

Normal Action Summary

Action	Actions	Effect
Actions		
Aim	½	+10 WS/BS if next action is Standard Attack
All out Attack	1	Max 1 Attack, +20 WS no Dodge/Parry
Cast	X	Cast en spell – normally ½ - 1½ action
Charge	1	Run 4+ Meter and 1 attack, +10 WS
Disengage	1	Avoid free attacks. Move x 2 yards
Dodge	0	Requires Dodge Blow skill, max 1 dodge per round
Move	½	Movement x 2 in yards
Parrying Stance	½	Access to 1 Parry until next round
Parry	0	Requires offhand / Parrying Stance, max 1 Parry per round
Ready	½	Ready weapon or item OR recover from Disarm (see Misc.)
Reload	X	Bow: ½ Crossbow: 1 Crossbow Pistol: 1
Standard Attack	½	Max 1 attack
Swift Attack	1	Use all your attacks, nothing else

Stats:

WS	BS	S	T	Agl	WP	Int	Fel
To Hit	To Hit	Str	Con	Dex	Will	Int	Cha
Melee	Ranged	Push	Fort.	Initiative	Morale	Perception	Charm
A	W	SB	TB	M	Mag	IP	FP
Attacks pr.round	Wounds Hitpoints	S/10 Dmg	T/10 Soak	Move x2/x4/x6	Magic dice	Insanity Points	Hero Points

Combat Summary

- Initiative : Agl + d10
- Decide actions – Players have 1 full action or 2 half actions
- Max 1 attack unless Swift Attack is used
- Roll WS (d100 < WS = success)
- Opponent may Parry or Dodge but only 1 of the two on a single attack
Parry: WS test, need offhand weapon/buckler or Parrying Stance.
Dodge: Agl test, requires Dodge Blow skill
- SB + d10 damage (plus weapon damage if applicable)
- A natural 10 indicated Fury. Roll WS again. Success adds d10 Damage (Misc. Fury)
- Opponent deducts damage by TB and Armor. Rest is lost in wounds
- Wounds under 0 is a Critical Hit (page 133)
Alternative: Sudden Death: d10+wounds beyond 0
- 1-6: No effect
- 7+: Death

Misc.

Difficulty	Very Easy	Easy	Routine	Average	Challenging	Hard	Very Hard
	+30	+20	+10	-	-10	-20	-30
Range	Up to Short / up to Long : BS / -20 BS, over Long = Extreme: -30 BS						
Shoot into Melee	Gives -20 BS to hit (house rule:) Missing due to the -20, hits a random individual in the group. Roll who is hit, including nearby allies						
Flee	Disengage Action first to avoid all opponents getting 1 free attack.						
Time	1 round = 10 sec, 6 rounds = 1 minute, 60 rounds = 10 min						
Armor	Per Armor point: -1 to Casting Roll (house rule:) and -5 Agl						
Heavy Armor	Heavy Armor gives -1 Movement						
Combat	Situational to-hit bonuses						
- Helpless	Auto-hit, +d10 damage (SB+2d10)						
- Stunned/Flank	+20 WS (Stunned opponent) / +30 WS (Unaware Opponent)						
- Knocked down	+10 WS (Knocked Down opponent)						
- Called Shots	(house rule:)-10 WS / -20 WS for an "extremity" (hand, head, foot)						
- Strike to Stun	After attack, before damage. Attacker rolls S check → opponent rolls T check +10 per head armor. Success: stun for d10 rounds. +d10 damage, continues until something else than 10 is rolled. Melee / Ranged / Spell : WS / BS / WP after natural 10 on damage dice.						
- Fury	Disarm Talent. Success attack → opposed Agl test, no damage.						
- Disarm	No extra attacks, offhand weapon: -20 WS on use						
- Offhand	Magic, 1 min + channel test to make. 1 dice reroll on next spell						
Protective Circle	Spells over 1 round cast time: If caster is damaged, roll Channeling test or lose the current spell being cast						
Interrupt Spells							

Weapon Craftsmanship:

Quality	Cost	Effect
Best	x10	+5 WS or +5 BS, -10% encumbrance
Good	x3	-10% encumbrance
Normal	x1	None
Poor	x½	-5 WS or -5 BS, -10 if Poor ammo is used w/ Poor weapon

Magic Items compared D&D 3.5

Bonus	Guideline
Damage	Approximately 1:1. Qualities are great for special magical weapons without making them into phat loot
MainProf. Stat	Approximately 1:5. Bonus of 5 is nice, 10 powerful, 20 is extreme.
Attacks	+1 attack is extreme. Not recommendable.
Armor	Like toughness in combat. +2 armor equals +20 Toughness which equals 400 experience points. Phat loot
Wounds/Move	See Damage
Casting Rolls	See Damage. Alternatively, limit the bonus to a single spell.
Magic	Extra Magic dice : +1 is powerful, +2 is phat loot
Skill bonus	Recommendable for magic items. +5 nice but not game breaking, +10 is very good, +20 very impressive, +30 is phat loot
Talents	1 talent is good, 5 is phat loot. Approx. 1:2 ratio compared to Feats.
Identify	Non-existent. Academic Knowledge (GM decides sub type) is used. (house rule:) Alternatively: Use Channeling test
Alignments:	There is no such thing in the Warhammer universe
Phat Loot	Very powerful item which should only be introduced if the GM has a specific plan with it

Complete Actions Summary

Action	Actions	Effect
Basic Actions		
Aim	½	+10 WS/BS if next action is Standard Attack
Cast	X	Cast en spell – normally ½ - 1½ action.
Channeling	½	Channeling test gives +1 to next casting roll per Mag
Charge	1	Run 4+ Meter and 1 attack, +10 WS
Disengage	1	Avoid free attacks. Move x 2 yards
Dodge	0	Requires Dodge Blow skill, max 1 dodge per round
Move	½	Movement x 2 in yards
Ready	½	Ready weapon or item OR recover from Disarm (see Misc.)
Reload	X	Bow: ½ Crossbow: 1 Crossbow Pistol: 1
Stand/Mount	½	Stand up or mount a horse
Standard Attack	½	Max 1 attack
Swift Attack	1	Use all your attacks, nothing else
Advanced Actions		
All out Attack	1	Max 1 Attack, +20 WS no Dodge/Parry
Defensive Stance	1	May not attack but opponents get -20WS to hit you
Delay	½	Delay your action to further into the round
Feint	½	Opposed WS test, if attacker wins, opponent may not dodge or parry. Next action must be a Standard attack
Guarded Attack	1	Max 1 attack -10 WS, +10 to Dodge and Parry
Jump	1	Agl test per 3 yards or Fall → Yards + d10dmg
Leap	1	Max M+SB yards. S check → -1 yard per fail degree
Maneuver	½	Opposed WS → maneuver opponent up to 2 yards
Parrying Stance	½	Access to 1 Parry until next round
Parry	0	Requires offhand / Parrying Stance, max 1 Parry per round.
Run	1	Movement x 6 in yards, nothing else

Weapons Summary

Weapon	Specialist	Dmg	Qualities		
Melee Weapons (incl. Buckler og Shield)					
Buckler	Parrying	SB-4	Balanced, Defensive, Pummeling		
Dagger	- none -	SB-3	- none -		
Flail	Flail	SB+1	Impact, Tiring		
Foil	Fencing	SB-2	Fast, Precise		
Knuckle-duster	- none -	SB-3	Pummeling		
Halberd	Two-Handed	SB	Special		
Hand Weapon	- none -	SB	- none -		
Improvised	- none -	SB-4	- none -		
Lance	Cavalry	SB+1	Fast, Impact, Tiring		
- Demilance	Cavalry	SB	Fast, Impact, Tiring		
Main Gauche	Parrying	SB-3	Balanced, Defensive		
Morning Star	Flail	SB	Impact, Tiring		
Quarter Staff	- none -	SB-2	Defensive, Pummeling		
Rapier	Fencing	SB-1	Fast		
Shield	- none -	SB-2	Defensive, Special		
Spear	- none -	SB	Fast		
Sword-breaker	Parrying	SB-3	Balanced, Special		
Two-Handed	Two-Handed	SB	Impact, Slow		
Unarmed	- none -	SB-4	Special		
- Halberd	May count as either Spear or Two Handed Weapon				
- Shield	-1 to Casting Rolls, Opponents: -10 BS to you				
- Sword Breaker	May break dagger/foil/main gauche/rapier/sword Success parry followed by success opposed Str test Armor counts double against Unarmed				
- Unarmed					
Weapon	Specialist	Range	Dmg	Reload	Qualities
Ranged Weapons (Incl. Whip and Net)					
Bola	Entangling	8/16	1	½	Snare
Bow, Short	- none -	16/32	3	½	- none -
Bow, Normal	- none -	24/48	3	½	- none -
Bow, Long	Longbow	30/60	3	½	Armor Piercing
Bow, Elf	Longbow	36/72	3	½	Armor Piercing
Crossbow	- none -	30/60	4	1	- none -
Crossbow Pistol	Crossbow	8/16	2	1	- none -
Crossbow, Repeat.	Crossbow	16/32	2	0	Special
Improvised	- none -	6/-	SB-4	½	- none -
Javelin	- none -	8/16	SB-1	½	- none -
Lasso	Entangling	8/-	N/A	½	Snare
Net	Entangling	4/8	N/A	1	Snare
Sling	Sling	16/32	3	½	- none -
Sling, Staff	Sling	24/48	4	1	- none -
Spear	- none -	8/-	SB	½	- none -
Throwing Dagger	Throwing	6/12	SB-3	½	- none -
Whip	Entangling	6/-	SB-4	½	Fast, Snare
- Range	Short/Long = BS / BS-20, over long = extreme: -30 BS				
- Crossbow, Repeater	10 shots, 4 rounds to reload clip				
- Whip	Use BS to hit instead of WS				

Weapons Quality Summary:

Quality	Effect
Armor Piercing	Ignore 1 AP
Balanced:	No -20 WS for offhand use
Defensive	+10 to Parry
Fast	-10 to Parry/Dodge to opponent
Impact	Roll 2d10 damage and pick the highest
Magical	Counts as Magical (not a real quality but added for convenience)
Precise	+1 to Critical Hit/Sudden Death rating
Pummeling	+10 to Strike to Stun : Strength test
Slow	+10 to Parry/Dodge to the opponent
Snare	Agl or trapped. Full action and S or Agl test to break free. +20 to hit against entangled characters
Tiring	Impact only works in the first combat round

Spell	CN	CT	Effect
Arcane, Petty			
Glowing Light	3	½	Touch. Glow as long as contact is maintained
Sounds	4	½	Pers. Make noises may be very loud, never understandable
Drop	4	½	24 yards. WP test / drop one handed item
Marsh Lights	6	1	Max 100 yards. move:8-16m/round, multiple lights
Magic Dart	6	½	16 yards. 1 SB 3 hit, Magic Missile
Sleep	6	½	Touch. WP / sleep d10 rounds (helpless)
Spell	CN	CT	Effect
Divine, Petty			
Blessing of Courage	3	½	24 yards. Remove Fear/Terror/Panic effect
Blessing of Speed	4	½	Touch. +5 Agl, +1 Move, 1 min
Blessing of Fortitude	5	½	Touch. +5 T, +5 WP, 1 min
Blessing of Healing	5	½	Touch. Heal 1 Wound, max 1/ combat or /day
Blessing of Might	6	½	Touch. +5 WS, +5 S, 1 min
Blessing of Protection	7	1	Pers. Enemies must roll WP+10 to attack you, 1 min
Spell	CN	CT	Effect
Hedge, Petty			
Protection From Rain	3	1	Pers. 1 hour, immunity to normal rain
Magic Flame	3	½	Pers. small flame appear in hand, ignite as candle, no damage
Gust	4	½	Pers. makes a very small gust of wind (blow out candles etc)
Ghost Step	4	1½	Pers. caster leaves no tracks for 1 hour, Track -30 to track
Ill Fortune	5	1½	Touch. Enchant item -1/Mag to 1 stat, 24 hour
Shock	6	½	Touch. WP / Stun for 1 round/Mag
Spell	CN	CT	Effect
Arcane/Divine, Lesser Magic			
<i>Learned separately</i>			
Move	4	½	24 yards max, move items 12 yards/round, max 10 encumbrance
Aethyric Armour	5	½	Pers. +1 AP/Mag, 1 min
Magic Weapon	6	½	Touch. Adds the Magical quality to any one weapon, 1 hour
Magic Lock	7	6	2 yards. Cannot be picked or forced open. Can be smashed. 1 week
Magic Alarm	8	6	Touch. 2 yards radius, until triggered
Silence	10	½	24 yards. WP/silence, 1 round/Mag
Skywalk	11	1	Pers. 3x Move, max 6 yards up, 1 round
Dispel	13	1	12 yards. Channeling -10/original casters Mag
Spell	CN	CT	Effect
Arcane, Lore of Beasts			
<i>Charm Animal</i>			
Calm the Wild Beast	5	½	48 yards. Animal, WP test/charm → +10 Ride, 1 hour/Mag
Form of Soar. Raven	7	1	Pers. Morph to Raven (p. 233), no spell casting/talk, 1 hour max
Claws of Fury	8	½	Pers. +1A, +10WS, Fast, Natural Weapons talent. 1 min/Mag
The Talking Beast	11	½	24 yards. Animal Speak OR Pers speech in animal form. 1min/Mag
Masters Voice	13	½	24 yards. WP/command 1 animal 1 round
Form of Rave.Wolf	15	2	Pers. Morph to Wolf (p. 233), no spell casting/talk, 1 hour max
Crows Feast	17	1	48 yards, 5 yards radius. SB3 hits, always hits Head, ignores Armor
The Beast Unleashed	19	2	Pers, 12 yards. All allies get Frenzy Talent (does not affect animals)
Form of Raging Bear	21	3	Pers. Morph to Bear (p. 232), no spell casting/talk, 1 hour max
Wings of the Falcon	25	2	Pers. Morph to grow large wings, Flying Move: 4, 1 min/Mag
Spell	CN	CT	Effect
Arcane, Lore of Death			
<i>Intimidate</i>			
Deathsign	5	1	Pers. Ability to see spirits/ethereals/soul leave dying person, 1 hour
Swift Passing	7	½	Touch. Autokill to Critically hit people (anyone with 0 or less wounds)
Reaping Scythe	8	½	Pers. Fast, Magical, SB:5, +10 WS, WP/round to retain, 1 round/Mag
Tide of Years	11	½	Touch. 1 item (max 75 enc) turns to dust. Good+ loses 1 level quality
Acceptance of Fate	14	1½	Pers, 12 yards. Allies get the "fearless" talent, 1 min.
Steal Life	16	½	12 yards. Steal d10 wounds (ignore AP/TB), WP negates
Final Words	18	1	12 yards. Speak with 1 recently dead (max 1 min) for 1 question
Death's Door	20	1	Pers, 24 yards. Allies get 1 extra free ½action before death. 1min/Mag
Youth's Bane	23	1	12 yards. WP or age → lose d10 S + d10 T permanently
Wind of Death	27	1	48 yards, 5 yards radius. All affected: d10 wounds (ignore AP/TB)
Spell	CN	CT	Effect
Arcane, Lore of Fire			
<i>Command</i>			
<i>Cone: start: 1 yards. end 5 yards. length: 16 yards</i>			
Cauterize	4	½	Touch. No heal but counts as "medical attention" if critically hit
Fires of U'Zul	6	½	36 yards. SB 4 attack, Magic Missile
Crown of Fire	8	1	Pers. +20 Command/Intimidate Enemies must roll WP to attack you, Gives fire and light as torch. 1 Min/Mag
Fire Ball	12	½	48 yards. 1 Fireball/Mag. Fireball = SB 3, Magic Missile
Shield of Aqshy	12	1	Pers. +20 Toughness vs. Fire d10 rounds
Flaming Sword	14	½	Pers. SB4, Impact, Magical, +1A, 1 round/Mag, WP/round to retain
Hearts of Fire	16	2	Pers, 30 yards. Allies get +20 Fear/Terror tests. 10 mins.
Fiery Blast	22	1	48 yards. d10 SB 4 blasts, min blasts = Mag, Magic Missile
Breathe Fire	25	1	Cone. SB 8 fire attack, WP reduces to SB4 fire attack
Conflag. of Doom	31	1½	48 yards, 5 yards radius. 1 SB4 hit/Mag, after first round: WP negates
Spell	CN	CT	Effect
Arcane, Lore of the Heavens			
<i>Academic Knowledge (Astronomy)</i>			
Omen	4	1 min	Pers. Receive 1 omen, lasts d10 hours. GM rolls Int for truth of omen
First Portent	6	½	Pers. 1 free reroll ext round.
Lightning Bolt	10	½	36 yards. SB 5, Magic Missile
Second Portent	12	1	Pers. 2 free rerolls, must be used within 1 hour, does not stack
Wind Blast	14	½	48 yards, 5 yards radius. Knocks Down → T test/Stun 1 round. To Move: S test, missile fire: impossible, WS: -20 WS 1 round/Mag
Curse	16	½	24 yards, 24 hour, -10 to all stats and take +1 dmg when hit
Wings of Heaven	18	1	Pers. No morph, use wind to fly. Flying Move: 6, 1 min/Mag
Starshine	22	1½	48 yards. Reveals all "hidden", repels all darkness, 1min/Mag
Lightning Storm	25	1	48 yards, 5 yards radius, 1 SB5 hit, may be used anywhere
Fate of Doom	31	1 hour	Hair/blood from victim, WP-30/-1 FP. If no FP then +10 next Crit. hit
Spell	CN	CT	Effect
Arcane, Lore of Life			
<i>Outdoor Survival</i>			
Curse of Thorns	6	½	36 yards. WP test/round or 1 wound and -20 to all tests, d10 turns
Fat of the Land	8	1 min	Touch. Target is "well fed" for 1 week. Water still needed
Earth Blood	9	X	Pers. Heal 1 wound pr ½action used (max 10). Req connection to earth
Summer Heat	12	½	5 yards radius, -20 to all tests, very tired, d10 rounds
Earth Gate	14	1	Pers. Waitport max 48 yards. must be from soil to soil
River's Whisper	15	1 min	Pers. Talet deep in river. Speak with river, info max 24 hour old
Spring Bloom	18	10 min	Field/person becomes extremely fertile until next harvest/for 1 month
Geyser	22	1	24 yards, 3 yards radius. SB4 hit, knocked 4 yards. T test/Stun d10 rounds. Forms pool of fresh drinking water for 1 hour afterwards
Winter Frost	25	1	48 yards, 5 yards radius, SB4 hit, WP test/helpless. Move in area is halved, 1 round/Mag
Cure Blight	27	10 min	Cure blight for 1x1 mile for 1 season. Alternatively this spell may be used to half duration of disease on 2d10 ill people.
Spell	CN	CT	Effect
Arcane, Lore of Light			
<i>Heal</i>			
Dazzling Brightness	5	½	36 yards, 3 yards radius, "Dazzle"d10 rounds: -10WS/BS/Agl
Radiant Gaze	7	1	16 yards. SB 6, Magic Missile
Shimmering Cloak	8	½	Pers. Non-magic ranged is SB 0 vs. you, prevents conceal, 1min/Mag.
Healing of Hysh	10	1	Touch. Heal 1 wound/Mag
Banish	13	1	24 yards. Demon only. Caster and target disabled till end of spell. Opposed WP test pr turn, Daemon win: Spell ends
Inspiration	16	1 min	Caster win: Daemon is banished, stalemate: spell continues.
Eyes of Truth	20	1	Pers. Auto-disbelieve illusions, reveal anyone hiding within 48 yards. also reveals magical hiding (invisibility etc), 1 round/Mag.
Blinding Light	24	1	48 yards, 5 yards radius, A/ blind (half Agl, M, WS and BS=0, auto fail sight based perception tests), d10 rounds
Demonbane	26	1½	48 yards, 5 yards radius, demons only. WP test or auto-banish
Pillar of Radiance	28	1	48 yards, 5 yards radius, SB4 hit , Agl / Dazzling Brightness spell.

Spell	CN	CT	Effect
Arcane, Lore of Metal			
<i>Academic Knowledge (Science)</i>			
Guard of Steel	5	½	Pers. 1 min, -10 WS/BS to hit caster
Law of Logic	7	d10	12 yards. Before skill test. Gives +20 to 1 skill test
Curst of Rust	9	½	12 yards. 1 metal item (max 75 enc) = dust. Good+ loses 1 level quality
Silver Arrows	13	½	48 yards. 1 SB 3 hit pr Mag. Magic Missile, dissipates after impact
Armor of Lead	14	1	48 yards. Armor becomes heavy, -10WS/BS/Agl. -1M. 1 min
Trial and Error	16	1	Pers, 12 yards. 1 free reroll to all allies, second roll is final, 1 round
Transform. Of Metal	18	6	Touch. Shape change metal. Craftsmanship = Channeling.
Enchant Item	21	6	Touch. Item gives +5 to 1 main profile stat. Does not stack
Tran. of unstable Mind	23	10 min	Touch. Channeling test = lose d10 IP, fail = gain d10 IP, not self cast
Law of Gold	26	1	24 yards. disenchant 1 magic item d10 rounds
Spell	CN	CT	Effect
Arcane, Lore of Shadow			
<i>Concealment</i>			
Shadowcloak	5	½	Pers. +20 Concealment. 1 min/Mag
Doppelganger	7	1½	Pers. Alter self humanoid shape, not voice, Channeling for specific person, Int for close people to Disbelieve, 10 round/Mag
Bewilder	8	½	24 yards. WP test/Bewilder. See p. 158 for chart
Cloak Activity	12	½	Pers. "Cloak Activity". Int disbelieves. d10 rounds
Pall of Darkness	15	½	48 yards, 5 yard radius, darkness 1 round/Mag. WP or max ½ action.
Shroud of Invisibility	17	1	Pers. Invisibility, +20WS, 4yards or less=percep-20 to see you d10 rounds
Dread Aspect	21	½	Pers. Cause Terror, 1 min
Shadow Knives	22	½	48 yards. 1 shadow knife/Mag. SB3 hits, Ignore Armor, Magic Missile
Illusion	24	1½	48 yards. Create full illusion 1 round/Mag. Int to disbelieve
Universal Confusion	27	½	Personal, 5 yards radius, Mass Bewilder, see p. 158 for chart
Spell	CN	CT	Effect
Dark, Arcane, Lore of Chaos			
<i>Speak Arcane Language (Daemonic) WP test to control summoned demons</i>			
Vision of Torment	7	½	24 yards. WP test / stun 1 round → WP test / 1 IP
Boon of Chaos	9	1	Pers. +10 WS, T, WP, Fel. 1 min
Sum. Lesser Demon	12	2	12 yards. Summon 1 Lesser Demon (p. 229), d10 min
Burning Blood	13	½	24 yards. Spit blood, 1 hit/Mag, SB 4, Magic Missile
Lure of Chaos	16	1	24 yards. WP test or 1 round mind control
Dark hand of Destruc.	17	1	Pers. Armor Piercing, Magical, SB 7, +10 WS. 1 round / Mag
Touch of Chaos	20	½	Touch. WP test / mutation → WP test / stun 1 round
Veil of Corruption	24	1	36 yards. 5 yards radi. WP test/round → 1 W till success. 2+ W → mutation
Sum. Demon Pack	25	2	12 yards. Summon 1/Mag Lesser Demons (p. 229), d10 min
Word of Pain	27	½	Pers. 5 yards radius. SB 8 hit and WP test or helpless 1 round.
Spell	CN	CT	Effect
Dark, Arcane, Lore of Necromancy			
<i>Academic Knowledge (Necromancy) Max control = WP, 48 yards Face</i>			
of Death	6	1	Pers. Cause Fear 1 min
Re-Animate	8	X	12 yards. Animate max 1/Mag zombie/skeleton (p231). ½action/summon
Invigorating Vitae	11	1½	Pers. Drink blood from fresh corpse (max 1 hour), heal d10 Wounds
Hand of Dust	13	½	Touch. d10 wounds (ignore TB / AP)
Call of Vanhel	15	1	d10 summons gets one free Move or Standard Attack action.
Controle Undead	17	½	24 yards. Ethereal undead. Control 24 hours, WP negates
Corpse Flesh	19	1	Pers. look walking dead, Criticals reduced by 1/Mag. 1 min.
Raise the Dead	22	2	Re-Animate but 2d10 summons and range: 24 yards
Spell of Awakening	24	2	Re-Animate but 1 Wight instead. Min. Advanced Career victim.
Banish Undead	26	1	48 yards. 5 yards radius. Undead: BS5 dmg, skeleton/zombie: auto-kill
Spell	CN	CT	Effect
Divine, Lore of Natural Death, Dreams, Messages			
<i>(Morr)</i>			
Preserve Corpse	5	1 min	Touch. Preserve corpse for 24 hours, cannot be reanimated
Sign of the Raven	9	½	Pers. Allies 12 yards deal +1 damage. "shadow of raven/death", 1 min
Dream Message	10	1 min	Send message in dream, max 30 secs. Must have met receiver
Destroy Undead	13	½	Touch. Undead only, SB 8 hit
Vision of Morr	15	1 min	Pers. divination, GM roll Fel. Pass = vision is true, fail = confusing mess
Sleep of Death	20	1	24 yards. 5 yards radius WP test/sleep (helpless) d10 rounds
Spell	CN	CT	Effect
Divine, Lore of War, Order and Strategy			
<i>(Myrmidia)</i>			
Spear of Myrmidia	5	½	Pers. Spear gets Armor Piercing and Magical quality. 1 min
Inspired Leadership	7	1	Pers. +20 Command/Academic Knowledge (Strategy) and allies within 12 yards may reroll failed Fear/Terror tests. 1min/Mag
Skill of Combat	10	1	Pers. All allies 24 yards get +10 WS for 1 round/Mag
Quick Strike	14	1	Pers. +1 Attack, may make Swift Attacks as ½action. 1 min
Dismay Foe	16	½	Pers. Enemies must make Terror test when attacking you, 1 round/Mag
Shield of Myrmidia	20	1½	Pers. All allies 24 yards get +1 AP (max 5 total). 1 min.
Spell	CN	CT	Effect
Divine, Lore of Luck, Thieves and Tramps			
<i>(Ranald)</i>			
Stealth of Ranald	5	1	Pers. +20 Conceal/Silent Move. Channel Test → bypass Magic Alarm
Good Fortune	7	1	Touch. May swap 10s and 1s on a d100 once (82->28). 1 min or until used
Open	9	½	2 yards. Open 1 lock. Channeling Test overrides a Magic Lock once
Bamboozle	14	1	24 yards. Humanoid only, Command 1 round, WP negates
Trapsense	16	2	Pers. Sense all traps, magical and non-magical, within 12 yards when cast
Bountiful Fortune	20	1	Good Fortune spell on self and all allies within 24 yards
Spell	CN	CT	Effect
Divine, Lore of Healing, Compassion and Mercy			
<i>(Shallya)</i>			
Cure Poison	4	½	Touch. Remove all poisons and poison effects.
Cure Wounds	6	½	Touch. Heal d10 wounds + 1/Mag
Cure Disease	11	1½	Touch. Remove all disease and disease effects.
Martyr	14	½	24 yards. Any damage on target is dealt to caster instead. 1 min
Purify	16	½	48 yards. Disease demons only. D10 wounds, WP/Stun 1 round
Cure Insanity	20	1 hour	Touch. removes 1 insanity.
Spell	CN	CT	Effect
Divine, Lore of Good and Retribution			
<i>(Sigmar)</i>			
Hammer of Sigmar	5	½	Pers. Hammer gets Magical and Impact Quality. 1 min
Armor of Righteous.	6	1	Pers. +1 Armor (max 5 total) 1 min/Mag
Healing Hand	12	½	Touch. Heal d10 Wounds
Beacon of Courage	14	1½	Line of Sight. All allies: Remove Fear/Terror/Panic effect
Comet of Sigmar	16	½	24 yards. SB 6 hit, Magic Missile
Soulfire	20	½	5 yards radius. SB3 hit. Demons/Undead take a SB5 hit. Ignores Armor
Spell	CN	CT	Effect
Divine, Lore of Nature and Animals (Druids)			
<i>(Taal/Rhya)</i>			
Beastfriend	4	1½	12 yards. Ability to speak with animals, +20 Charm Animal. 10 min
Stag's Leap	6	½	Pers. +1 M, may make charge attack as ½action. 1 min/Mag
Tanglefoot	8	1	48 yards, 5 yards radius. Str to move, max ½ move. 1 min
Thunderclap	12	1	48 yards, 5 yards radius. Toughness/Stun. Hearable within 2 miles
Bear's Paw	15	1	Touch. +20 Strength. 1 min
Rhya's Comfort	18	1 min	Pers, 5 yards radius. Refreshed as 1 nights sleep, 1 days natural healing
Spell	CN	CT	Effect
Divine, Lore of Combat, Fury, Wolves and Winter			
<i>(Ulric)</i>			
Winter's Chill	5	½	Pers. Enemies get -10 WS when attacking you in melee, 1 min
Battle Fury	7	1	Pers. +1 A only All Out, Charge or Swift Attack actions, 1 round/Mag
Howl of the Wolf	11	½	Pers, 24 yards radius. All allies may make 2 attacks on a Charge. 1 round
Ulric's Gift	15	1½	Touch (not self). Gives the Frenzy talent (+10 S, WP -10 WS, Int). 1 hour
Heart of the Wolf	18	1½	Pers, 24 yards. Allies immune to Fear, Terror, Unsettling, Intimidate. 1 min
Ice Storm	20	½	48 yards, 5 yards radius. SB 5 hit, WP / stun 1 round
Spell	CN	CT	Effect
Divine, Lore of Judgment, Law and Knowledge			
<i>(Verena)</i>			
Shackles of Verena	6	½	Touch. WP test / helpless. Opposed S/channel to break shackles
The Past Revealed	8	1 min	Touch. Learn 3 most important things about an items past.
Sword of Justice	10	½	Pers. Precise, Magical quality, +10 WS vs. "guilty" people. 1 min.
Words of Truth	13	2	GM rolls WP / answer any one question as truthfully possible
Eavesdrop	15	1 min	Listen in on any conversation visible to the caster. 1 min/Mag
Trial by Fire	18	1 min	12 yards. Accuse of a grave crime. Engulf target in flames. Guilty → SB8 hit 1 round/Mag, Innocent → flames dissipate after 1 round no dmg