ on a D6 before the attack is made in order to fire. If the roll is failed the attack is wasted. In addition, all models (friendly and enemy) with a Brand of Ulgu within 12" of the target or the caster suffer a -5 penalty to Weapon Skill, Ballistic and Initiative until the start of the caster's next Magic phase (to a minimum of 1).

Cast on 15+

Embodiment of Hysb

Equilibrium. *The wizard drains the rock of light magic, making his skin hard as stone and his fists strike home like earthquakes.*

Embodiment of Hysb is an **augment** spell that targets either the caster, or a friendly model with a Brand of Hysb within 24". Whilst the spell is in effect, the target's profile is replaced by the one given below, although his troop type remains unchanged:

Cast on 15+

M	WS	BS	S	T	W	I	A	Ld
6	3	3	8	8	5	1	5	10

SPECIAL RULES: Always Strikes Last, Unstable.

Shallya's Blessing

Presence. *A tide of healing light sweeps over the wizard's allies.*

Shallya's Blessing is an **augment** spell with a range of 24". The target unit gains the Regeneration (3+) special rule until the start of the caster's next Magic phase. All models with a Brand of Ghur or a Brand of Chamon within 12" of the target, or the caster, gain the Regeneration (5+) special rule until the start of the caster's next magic phase.

Cast on 15+

Whilst *Embodiment of Hysb* remains in effect, the target cannot cast spells, cannot use any wargear or magic items, and nor can other models use its Inspiring Presence or Hold your Ground! special rules (if it has them). *Embodiment of Hysb* ends automatically if the model is reduced to 0 Wounds (there is no other way the spell can end). When *Embodiment of Hysb* ends, the target reverts to its original profile (including the number of Wounds it had remaining when the spell was cast).



THE LORE OF METAL

Justice

Presence. *Beams of golden energy strip the enemy of their wards.*

Justice is both an **augment** and a **hex** spell. The augment targets every friendly unit within 12"; the hex targets every enemy unit within 12". Note the highest enemy armour save and the lowest friendly armour save. Until the start of the caster's next Magic phase, all enemy units have their armour save changed to the value of the lowest friendly armour save, and vice versa. These armour saves cannot be further modified for any reason (or negated) whilst the spell lasts. In addition, all models (friendly and enemy) with a Brand of Shyish within 12" of any target, or the caster, suffer D6 hits.

Cast on 20+

Embodiment of Chamon

Equilibrium. *The wizard transforms himself into a magnificent golden statue, with blades for hands and rivet-armoured plates for flesh.*

Embodiment of Chamon is an **augment** spell that targets either the caster, or a friendly model with a Brand of Chamon within 24". Whilst the spell is in effect, the target is transmogrified into an *Embodiment of Chamon* – his profile is replaced by the one given below, although his troop type remains unchanged:

M	WS	BS	S	T	W	I	A	Ld
5	4	4	6	6	5	3	5	10

Cast on 15+

Verena's Bargain

Presence. *Enchantment turns weakness to greater strength.*

Remains in play. Verena's Bargain is an **augment** spell with a range of 24". For the duration of the spell the target unit's Weapon Skill, Ballistic Skill, Strength or Toughness (you choose) is reduced by D3 (to a minimum of 1). In addition, for the duration of the spell, the target unit's Weapon Skill, Ballistic Skill, Strength or Toughness (you choose) is increased by D3 (roll again) – all models with a Brand of Hysh or a Brand of Ghyran within 12" of the target or the caster immediately gain a point of the target's increased characteristic for the duration.

Cast on 25+

SPECIAL RULES: Armour Piercing, Scaly Skin (4+), Unstable.

Whilst Embodiment of Chamon remains in effect, the target cannot cast spells, cannot use any wargear or magic items, and nor can other models use its Inspiring Presence or Hold your Ground! special rules (if it has them). Embodiment of Chamon ends automatically if the model is reduced to 0 Wounds (there is no other way the spell can end). When Embodiment of Chamon ends, the target reverts to its original profile (including the number of Wounds that it had remaining when the spell was cast).

THE LORE OF LIFE

Quagmirk's Embrace

Presence. *The battlefield grows sodden, drawing down the Wind of Ghyran and dampening flames as they burst into life.*

Remains in play. Quagmirk's Embrace is an **augment** spell that targets the whole battlefield. For the duration of Quagmirk's Embrace, all spells from the Lore of Life have +3 to cast. In addition, for the duration of the spell, all spells from the Lore of Fire, all models with a Brand of Aqshy and all other attacks with the Flaming Attacks special rule, suffer a -5 penalty to Strength (to a minimum of 1).

Cast on 10+

Embodiment of Ghyran

Equilibrium. *The wizard's fingers become thorns, his skin gnarled and bark-like.*

Embodiment of Ghyran is an **augment** spell that targets either the caster or a friendly model with a Brand of Ghyran within 24". Whilst the spell is in effect, the target's profile is replaced by the one below, although his troop type remains unchanged:

M	WS	BS	S	T	W	I	A	Ld
6	4	4	7	7	5	2	5	10

Cast on 15+

Rhya's Bounty

Presence. *The wizard blesses his allies with armour formed from writhing vines and creepers.*

Rhya's Bounty is an **augment** spell with a range of 24". The target unit immediately gains +4 Toughness until the start of the caster's next Magic phase. All models with a Brand of Chamon or a Brand of Azyr within 12" of the target, or the caster, immediately gain +2 Toughness until the start of the caster's next Magic phase.

Cast on 10+

SPECIAL RULES: Flammable, Regeneration, Unstable.

Whilst Embodiment of Ghyran remains in effect, the target cannot cast spells, cannot use any wargear or magic items, and nor can other models use its Inspiring Presence or Hold your Ground! special rules (if it has them). Embodiment of Ghyran ends automatically if the model is reduced to 0 Wounds (there is no other way the spell can end). When Embodiment of Ghyran ends, the target reverts to its original profile (including the number of Wounds it had remaining when the spell was cast).

THE LORE OF HEAVENS

Star Tides Ebb

Cast on 10+

Presence. *Even the stars themselves must answer the wizard's call, rearranging themselves to thwart the spells of his foes.*

Remains in play. *Star Tide's Ebb* is a **hex** spell that targets the whole battlefield. For the duration of *Star Tide's Ebb*, all spells, other than those from the Lore of Heavens and the Lore of Beasts, suffer a -2 penalty to cast. In addition, for the duration of the spell, all spells from the Lore of Beasts suffer a -5 penalty to cast, and all models with a Brand of Ghur must re-roll successful saving throws.



Manann's Herald

Cast on 20+

Presence. *A great wave materialises in front of the wizard, before sweeping forth to drown foe and enchantment with an onrush of water and magic.*

Manann's Herald is a **direct damage** spell with a range of 48". The target unit suffers 4D6 Strength 6 hits. In addition, all hex and augment spells currently in play on units containing at least one model with either a Brand of Ghuran or a Brand of Ulgu within 12" of the target, or the caster, end immediately.

Embodiment of Azyr

Cast on 15+

Equilibrium. *The wizard takes on the spite of the storm.*

Embodiment of Azyr is an **augment** spell that targets either the caster, or a friendly model with a Brand of Azyr within 24". Whilst the spell is in effect, the target's profile is replaced by the one given below, although his troop type remains unchanged:

M	WS	BS	S	T	W	I	A	Ld
12	4	4	4	4	5	6	5	10

SPECIAL RULES: Always Strikes First, Ignores Armour Saves*, Unstable.

*Armour saves cannot be taken against wounds caused by this model.

Whilst *Embodiment of Azyr* is in effect, the target cannot cast spells, cannot use any wargear or magic items, and nor can other models use its Inspiring Presence or Hold your Ground! rules. *Embodiment of Azyr* ends if the model is reduced to 0 Wounds (there is no other way the spell ends). When *Embodiment of Azyr* ends, the target reverts to its original profile (including the number of Wounds it had remaining when the spell was cast).



THE LORE OF SHADOWS

Gloom

Cast on 10+

Presence. *An implacable shadow rolls across the battlefield, thwarting vision and valour both.*

Remains in play. *Gloom* is a **hex** spell that targets the whole battlefield. For the duration of *Gloom*, all shooting attacks suffer a -1 To Hit penalty (attacks that do not roll To Hit are unaffected). In addition, models cannot benefit from the Hold Your Ground and Inspiring Presence rules. Furthermore, all models with a Brand of Hysh (and all units that contain at least one model with a Brand of Hysh) suffer a -2 penalty to Leadership for the duration of the spell.

Ronald's Mischief

Cast on 15+

Presence. *With the aid of a small silvered mirror, the wizard imbues his allies with the ability of his foes.*

Ronald's Mischief is an **augment** spell with a range of 24". Until the start of the caster's next Magic phase, two of the target's characteristics are changed to match those of an enemy unit within 24" of the caster (you choose which enemy unit). To find out which characteristics are changed, roll a D6 twice and consult the following table (if you get a duplicate, re-roll):

1	Weapon Skill	4	Toughness
2	Ballistic Skill	5	Initiative
3	Strength	6	Leadership

In addition, for the duration of the spell, all models with a Brand of Azyr or a Brand of Shyish within 12" of the target, or the caster, have a single characteristic changed to match that of the chosen enemy unit – roll once on the table to find out which. In either case, if the enemy unit has two or more characteristic values, always use the lowest.

Embodiment of Ulgu

Cast on 15+

Equilibrium. *The wizard flickers in and out of the material world.*

Embodiment of Ulgu is an **augment** spell that targets either the caster, or a friendly model with a Brand of Ulgu within 24". Whilst the spell is in effect, the target's profile is replaced by the one given below, although his troop type remains unchanged:

M	WS	BS	S	T	W	I	A	Ld
10	4	4	3	3	5	5	5	10

SPECIAL RULES: Ethereal, Unstable.

Whilst *Embodiment of Ulgu* remains in effect, the target cannot cast spells, use any wargear or magic items, and nor can other models use its Inspiring Presence or Hold your Ground! rules. *Embodiment of Ulgu* ends if the model is reduced to 0 Wounds (there is no other way the spell can end). When *Embodiment of Ulgu* ends, the target reverts to its original profile (including the number of Wounds it had remaining when the spell was cast).

THE LORE OF DEATH

Mental Decay

Cast on 10+

Presence. *For a wizard, a curse of forgetfulness is no trivial thing.* *Mental Decay* is a **hex** spell that targets a single enemy Wizard within 24" (even a model inside a unit). Both the caster and the target roll 2D6 and add their Leadership values. If the caster's score is less than or equal to the target's, nothing happens. If the caster's score is higher, the target loses a single Wizard level (randomly determine a spell to be lost as a result) and the caster adds D3 dice to the power pool. In addition, all models with a Brand of Chamon within 12" of the target or the caster suffer a single Strength 4 hit, with no armour saves allowed.

Morr's Peace

Cast on 20+

Presence. *Death holds no fear for those with one foot in its kingdom.* *Morr's Peace* is an **augment** spell with a range of 24". The target is Unbreakable until the start of the caster's next Magic phase. In addition, until the start of the caster's next Magic phase, all models with a Brand of Ulgu or a Brand of Aqshy within 12" of the target or the caster are Immune to Psychology.

Embodiment of Shyish

Cast on 15+

Equilibrium. *The wizard becomes death incarnate.*

Embodiment of Shyish is an **augment** spell that targets either the caster, or a friendly model with a Brand of Shyish within 24". Whilst the spell is in effect, the target's profile is replaced by the one given below, although his troop type remains unchanged:

M	WS	BS	S	T	W	I	A	Ld
10	4	4	3	3	5	5	5	10

SPECIAL RULES: Killing Blow, Poisoned Attacks, Unstable.

Whilst *Embodiment of Shyish* remains in effect, the target cannot cast spells, cannot use any wargear or magic items, and nor can other models use its Inspiring Presence or Hold your Ground! special rules. *Embodiment of Shyish* ends if the model is reduced to 0 Wounds (there is no other way the spell can end). When *Embodiment of Shyish* ends, the target reverts to its original profile (including the number of Wounds it had remaining when the spell was cast).

GRAND BATTLE PRAYERS

When a storm of magic rages, the power of the gods – and faith in those gods – is heightened beyond measure. Thus do the Warrior Priests of the Empire become beacons of unshakeable resolve, avatars of their chosen gods whose every utterance can shape the fortunes of battle.

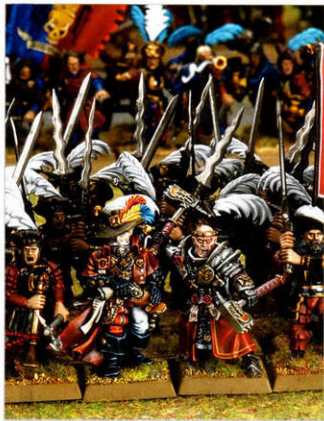
If you are using Grand Battle Prayers in your Storm of Magic game, all Warrior Priests and Arch Lectors (on both sides) know all of the Grand Battle Prayers. Note that whilst all Grand Battle Prayers require Presence or Equilibrium, they do not require the caster to be occupying an Arcane Fulcrum (indeed, as a Warrior Priest isn't technically a Wizard, he can't!).

Word of Glory

Bound Spell (Power Level 15)

Presence. *With a mighty shout, the Warrior Priest instils his comrades to fight on, no matter the cost.*

Word of Glory is an **augment** spell that targets the Warrior Priest and his unit. The Warrior Priest and his unit gain the Unbreakable special rule until the start of the next friendly Magic phase. In addition, all friendly units within 12" gain the Stubborn special rule until the start of the next friendly Magic phase.



Word of Vengeance

Bound Spell (Power Level 15)

Presence. *With a single word, the Warrior Priest makes his hatred for the foe a physical force that smites and burns.*

Word of Vengeance is an **augment** spell that targets the Warrior Priest and his unit. The Warrior Priest and his unit gain +2 Strength and Flaming Attacks until the start of the next friendly Magic phase. In addition, all friendly units within 12" gain +1 Strength until the start of the next friendly Magic phase.

Word of Resolve

Bound Spell (Power Level 15)

Presence. *The Warrior's Priest's voice echoes through those around him, granting them vigour and hardiness beyond mortal ken.*

Word of Resolve is an **augment** spell that targets the Warrior Priest and his unit. The Warrior Priest and his unit gain +2 Toughness and the Regeneration (6+) special rule until the start of the next friendly Magic phase. In addition, all friendly units within 12" gain +1 Toughness until the start of the next friendly Magic phase.

Word of Wrath

Bound Spell (Power Level 15)

Presence. *With anger unleashed, the Warrior Priest and his allies take the fight to the hated foe.*

Word of Wrath is an **augment** spell that targets the Warrior Priest and his unit. The Warrior Priest and his unit gain +1 Attack and Devastating Charge until the start of the next friendly Magic phase. In addition, all friendly units within 12" gain +1 Attack until the start of the next friendly Magic phase.

Hymn of Victory

Bound Spell (Power Level 15)

Equilibrium. *As more voices take up the song, every victory is magnified and the tide of battle begins to turn.*

Hymn of Victory is an **augment** spell that targets all friendly units on the board. Until the start of the next friendly Magic phase, all targets that contain at least one friendly Warrior Priest count as scoring twice as many wounds for the purposes of calculating the combat result.

Hymn of Justice

Bound Spell (Power Level 15)

Equilibrium. *As the song swells and grows, fate itself fights at the Warrior Priest's side, striking down those who would do him harm.*

Hymn of Justice is a **hex** spell that targets all enemy units within 12" of the caster. Until the start of the next friendly Magic phase, whenever a target unit inflicts an unsaved wound, it immediately suffers a wound on a D6 roll of 4+ with no armour saves allowed. Wounds caused by the *Hymn of Justice* are distributed as for shooting attacks.

WITCH HUNTER RELICS

No Witch Hunter dares be caught unawares by a breaking storm of magic. Indeed, many hold safe a carefully prepared stash of holy relics, artefacts and trinkets with which they can gain advantage when the eight winds howl. Such items are not used carelessly. Some are rare or even irreplaceable, others worth more than the contents of the entire Imperial treasury. Nonetheless, desperate times call for desperate measures...

If you are using Witch Hunter Relics in your game, any Witch Hunter in your army can have a single relic for 25 points (this counts against your Monsters and Magic allowance). However, as the relic represents a singular item that the Witch Hunter has acquired in his career, it's impossible to plan for it will be. At the start of the game, when determining spells, roll a D33 on the table below – by this we mean roll two D33 one after the other, counting the first dice as 'tens' and the second as 'units'. Then refer to the table below to see what relic your Witch Hunter has.

D33 Witch Hunter Relic

11 Sheen of Truesilver

Applied properly, truesilver can break the bindings that trammel a monster's will.

At the end of any Close Combat phase in which a Bound Monster suffers one or more unsaved wounds from the Witch Hunter's close combat attacks, randomly select an enemy Wizard. That Wizard must pass a Toughness test for each such wound inflicted, and loses a Wound (with no saves of any kind allowed) for each test failed.

12 Von Mecklenburg's Enchanted Shot

These arcane bullets burst into swirling energy when in the presence of an Arcane Fulcrum.

The Witch Hunter's shooting attacks automatically wound Wizards occupying Arcane Fulcrums.

13 The Powders of Thrice-damned Ossk

The Witch Hunter can cast these powders on the air when a wizard's plans go awry, transforming misfortune to disaster. One use only. The Witch Hunter can use the Powders of Thrice-damned Ossk immediately when an enemy Wizard on an Arcane Fulcrum miscasts. The caster must roll twice on the Arcane Fulcrum Miscast table, and the Witch Hunter can choose which result is used.

21 Reliquary of Lector Ostranald

This bone shard absorbs harmful sorceries, leaving potential victims unscathed.

Each time the Witch Hunter's unit suffers unsaved wounds from a spell, the first D6 unsaved wounds are absorbed by the Reliquary and have no effect (unsaved wounds with the Multiple Wounds special rule still only count as one).

22 Blessed Silver Hammer

Few unnatural creatures endure long in the presence of this relic. Any Wizard with the Undead, Nehekharan Undead or Daemon special rule who successfully casts a spell whilst within 12" of a Witch Hunter with this relic immediately suffers a Wound on a D6 roll of a 4+ with no armour saves allowed.

23 The Fang of Orska

The Kraken Orska ruled the seas for many hundreds of years – even now his remains hold power over other beasts.

Any Bound Monster attempting to strike blows against the Witch Hunter must first pass a Leadership test or forfeit any attacks directed against the Witch Hunter.

31 Arabyan Windglass

By shattering the windglass, the Witch Hunter can upset the proper course of the Winds of Magic.

One use only. The Witch Hunter can use the Arabyan Windglass immediately after your opponent has spun the spinner for Magical Flux. If he does so, your opponent must re-spin the spinner.

32 Sanctified Shard of Lichebone

Ancient Necromancers can bypass the most stringent protections – as can those who bear their remains.

Ward saves granted by Arcane Fulcrums cannot be taken against the Witch Hunter's close combat attacks.

33 Balestone Orb

The presence of a balestone orb is annoying, rather than potent, but can disrupt minor magics.

Enemy Wizards within 24" of the Witch Hunter suffer a -5 penalty to cast when attempting to cast Cantrips.