

Miracle Workers

All folk pray for miracles. The Old World is a grim place where life is a grinding experience. This is the reason to place hope in some good happening and a few fortunate individuals do bear witness to acts of divine intervention. This limited proof that the gods exist is why inhabitants of the Empire believe in miracles of faith.

Misfortune and disease falls surely on nobles and servants alike. There are curses and poxes to which physicians can provide no tangible cure, ancient creatures of the night who stalk the living and malevolent daemons which prey upon their souls. In times of risk or despair the superstitious reach out for protection from the many harmful spirits and otherworldly beings. This assurance can only be offered by the church.

Including both popular aspects of the God of Nature and Wild Places, there are ten prominent deities recognised throughout the Empire. Aside from Morr the authority of each is not universally equal, except for in the Reikland where there is general uniformity because the faiths are strongly influenced by centralised organisations. In Marienburg, the Cults of Manann and Ranald enjoy a greater sphere of influence than they would elsewhere.

"This is Marienburg, lad. People are always talking. Incessantly, as a matter of fact. Can't get them to shut up."

— Abbott Knock, Priest of Myrmidia



As opposed to the scholarly learning of arcane lore, embracing divine lore requires a different academic approach which explains why a Morrian Priest abandons his faith if choosing to join the Amethyst Order. Every priest maintains the strictures of their given cult. Servants representing the Imperial Cults are expected to show respect to all the other gods, and expect their followers to do likewise. However, priests remain suspicious and distrustful of their fellow clergymen. The threat posed by displeasing the Gods is very real. They are fickle and known to be frequently cruel, showing few mercies to all except their most favoured attendants.

Many priests will be assigned to a specific temple or parish district. Others become wanderers who go where they feel they can do most good. Some priests take the wandering vow, inspired to leave the comforts of the church and spread their faith abroad. Escaping rigours of temple life, a wandering priest's travels may take him to remote locations, prayers and arbitrating disputes in outlying fiefdoms. All clergymen are trained stringently and their cult studies adhere to strict guidelines. Not all priests are warriors though! Far from it, most are unsuited to conflict, yet some of the worst strife in the Empire has occurred due to the schisms between one cult and another.

Some believers have been successful in dismissing the theories of less popular deities. The worship of particular gods has been outlawed across the Empire. Minor cults worshipping forbidden patrons have been driven underground because their practice is punishable by death. Regardless of whether these shadowy groups are worshipping a once thought legitimate religion or one of the Ruinous Powers, the unenlightened are always treated as heretics by the Witch Hunters once they have been rooted out.

Dryads, nymphs, naiads and other fey spirit creatures are mistakenly treated as minor deities. Priests recognise localised gods encountered in unexplored backwaters and ghettos as aspects of the primary gods. Most citizens accept contradictions without concern.

In return for their talents concerning the divine, priests are afforded with protection by the warbands they are hired to serve alongside. Miracle workers are often suspected of pursuing their own undisclosed agendas and most of the time it is uncertain as to whom exactly is keeping who off the hook.

Fetch me a priest!

As opposed to being treated as faithless Hired Swords, Priests more deservedly occupy the position of a Hero character. Their specialist station should be reflected in the rules of the game because it provides a much more fitting dynamic in campaign adventures! This encourages evocative narrative game play in such a fashion that it becomes a true likeness to countless examples of classic story telling published by the Black Library.

"The hunter calls to Taal to bring game into his sights. The sailor asks Manann to keep the storm away from his ship. Soldiers plead to Sigmar to keep them alive on the battlefield. This all just luck, which means that Ranald is the one that ultimately answers these prayers."

— Gustav Adelbrecht, Priest of Ranald

In the event that a warband leader is killed then any Hero can assume command of the warband. A Priest inheriting the *leader* skill effectively becomes a Cleric-Captain. This provides an excellent modelling opportunity to create a formidable character such as a templar from one of the Sigmarite orders, a templar marine of Manann or even one of the Morrian sergeant-acolytes, known as a Black Guardsman.

A sermon on ecclesiastical lore by playwright, street performer and suspected werecreature Stuart Cresswell being inspired by ministrations contained within the Tome of Salvation and other holy extracts.

Priests for every occasion

Any warband that includes humans can hire a human Priest and in doing so the Priest replaces one of the warbands Heroes. Only one Priest can ever be included in a warband. Unless specified elsewhere Priests may not be hired by followers of Chaos, Orcs & Goblins, Dark Elves, Skaven and Undead warbands.

"The people need to see their heroes from time to time. Without that, they lose faith. And faith is everything."

— Emperor Karl Franz, Elector Count of Reikland

Starting experience

A Priest starts with 12 experience.



Chanting prayers

Prayers are used in the same way that spells are cast during the shooting phase. Unlike wizards, priests may wear armour and use their prayers unless their strictures prevent them from doing so. Some prayers cause direct damage, and are resolved in the same way as damage from shooting. Prayers do not cause critical hits.

Holy tomes

Each clergy preaches gospel from the scriptures faithful to its priesthood. Irrespective of church every cult has its own prayer book and these tomes are sold to those who follow the faith. A holy warrior or priest initiate can recite prayers from such a book, strengthening his faith and belief.

Any human Priest with a holy tome can add +1 to the score when determining whether he (or she) can recite a prayer successfully or not.



Nautical exploration

All hands on deck! Find out what happens from the Exploration results after a battle has been fought at sea.

'Mutiny in Marienburg' is the forthcoming supplement for Mordheim, set in the greatest city seaport to be found in the Warhammer World.

'Liber Malefic' reveals more secrets!

<http://libermalefic.blogspot.com>

Priest equipment lists

The following list is used by Priests to pick their equipment. All priests are armed with a ceremonial dagger in addition to any extra equipment detailed below:

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer/mace/staff/club	3 gc
Axe	10 gc
Sword	10 gc
Spear**	10 gc
Double-handed weapon	15 gc
Trident***	15 gc
Sigmarite warhammer*	15 gc

Missile Weapons

Crossbow*	25gc
Pistol*	15 gc (30 for a brace)
Long bow**	15 gc
Bow**	10 gc
Short bow**	5 gc
Crossbow pistol*	35 gc
Throwing knives****	15 gc

*Warrior-Priest of Sigmar and (except Sigmarite warhammer) War-Priestess of Myrmidia only

**Priest of Taal and Priestess of Myrmidia only

Armour

Light armour	20 gc
Heavy armour	50 gc
Toughened leathers**	5 gc
Shield	5 gc
Buckler	5 gc
Helmet	10 gc

Miscellaneous

Holy tome	120 gc
Blessed water	20 gc
Holy relic	25 gc
Hunting arrows***	20 gc
Blessed stag hide***	40 gc
Falconry glove***	10 gc
Hunting bird***	25 gc
Rope & hook****	5 gc

***Nature-Priest of Taal only

****Mariner-Priest of Manann only

*****Trickster-Priest of Ranald only



Mariner-priest of Manann

40 gold crowns to hire

Devout marines and seamen of a proven aptitude are easily initiated to become acolytes or templars of the priesthood dedicated to the God of the Seas and Sea Life. Mariner-Priests are kept busy on land with their inspections of watercraft and Marienburg shipyards, the blessing of every new vessel prior to its virgin voyage, and officiating at the dozens of churches throughout the city. The prosperity of the coastal metropolis is seen as a sign of the Sea King's favour.

Priestly navigators serve aboard vessels. These experienced pilots serve as interpreters to the Lord of Journeys. Sometimes they act as luck charms to certify safe passage on a voyage, other times the success of an expedition is dependent upon their navigation.

"Manann would rather be cursed at with the most horrible of words rather than not be spoken of at all."

— Gunter Sheidhaal, Stevedore of Marienburg

May be Hired: Any human or dwarf warband including Norse may hire a Mariner-Priest of Manann (or Olovald). Elf warbands may hire a Priest of Mathlann, with +1 Movement, -1 Toughness.

Profile	M	WS	BS	S	T	W	I	A	Ld
Mariner-priest	4	3	3	3	3	1	3	1	8

Skills: Priests of Manann may choose skills from the Combat, Academic and Speed skills lists, or they may randomly determine a new prayer from the Prayers of Manann list. In addition, Manannan Priests can receive a Mark of Manann instead of choosing a new skill if a double was rolled on the advance roll.

Stromfels, God of Storms

Stromfels the Lord of Predators is the sworn enemy of Manann. Theologians have debated whether the Shark God is a primeval Norscan god, a dark ancient aspect of Manann, or an aspect of the Blood God. Stromfels is the patron deity of all pirates. Tribute is paid to this uncaring god by raiders of the Sea of Claws, and by wreckers along the coastal and river regions of the Empire.

The Storm Guard are an order of priests carrying tridents who are devoted to hunting the Cult of Stromfels. They regularly enlist templars from the Sons of Manann on missions to stop the machinations of outlawed covens in league with Stromfels. Worship of the God of the Dangers of the Sea is forbidden in the Empire and the Wasteland. Rebel followings comprise of brigands, warlocks, and smugglers who are often horribly warp-touched. These outlaws and abominations form secret cabals in maritime shanties and slums under the fearful scrutiny of altered sorcerers and the Storm Gods chosen, the dark magic wielding Mutant-Priests.

Olovald, Spirit of the Delta

Olovald, Lord of the Water's Bounty, is secretly worshipped by Manannites in the South Dock at his only remaining church. All other sites have become shrines to Morr. Various maritime deities exist including Rijkstrom, god of the lower Reik. The priesthood tolerates the Spirit of the Delta and even venerate Olovald as a saint of the cult. Even among Manann's clergy there are those who have heard Olovald's call in their dreams, though professing their beliefs would be tantamount to heresy which is punishable by a good keelhauling!

SPECIAL RULES

Prayers: A Priest of Manann is a servant of Manann and may use the Prayers of Manann as detailed elsewhere in this chapter.

Seafaring: Priests of Manann are seafaring people and spend much of their time rowing boats. To represent this, all Priests of Manann get +2 to Strength, when they row a boat.

Navigator: His maritime intuition means the Priest can turn the tide when battles are being fought at sea. The Hero allows you to re-roll a single dice result when rolling on the Seafaring Encounters Chart.

MARKS OF MANANN

One with the Sea: If the Priest falls into water then regardless of the injury roll the Priest cannot be drowned.

Webbed: The fingers and toes of the Priest develop webbed skin and he becomes Aquatic.

"In me experience, the Lord o' that Tydes is as fickle as an Averheim matron. Ya baff ta court him, give him gifts, and speak sweetly. But one misstep and yer in fer a world of burt."

— Black Amos, Pirate

Trident

Templar marines favour the long thrust of a trident. Unlike other arms the tri-pronged fork weapon is a sacred instrument of their mermedic patron.

Range: Close combat **Strength:** As user

Special Rules: Strike first, Parry

"I've said all my prayers, offered sacrifice and paid my tithes. My ship is in Manann's bands now."

— Walter van Hoik, Marienburger Captain



Priest of Morr

35 gold crowns to hire

Most folk within the Empire fear a Priest of Morr, for most fear the unknown. Death is an inevitable fate that none can escape and the Morrian clergy remind everyone of their own mortality, a reminder that most would sooner not have. Despite this prejudice, the celibates of Morr are indispensable in the services they render. Everyone acknowledges the importance of funeral rituals, for more times than anyone cares to remember, the uncared for dead have risen up to terrorise the living. Though hammer and sword will curtail the undead only a Priest of Morr can put them to rest for good.

"Unclean undead spirit, I cast thee out."

— Antiochus Bland, Temple Father of Morr

May be Hired: Any human or elf warband may hire a Priest of Morr.

Profile	M	WS	BS	S	T	W	I	A	Ld
Morrian Cleric 4	3	3	3	3	3	1	3	1	8

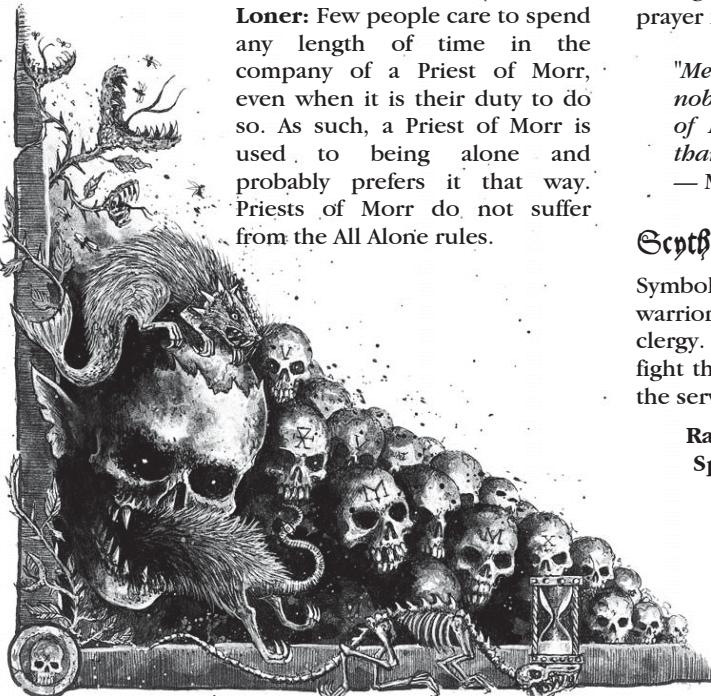
Skills: Priests of Morr may choose skills from the Academic and Speed skills lists, or they may randomly determine a new prayer from the Prayers of Morr list. In addition, Morrian Priests can receive a Mark of Morr instead of choosing a new skill if a double was rolled on the advance roll. Only one Mark of Morr can be chosen by Priests of Morr.

SPECIAL RULES

Prayers: A Priest of Morr is a servant of the Death God and may use the Prayers of Morr as detailed elsewhere in this chapter.

Strictures: Priests of the Death God seldom engage in martial activities. Priests of Morr may only be armed with the ceremonial scythe and dagger that they begin equipped with. Both items can be replaced at no cost. Priests of Morr may never wear armour.

Loner: Few people care to spend any length of time in the company of a Priest of Morr, even when it is their duty to do so. As such, a Priest of Morr is used to being alone and probably prefers it that way. Priests of Morr do not suffer from the All Alone rules.



Morr's Servant: Undead creatures shy away from the Priest's presence. Any Undead creature declaring a charge against the Priest or being charged by the Priest must pass a Leadership test or be treated as suffering the effects of *fear*. This ignores all the exemptions for Psychology which are normally applied to Undead models.

Protected by Morr: Morr has a special purpose in mind for His Priests, or so it seems. He, or some other mysterious benefactor, is protecting them from serious harm. As such, when rolling for serious injuries, ignore rolls of 'Dead' and 'Sold to the Pits'. Simply apply the next injury after the relevant entry. (ie, for 'Dead' use 'Multiple Injuries' and for 'Sold to the Pits' use 'Survives Against the Odds').

"Father rests with Morr now. And we clubbed together enough to pay the Priests to make sure the bastard stays there."

— Ludmilla von Thieldorf, Reikland Noble

MARKS OF MORR

Augur: Inured to fear by long exposure to death, the Priest has been recognised as an augur, one of the enlightened Crones of Morr, a living vessel of the Morr Himself! The Priest becomes Immune to Psychology. Crones of Morr possess psychic ability at the expense of a wretched physique. The weakening of the augur's muscles means he suffers -1 Strength permanently. Augurs may re-roll any one dice roll they make during a battle as a result of this mark.

Haunted Mien: Having experienced great suffering by death the hair of the Priest darkens and he gains a few inches in height. As he broadens the Priest takes on a paler complexion. The Priest enters into the martial career of the Black Guard, the silent paladins of Morr. Strictures are ignored by a Black Guardsman. The cleric-warrior may choose skills from the Combat and Strength skills lists, but they may not determine a new prayer from the Prayers of Morr list.

"Merchants fight merchants, nobles fight nobles, thieves fight thieves, and the priests of Morr fight necromancers. I say no more than that."

— Magritta, Tilean Mercenary

Scythe



Symbolic of the looming fate that is in store for every warrior is the ceremonial armament of the Morrian clergy. Although not always a practical weapon in a fight there are a few fleet priests with a strong arm in the service of the God of Dreams.

Range: Close combat **Strength:** As user +1

Special Rules: Difficult to use, Two-handed

War-priestess of Myrmidia

40 gold crowns to hire

The worship of foreign gods is treated by most folk of the Empire as being highly suspicious. Regardless of opinion, Old World soldier's common adoration for Tilea's War Goddess has become universal. Estalians, Tileans and followers in the Empire appeal to her priesthood in times of war or injustice, and on matters of revenge, honour and art. As uncomfortable as it makes the Sigmarites, templars have established chapterhouses across the Empire and most cities have a temple run by the Order of the Eagle. Strategic sermons offered by sharp-eyed clerics include classes in warcraft, for Myrmidia is Queen of Muses, Mother of Invention.

Their customs and practices symbolically include wands. Pilgrimages and crusading knights from the Order of the Blazing Sun have spread awareness of Bellona Myrmidia as her war-priests and priestesses lend spear or sword to honourable campaigns.

"You don't understand. She isn't like the other Gods. She understands us. She walked as one of us! She experienced pain for us. She died for us. She isn't like your uncaring Gods. She is Myrmidia!"

— Julius Innocenti Giovanelli, Tilean Merchant

May be Hired: Marienburgers, Tileans, Amazons, Watchmen and Merchants Caravans may hire a War-Priestess of Myrmidia.

Profile	M	WS	BS	S	T	W	I	A	Ld
War-priestess	4	3	2	3	3	1	4	1	8

Skills: War-Priestesses of Myrmidia may choose skills from the Combat, Academic and Strength skills lists, or they may randomly determine a new prayer from the Prayers of Myrmidia list. In addition, Myrmidian Priestesses can receive a Mark of Myrmidia instead of choosing a new skill if a double was rolled on the advance roll.

"We might be priests, but we are capable of fighting. Indeed, most of the younger initiatives look forward to it. We're playing dice with the gods themselves, boy. Pray we win this throw and all the ones that follow."

— Abbott Knock, Priest of Myrmidia

SPECIAL RULES

Prayers: A War-Priestess of Myrmidia is a servant of Myrmidia and may use the Prayers of Myrmidia as detailed elsewhere in this chapter.

War-honed: The Priestess is a warrior of stout heart and ignores the effects of *fear*. In addition, the War-Priestess may re-roll her first failed Leadership test of every battle.



MARKS OF MYRMIDIA

Oracle: Faithful Myrmidians consult with the seers of Morr's cult. Augurs of Morr can be seen accompanying Tilean and Estalian warbands, yet the Myrmidian orders include oracles with prophetic wisdom of their own. Oracles may re-roll any one dice roll they make during a battle.

Eagle Friend: The Priestess attracts an eagle companion. The Priestess can gain this mark multiple times. Each time, the Priestess gains an additional bird of prey. Eagles can be used as missile weapons and as weapons in hand-to-hand combat as well by the Priestess. The range of the eagle is 24". When shooting, roll to hit using the warrior's Ballistic Skill. This represents her skill in directing the eagle to its target in flight. After an eagle attacks it flies back to the Priestess. In close combat, eagles strike first and use the warrior's Weapon Skill. Each successful eagle attack inflicts a Strength 3 hit.

If the Priestess is taken *out of action* the eagle flies away, returning after the battle. Eagles cannot be attacked or slain, but if the Priestess is slain the eagles are lost with him just like any other equipment.

"Our mother of battle, she who keeps our blades keen, who keeps our shields ready, and our armour strong, grant us the grace to know our enemies, and the honour to stand against them, and the strength to defeat them. This we pray in Myrmidia's name."

— Myrmidian Battle Prayer



Trickster-priest of Ranald

55 gold crowns to hire

Ranaldan priests are wandering peddlers with criminal connections. Their cult is the most loosely structured in the Empire and the majority of its clergy act independently. Its orders attract the most unsavoury characters who all willingly swear oaths to the patron of thieves and rogues. They preach Ranald's gospel in his temples which are the taverns, bordellos, gaming halls, and drug parlours of the underworld. Most Trickster-Priests are prudent enough not to remain in the exact same spot for long else arise the suspicion of local law enforcement. Cult affairs are rarely conducted in the open anyway. The pursuit of illegal activity in the cult dictates a Priest habitually stays within a familiar district of criminal enterprise. Many operate each graft under an alias. Some lead dual lives.

All businessmen seek blessing of improved commerce. To guarantee bountiful favour they need a priest! Outside of Marienburg, where smuggling is difficult to perceive from honest trade, worship of Ranald is frowned upon. Common opinion is of all business folk to be con artists of some degree hence it is no surprise when vendors are seen consorting with clergymen.

*"Something worse than being eaten alive?
Hmm looks like we have a new game. I'll start.
How about being ground into sausage and
served at a Bretonnian banquet?"*

— Sindt, Trickster-Priest of Ranald

Handrich, God of Merchants

Across much of the Empire, Handrich, also known as Haendrykk, and Ranald are considered the same, though worshipped under both names without much thought. Faithful merchants and charlatans that travel into the far reaches of the Empire strive to show the differences between these two gods and, over time, a split is being accepted. With the rise of the middle class, composed of wealthy burghers, the Cult of Handrich is the fastest growing cult in the Empire. The division becomes distinct in Marienburg because it is where the cult is centred. The God of Prosperity and Commerce is second only to Manann in his popularity.

The Handrich clergy maintain their own temples to the local god. Priests and cultists of Handrich openly display their symbol, while followers of Ranald keep their sigil and pendants concealed. As with all cults there is competition between the two. Both have a roughly equal level of power, but the Cult of Handrich's influence is weak in slum districts like the South Dock. As a result it is more transparent in its dealings. In its quest for wealth, church offices and positions are now for sale to the highest bidder. Merchant families donate generously before contributing a son to the priesthood. As trusted advisers priests are privy to many delicate commercial secrets. Family connections make cult priests prized negotiators and confidants.

Skills: Priests of Ranald may choose skills from the Shooting, Academic and Speed skills lists, or they may randomly determine a new prayer from the Prayers of Ranald list. In addition, Ranaldan Priests can receive a Mark of Ranald instead of choosing a new skill if a double was rolled on the advance roll.

May be Hired: Any human or dwarf warband may hire a Priest of Ranald or Handrich (or Gunnred).

Profile	M	WS	BS	S	T	W	I	A	Ld
Trickster-priest	4	2	3	3	3	1	3	1	7

SPECIAL RULES

Prayers: A Priest of Ranald is a servant of Ranald and may use the Prayers of Ranald as detailed elsewhere in this chapter. Priests of Handrich use the same prayers.

Strictures: Trickster-Priests habitually avoid engaging in martial activity. They may only be armed with a dagger, throwing knives and a stiletto. Priests of Ranald may never wear armour. The Priest has both the skills Haggle and Streetwise.

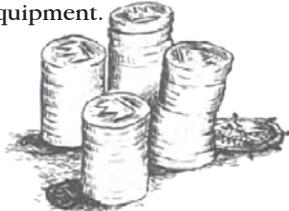
Grifter: Priests of Ranald are practiced swindlers! Like a merchant, a Trickster-Priest allows (dodgy!) trading deals to be arranged with other warbands.

MARKS OF RANALD

Ranald's Luck: The Priest must be counted amongst Ranald's favourite servants because he is the cannier fellow for miles around. Once during each battle, the Priest is able to influence the result of any dice roll he makes by +1 or -1. In addition, the Priest is lucky enough to duck past any hits on a 6+ regardless of their strength or source, including magical attacks. This is an unmodifiable roll made before any critical hit effects would be determined.

Cat Friend: Those favoured by the God of Good Fortune may attract a cat companion. The Priest can gain this mark multiple times. Each time, the Priest gains an additional cat. Cats cannot attack or be attacked but they must be represented by an appropriate model because they can be used to intercept a charge made against the Priest. When a cat intercepts, the charging model is treated as having entered into close combat with it. The interception is completed as normal. No combat is subsequently fought and during the charging model's next turn it no longer counts as being in hand-to-hand combat.

The cat must always be positioned anywhere within 3" of Hero. If the Priest is taken *out of action* the cat runs away, returning after the battle. Cats cannot be attacked or slain, but if the Priest is slain the cats are lost with him just like any other equipment.



Priestess of Shallya

50 gold crowns to hire

A Priestess of Shallya is likely to be received warmly wherever she goes. All beg forgiveness of the mercy goddess, Shallya, at the altars of her shrines and conclaves. At leave of the prioress Shallyans depart the blessed shelter of their cloister to spend some time travelling the Old World early in their careers, relieving distress as they find it.

Oft times aided by sack-clothed supplicants, missionaries pass from village to township exercising the healing arts; gainsaying false doctrines, curing ordinary maladies, delivering babies and ministering sacred treatments maintained secretly within the reliquaries of isolated Shallyan conclaves. The Clerics of Mercy set to treating bodies wracked by plague with ecclesiastic remedies, fighting the infections of Chaos with miraculous thaumaturgy at great personal risk.

Shallya the Maiden is ever the bane of the Fly Lord. Clericals of the sister goddess are sworn to combat agents sent by the Lord of Decay with arcane holy chanting, miracle balms, even energy drawn from their own life-force or the divine remnants of potent Shallyan vessels, stored in secret chambers beneath chapterhouse reliquaries after their passing.

"Even the goddess of mercy picks and chooses her prey."

— Brunner, Bounty Hunter

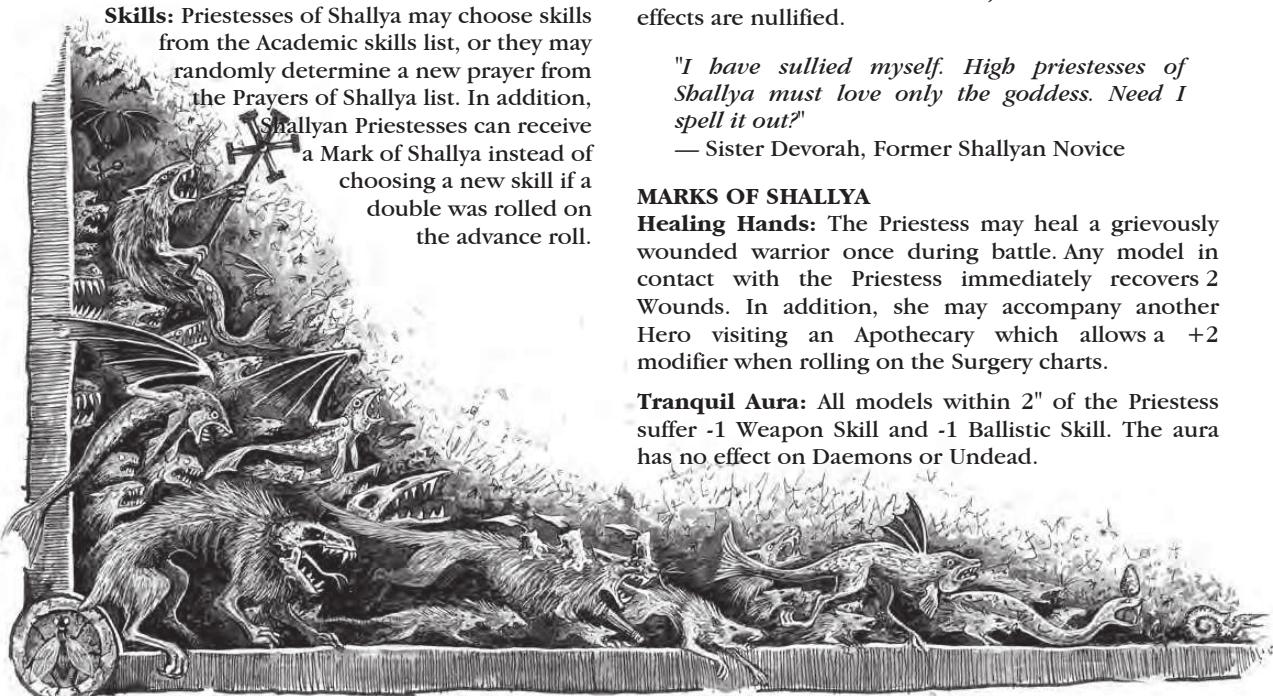
May be Hired: Any human, elf or dwarf warband may hire a Priestess of Shallya.

Profile	M	WS	BS	S	T	W	I	A	Ld
Cleric of Mercy	4	2	2	2	3	1	3	1	8

"He is greedy. Rapacious, even! Throwing sacrifices to him is like tossing gold and offerings into a bottomless pit. There is a reason that the sea is so vast – it is the belly of Manann, the ever hungry."

— Ingrid Schumer, Priestess of Shallya

Skills: Priestesses of Shallya may choose skills from the Academic skills list, or they may randomly determine a new prayer from the Prayers of Shallya list. In addition, Shallyan Priestesses can receive a Mark of Shallya instead of choosing a new skill if a double was rolled on the advance roll.



Gunndred, God of Rustlers

Ranald's suspected guises include Gunndred, the God of Rustlers and Blackmail, regarded no less highly as Shallya in the Border Princes and emphasising brutality and intimidation over luck and skilful larceny. Each incarnation of Ranald propagates initiation, usually involving a daring heist or other risky criminal endeavour.

SPECIAL RULES

Prayers: A Priestess of Shallya is a servant of Shallya and may use the Prayers of Shallya as detailed elsewhere in this chapter.

Strictures: Priestesses of Shallya avoid engaging in martial activities. Followers of Shallya may only charge in hand-to-hand combat against warriors from a Carnival of Chaos warband or other servants of Onogal the Fly Lord. Priestesses of Shallya always begin equipped with a walking staff (counts as a staff). They may only be armed with a walking staff. Priestesses of Shallya may never wear armour.

"Pig-headed hammer burler. Why do people always believe bloodshed is such a cure-all?"

— Sister Anna Fleck, Priestess of Shallya

Mercy: The Priestess may heal a wounded warrior once during battle. Any model in contact with the Priestess immediately recovers 1 Wound. In addition, she may accompany another Hero visiting an Apothecary which allows a +1 modifier when rolling on the Surgery charts.

Cure Poison: At the beginning of the post battle sequence the Priestess and any other model in the warband is healed from the effects of a poison. The disease is removed from the subject model and all ill-effects are nullified.

"I have sullied myself. High priestesses of Shallya must love only the goddess. Need I spell it out?"

— Sister Devorah, Former Shallyan Novice

MARKS OF SHALLYA

Healing Hands: The Priestess may heal a grievously wounded warrior once during battle. Any model in contact with the Priestess immediately recovers 2 Wounds. In addition, she may accompany another Hero visiting an Apothecary which allows a +2 modifier when rolling on the Surgery charts.

Tranquil Aura: All models within 2" of the Priestess suffer -1 Weapon Skill and -1 Ballistic Skill. The aura has no effect on Daemons or Undead.

Warrior-priest of Sigmar

40 gold crowns to hire

Many powerful fighting men have come from the ranks of the faithful. The Priests of Sigmar are no exceptions, and the military wing of the cult is feared and respected throughout the Empire.

The Grand Theogonist himself has granted the Warrior-Priests an edict to cleanse Mordheim of Chaos filth. With fire burning in their eyes, the Warrior-Priests stride into battle, chanting aloud the Deus Sigmar, the praise of the patron god of the Empire.

"When Sigmar wishes to punish us, He answers our prayers."

— Erich Keller, Warrior-Priest of Sigmar

May be Hired: Any human warband may hire a Warrior-Priest of Sigmar except Witch Hunters (they already have this choice!), Pit Fighters, Pirates, Norse, Kislevites, Tileans, Arabyans and Middenheim mercenaries.

Profile	M	WS	BS	S	T	W	I	A	Ld
Warrior-priest	4	3	3	3	3	1	3	1	8

Skills: Warrior-Priests of Sigmar may choose skills from the Combat, Academic and Strength skills lists, or they may randomly determine a new prayer from the

Prayers of Sigmar list. In addition, Sigmarite Matriarchs and Warrior-Priests can receive a Mark of Sigmar instead of choosing a new skill if a double was rolled on the advance roll.

SPECIAL RULES

Prayers: A Warrior-Priest of Sigmar is a servant of Sigmar and may use the Prayers of Sigmar as detailed in the Magic section of the Mordheim rulebook.

MARKS OF SIGMAR

Enlightened: Divine purpose washes over the Priest. He automatically passes all Leadership based tests taken while fighting against Orcs & Goblins or the followers of Chaos.

Symbol of Unity: The Priest inspires citizens of the Empire with nationalistic pride. His symbolic presence affects encounters with Witch Hunters, Sisters of Sigmar or any mercenary warband except Marienburg and Middenheim mercenaries. If an enemy warrior within 3" of the Priest strikes or shoots at a warrior within 3" of the Priest they suffer -1 on all rolls to hit.

"I met Magnus the Pious once, and he tried to put his hand up my dress."

— Geneviève Dieudonné, the Vampire Heroine

Nature-priest of Taal

45 gold crowns to hire

One of the most ancient and pervasive of Cults in the Empire belongs to the primal nature Gods of Taal and Rhya. It is said that every priest of Taal is born during the darkest phase of the moon. A few servants are ordained by their hierarchs to live as hermits in the wilderness, following the Path of Taal. Friend to bird and beast. Druid-Priests act as guardians of wild places and those who wander them. To the creatures of Chaos lurking in the woods, they are terrors.

May be Hired: Any human warband may hire a Priest of Taal or Rhya (or Karog) except Witch Hunters, Sisters of Sigmar, Pit Fighters, Norse, Kislevites, Tileans, Arabyans and Middenheim mercenaries.

Profile	M	WS	BS	S	T	W	I	A	Ld
Druid-priest	4	2	3	3	3	1	3	1	7

Skills: Priests of Taal and Rhya may choose skills from the Combat, Academic, Strength and Speed skills lists, or they may randomly determine a new prayer from the Prayers of Taal list. In addition, Taalite Priests can receive a Mark of Taal instead of choosing a new skill if a double was rolled on the advance roll.

SPECIAL RULES

Prayers: A Priest of Taal is a servant of Taal and may use the Prayers of Taal as detailed elsewhere.

Strictures: Priests of Taal may never wear heavy armour. Druid-Priests may never be equipped with blackpowder weapons.

Falconer: Hunting birds may only be used by a Hero with the animal handling skill 'Falconer'.

MARKS OF TAAL

Tranquil Fauna: Animals are calmed by the presence of the Priest. Animals will never attack the Priest. Animals controlled by warrior with an Animal Handler skill or large predatory beasts must pass a Leadership test (this can be taken using the Leadership of the handler) or they may not attack the Priest. A failed Leadership test does not result in a failed charge when an animal may not attack.

Enlivened Flora: The Priest becomes surrounded by a rampant plantation of verdant blossoms. Once during each battle, models (friend as well as foe) with the exception of friendly Taalites within 3" of the Priest are pushed directly away from him by the wall of blooms. Models are moved so that they are standing no closer than 3" away from the Priest. The living barrier of flora wilts during the recovery phase after D3 turns have elapsed.

Karog, God of Rivers

As the father of Manann, Taal is worshipped in Marienburg by riverfolk in his aspect as Karog, who is ruler of rivers and waterways. Most rivers lead to the sea but fanatical Karogans believe rivers create the sea! Extremists following sinister aspects of Manann have moved to smite disciples of the River God for this heresy. Their hateful argument is as simple as it is heretical itself; the sea swallows and destroys rivers.

Wolf-priest of Ulric

60 gold crowns to hire

The Wolf-Priests hail from the city of the White Wolf. Deep within the Ulricsberg, blood descendants of Ulric conspire to assume control of the cult from their holiest shrine – The Womb of the Wolf. All competing Ulrican Orders see templars of Sigmar as heretics due to the intense rivalry between their two faiths. Priests with the Mark of Ulric are known to attract wolf companions. These loyal creatures fight on behalf of the Wolf-Priest, scouting ahead to warn of danger.

"The Children of Ulric... They say that when the world was young, Ulric walked among men and begat children on mortal women. That those of his bloodline could shift shapes between that of man and wolf. They withdrew to the wild places of the world long ago. Some say their blood grew tainted when Chaos came and now they feast of human flesh."

— Felix Jaeger, Poet

May be Hired: Middenheim mercenaries may hire a Wolf-Priest of Ulric.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wolf-priest	4	3	2	3	3	1	3	1	8

Skills: Wolf-Priests of Ulric may choose skills from the Combat, Academic, Strength and Speed skills lists, or they may randomly determine a new prayer from the Prayers of Ulric list. In addition, Ulrican Priests can receive a Mark of Ulric instead of choosing a new skill if a double was rolled on the advance roll.

SPECIAL RULES

Prayers: A Wolf-Priest of Ulric is a servant of Ulric and may use the Prayers of Ulric as detailed elsewhere.

Strictures: Every Wolf-Priest is garbed in a cloak made from the pelt of a white wolf. A wolf cloak allows a 6+ saving throw. Black powder weapons, crossbows and helmets are not favoured by Ulric. Use of them shows a lack of courage. Wolf-Priests of Ulric may never be equipped with blackpowder weapons.

Intense Rivals: A Wolf-Priest *bates* all Witch Hunters, Warrior-Priests of Sigmar, Sigmarite Matriarchs and Sisters of Sigmar with as they are the agents of an opposing cult.

"There is only death here. Soon it will be night. Then my father will come. For generations my people have lived at peace with the Count's."

— Magdalena, Child of Ulric

MARKS OF ULRIC

Son of Ulric: The Priest is a direct descendent of Ulric's bloodline! While the Priest's teeth sharpen and become elongated, wicked claws manifest, suffering -1 Ballistic Skill. The Priest can fight unarmed without the usual penalties so he cannot be disarmed. In addition, the Wolf-Priest becomes even hairier than his kinsmen rendering him immune to the harmful effects of cold, except when it's triggered by the use of magic.

Wolf Friend: The Priest attracts a wolf companion. The Wolf-Priest can gain this mark multiple times. Each time, the Priest gains an additional wolf. If the Priest or the wolf is taken *out of action* the wolf runs away, always returning before the next battle. A wolf friend does not count towards the maximum number of models in a warband and is ignored when selling treasures and wyrdstone shards to resolve income.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wolf Friend	9	3	0	3	3	1	3	1	5

"He relieved himself in the font in the Temple of Verena. During High Mass. And then he suggested to the priests that the Goddess herself was a "piece of all right" who could really do with a good... what was it again?"

— Ar-Ulric Emil Valgeir, High Priest

Solkan, God of Vengeance

Another outlawed cult in the Empire with a following in Marienburg, are those masked radicals dedicated to a thought to be dead god, Solkan, Lord of Vengeance. Clerics occupy high-ranking positions of authority in society, their inner circle forming the heart of a circumspect operation. The core is a secretive organisation of vigilantes calling themselves the Knights of Purity. All disciples are sworn to the destruction of Chaos and its followers. The priesthoods methods are fanatical to say the least. Oblivious to the consequences, its clandestine avengers take the law into their own hands by hunting mutants and slaying heretics.

While it has never been officially banned in Marienburg, the cult is regarded as a haven for reactionaries. The seat of power is in the Tilean city state of Remas where the fearsome cult has a firm grip of authority under the wrathful leadership of the infamous Inquisition. These warlock-killers dress in black hooded cloaks and wear a mask of gold. Wrathful men encased in blackened plate armour judging morality by extreme measures.

The crusading Inquisitors of Solkan have become hell-bent on bringing about order and justice, leading scholars to speculate whether this merciless favoured god of the Remeans could be a vengeful ancient aspect of Verena. Popular conjecture amongst merchants associates Solkan with Ulricans. Idle tavern talk remains contradictory to the former theory supported further by hushed clerical hearsay – This concerns the Verenans convenient marriage with Solkanites in the miserly collection of an exclusive repository! Their locally rumoured Unseen Library exists at least in urban folklore yet its elusive whereabouts has mystified the witch hunters for decades.

Priest of Verena

45 gold crowns to hire

Priests and priestesses of the Goddess of Justice and Law are clerics first and foremost. Their ministrations are concerned with learning and balance. The mandate of the cult includes spreading knowledge leading priests to wander. Missionaries travel to lands ruled by tyrants. Priests have been executed in Brionne! It is easy to mistake their wrathful rhetoric for anarchism! For every dissident being persecuted there is a rabble-rouser whose judicious recitals succeed in overthrowing tyranny.

Verenans are eclectic and their decadence for decorative tailored dress and ornate talismans depicting swords, owls and sets of scales. More devout clericals have taken to gilding their uniforms with extracts of lore copied from ancient texts. Scriptures are transferred to strips of parchments that are pinned to their robes of office, fragments from scrolls painted on armour, and the very pious have tattooed quotations from scrolls onto their bodies. These embellishments act as a reminder of the commitment the cult has to safeguarding knowledge in the name of Verena the Protector.

The owl symbolizes wisdom yet for all their wisdom and the exhaustive archives of lore that reside in the cult's libraries for safekeeping, those ordained of office are not always considered wise. Sometimes priests go too far in their search for the facts or to protect rare tomes and unique scrolls. More than once a truthseeker reading from a prohibited text has inadvertently drawn witch hunters in to investigate. Forbidden secrets known to the Order of Illuminated Readers are feverishly protected by Librarian-Assassins who have studied forbidden Nipponese tomes about the art of war to become formidable martial artists. The church has suffered the embarrassment of having members of their ministry condemned to the pyre by agents from the Holy Order of Sigmar.

"The man of Law who claims to stand for justice is a cheat. If you would serve justice, take Verena for your patroness, and shun the champions of Solkan, who are bitter and uncaring men."

— Semjaza, Estalian Sorcerer



May be Hired: Any human warband may hire a Priest of Verena (or War-Priest of Solkan) except Witch Hunters, Sisters of Sigmar, Pit Fighters, Pirates, Norse, Kislevites, Arabyans and Middenheim mercenaries.

Profile	M	WS	BS	S	T	W	I	A	Ld
Cleric of Law	4	3	2	3	3	1	3	1	8

Skills: Priests of Verena may choose skills from the Academic skills list, or they may randomly determine a new prayer from the Prayers of Verena list. In addition, Verenan Priests can receive a Mark of Verena instead of choosing a new skill if a double was rolled on the advance roll.

War-Priests of Solkan may choose skills from the Strength skills list, or they may randomly determine a new prayer from the Prayers of Verena list. In addition, War-Priests of Solkan can receive a Mark of Solkan instead of choosing a new skill if a double was rolled on the advance roll.

SPECIAL RULES

Prayers: A Priest of Verena is a servant of Verena and may use the Prayers of Verena as detailed elsewhere in this chapter. War-Priests of Solkan can invoke the divine power of Law using the same prayers!

Strictures: Priests of Verena may only be armed with a sword.

"Men who dwell outside the Empire are not necessarily barbarians, nor always wicked by design. Yet in places where names are unsafe to utter, the worship of Ulric goes often hand in glove with that of Solkan the Avenger. Their followers are not corrupt but can be unjust: a hard faith to reconcile with worship of Our Lady."

— Brother Martin, Verenan Academy Initiate

MARKS OF VERENA

Librarian: The Priest has studied forbidden tomes of the Unseen Library. Whenever a prayer is successfully cast on an individual model, select another target within 3" of the original target to share in the Priest's wisdom. Roll again for the casting of the same prayer. The Priest is able to project the prayer at the additional target applying +1 to the Difficulty of the casting cost. Repeat the process each time the casting is successful, applying a further +1 to the prayer's Difficulty, which can never exceed 12.

Owl Friend: The Priest attracts an owl companion. A warrior favoured by the owl seems to gain accuracy from the bird's uncanny sureness of sight, and are more likely to shoot straight! The player controlling the Priest can declare a warrior at the start of the shooting phase. The warrior may then re-roll any failed dice rolls to hit with missiles.

The owl never settles on the same warrior twice in succession. If the Priest is taken *out of action* the owl flies away, returning after the battle. Owls cannot be attacked or slain, but if the Priest is slain the owl is lost with him just like any other equipment.

"Whatever has put the taint on them, their fate is still the same. Heretics burn."

— Inquisitor Gualtiero Bocca, Solkanite War-priest

MARKS OF SOLKAN

Witch-finder: The holy avenger of Solkan possesses a sixth sense alerting him to the presence of the minions of Chaos and warlocks he must punish for the heresy of witchcraft, necromancy and daemonology. The Priest must declare a charge against any follower of Chaos, warlock, necromancer, sorcerer or warpainted character, even if he cannot see them!

Inquisitor: This Solkanite Priest becomes a prudent enforcer, an Inquisitor of Solkan. Empowered by the Inquisition of Solkan in Remas, the warrior-cleric judges the immoral and wrathfully smites any heretics branded in his path. At the beginning of a new round of combat with the Priest, roll a D6 for an enemy warrior who is not Undead or a follower of Chaos. On a roll of 6 the warrior is judged to be concealing corruption! Roll on the Random mutation chart (see chapter on Corrupted Characters) and apply the result to the affected model representing its brand that was detected by the warrior-priest. Inquisitors may never leave combat and are Immune to Psychology.

Prayers of Manann

Manann is the capricious God of the Seas. Moods of Manann and his clergy range from violent outbursts to strange benevolent acts. Whenever one of the Mariner-Priests requests aid, they never know quite how their unpredictable patron will react. Manann punishes ministers with jolts of harmless electricity, but when benevolent, he fills them with a sense of soothing calm. As Lord of Journeys and God of Storms both sides of Manann's fitful aspects are reflected.

D6 Result

1 Blessed Voyage

Difficulty 5

Mariner-Priests commune with the fickle God of the Seas at the beginning of every voyage. The strength of his divine influence is enough to turn any tide.

As long as the Priest began the battle upon water, then so long as he remains upon water for the entire duration of the battle, any single dice result can be re-rolled during the post battle sequence. Being upon water can be defined as standing on a jetty or watercraft, or being submerged in water.

2 Curse of the Albatross

Difficulty 10

The wrath of Manann is not to be trifled with. Landlubbers quail as the Priest invokes their ultimate doom.

Enemy warriors within 24" of the Priest will suffer a critical hit on a roll of a 5 or 6 instead of a 6 for the next round of close combat.

3 Drowned Man's Face

Difficulty 7

A seasoned Mariner-Priest chants prayer to beseech Manann to impede the unfaithful. The enemies lungs instantaneously become pumped full of salt water.

An enemy warrior within 18" of the Priest receives a +1 modifier to all characteristic based tests. During each of his recovery phases, the player controlling the drowning man may have the warrior attempt to break the spell by passing a toughness test with no modifier applied. The affected warrior suffers a Strength 2 hit when the spell expires.

4 Sea Legs

Difficulty 8

Prayer can be used to bind individuals to the will of Manann. Priests can curse their foe to stand upon the deck of a ship caught in stormy weather.

An enemy warrior within 18" of the Priest must pass an Initiative test to remain standing. If the warrior fails the test he is *knocked down* and may only stand with a successfully passed Initiative test with a +1 modifier applied.

5 Water Blast

Difficulty 8

Hands outstretched reverently, the old Mariner unleashes a sweeping torrent of brine water by the grace of the Lord of Tides.

Any model within 18" of the Priest is struck with a magical blast of water. The blast has Strength 4 and the target must pass a Strength test or be *knocked down*. A water blast extinguishes flames, affecting anything *set on fire* within 2" of its target.

6 Waterwalk

Difficulty 9

Floating on a raft of true belief, the Priest solicits the power of faith in a majestic display that defies all logic.

In the next movement phase the Priest is able to walk on water, marsh and swampland as if it were firm ground. The effects of this prayer last until the Priest returns to any solid platform.

Prayers of Morr

Morr is the God of the Dead and of Dreams. Among his faithful servants are the Priests of Morr and those dreaded augurs touched by Morr himself, the Crones of Morr. Priests of Morr use funerary rites to ensure that the dead remain dead, that their bodies are sanctified and sealed with their souls safely passed into Morr's keeping.

D6 Result

1 Destroy Undead

Difficulty 8

Through a devout supplicant, by the hand of Morr, the Undead shall become as dust and ashes.

The Priest of Morr must be touching an enemy Undead or Daemon model to use this prayer. If successful the foe immediately goes *out of action* (this only affects Zombies, Dire Wolves, Vampires etc). Ghouls, Possessed and Daemons affected by this prayer will immediately flee their full Movement away from the Priest of Morr.

2 Glimpse Ahead

Difficulty 9

Amongst the church of Morr there are augurs who are said to be possessed of witch sight. It is said this trait can lead only to madness and as such the augurs are given a wider berth by fellow clergymen than their Morrian counterparts.

The Priest is entitled to modify the result of a roll he makes by +1 or -1. Successful casting of this rite cannot be repeated during a battle or else the Priest would succumb to insanity! If the modifier has not been applied to the result of a roll during the battle, then it can be applied to a roll the Priest makes during the post battle sequence when either searching for a Rare item or visiting another location.

3 Preserve Corpse

Difficulty 5

Those who fall become sanctified through funerary rites carried out the Priest and their soul freed, in the name of Morr, God of Death.

The Priest of Morr may attempt to perform the prayer of sanctity on a model (friend or foe) who has been taken *out of action*. The Priest of Morr must be within 6" of the model in question. If successful, the model may not be raised by a Necromancer.

4 Sign of the Raven

Difficulty 7

Priests of Morr must be steadfast in their resolution and as such must, above all else, have no fear of death. Dire circumstances are when the actions of a Morrian Priest can inspire warriors to perform heroic deeds, despite certain doom.

During the next close combat phase all friendly models with 6" including the Priest, receive +1 on all rolls to wound.

5 Sleep of Death

Difficulty 10

Servants of Morr are taught to divine and invoke the will of the God of Dreams, allowing them to interfere with the conscious minds of the living. The most learned of the church are capable of manipulating individuals in a dreamstate.

Draw a 12" line from the Priest. Any enemy models falling under the line fall asleep for D6 turns, unless a successful Leadership test is passed by each model. Roll a D6 for each model affected. Sleeping models are treated as being *knocked down*. Undead creatures are immune to the effects of this prayer.

6 Threshold Line

Difficulty 8

Charcoal is used after reciting an arcane phrase when the Priest is confronted by an apparition of Old Night to block its path.

Mark a 4" long line. This mark can be applied to a walkway, doorway, stair or other entry point to prevent an Undead creature from passing it. Any Undead creature must pass a Leadership test with a +1 modifier to the roll before it can pass the threshold marker, which lasts for the duration of the battle.

Prayers of Myrmidia

Myrmidia is the War Goddess of Civilisation and Honour. Remeans and Magrittans savagely debate the moral founding of her faith, manoeuvring to put natives in seats of authority including secular positions across the Empire. Tacticians portray her as the Goddess of the Art of War. Expansion of Imperial cults swearing allegiance has led both sects to strategically transfer the priesthoods efforts to subverting colonials.

D6 Result

1 Blazing Sun

Difficulty 10

For some Priestesses there is a unique view where the world can be brought into order with blinding flames of retribution. Myrmidia answers prayer with fury.

Any models within 4" of the Priestess suffer a Strength 3 hit with no armour saves allowed, and must pass a Leadership test or be knocked down (to extinguish their attire and half-blind by the blinding flames). A War-Priestess of Myrmidia is unaffected by the prayer.

2 Command the Legion

Difficulty 6

Myrmidia lends her strength to the snarling words of the War-Priestess. As the vassal dictates solid tactics through prayer, the legionnaires become righteous.

Any target warrior within the Priestess's line of sight receives +1 Leadership until the start of the players next turn.

3 Dismay Foe

Difficulty 9

In her wrathful aspect the War Goddess can be invoked by a Priestess. All those heretics who gaze upon her just form in melee become utterly terrified.

Any model attacking the Priestess in close combat this turn must pass a Leadership test or is unable to make any attacks. Undead are immune to the effects of this prayer.

4 Eagle's Vision

Difficulty 8

Entering a trance-like state the Priestess receives lucid visions from the Goddess. Interpreting answers to her prayers enables sly enemies in hiding to be detected.

The War-Priestess can use this prayer to reveal any *hidden* warrior. A Priestess who has moved this turn is unable to use this prayer, and the prayer cannot be used if the Priestess is in close combat.

5 Fury's Call

Difficulty 9

Passion can be found in prayer. The Priestess recants fervent sermons denouncing despots in opposition of the War Goddess.

All friendly models within 12" not including the Priestess may re-roll their first missed attack during the next close combat phase.

6 Vengeful Wrath

Difficulty 6

Lifeblood of the wronged fuels a divine command of unbridled fury. The Priestess dictates vengeance upon all hated foes in a rite of retaliation.

The War-Priestess may re-roll each failed roll to hit the next time that a round of hand-to-hand combat is being fought. Until her next close combat has started the Priestess must always charge if there are enemy models within charge range. The player has no choice in the matter – the Priestess will automatically declare a charge.

Prayers of Ranald & Handrich

Ranald is God of Luck and Good Fortune. Commonly hailed by entrepreneurs as the Lord of Thieves and Tricksters, he is also revered as God of Swindlers, Smugglers and Profiteering. In the lower stretches of the Reik, prayers are uttered in the name of Handrich, God of Merchants. Priests of Handrich are widely considered the last hope of any sinking enterprise.

D6 Result

1 Bamboozle

Difficulty 9

Creating confusion is a talent the Priest has mastered! By craving the blessing of his fickle patron the Priest cajoles a creature short on wit to do his bidding.

An enemy warrior within 12" of the Priest must pass a Leadership test or during the next turn the warrior is controlled by the player who controls the Priest. The bamboozled warrior may do something which results in its harm, but may not attack itself. Large models, Daemons and Undead are immune to the effects of this prayer.

2 Bargain Hunter

Difficulty 8

Intoning this litany, the Priest divines a geographical area pinpointing a hotbed of quality merchandise. Opulent goods being quickly shifted in a price slash.

If successfully cast then Common items must be reduced in price by one third of their cost during the next post battle sequence. Any fractions should be rounded down. Additionally, one Hero from the Priest's warband is guided to a Rare item of his choice which is charged at the normal cost. The maximum price for Common items purchased during the post battle sequence is altered to match the price slash, which consequently affects all players. The prayer cannot be used again once it has been successfully cast.

3 Bountiful Fortune

Difficulty 10

Comrades are gifted with uncanny luck when the Priest implores his deity for an upturn in the gang's fortunes.

The Priest and any warriors from his warband within 12" may each reverse the chances of success on a single dice roll or characteristic test. For example, if a warrior with a missile weapon requires a 6 to hit, then reversing the odds will mean that the warrior will hit his target on a roll of 1-5 instead. The prayer is effective until the start of the players next turn.

4 Open

Difficulty 7

Few doors are considered closed to clergymen. It is joked that this Priest can walk through walls! The Priest petitions for safe passage to override any barrier.

A lock, bolt or latch becomes unlocked by the Priest. This includes magical locks. The Priest model must be touching the lock to use this prayer.

5 Rumour of Bounty, Rumour of Dearth

Difficulty 9

The Priest requisitions his lord to assist in manipulating priced commodities.

If successfully cast then all equipment of one type may be halved in price (ie, bows cost 5 gold crowns) or a Rare item becomes Common during the next post battle phase. Alternatively, all equipment of one type may be doubled in price (ie, bows cost 20 gold crowns) or a Common item becomes Rare 10. All warbands are affected by the rumour during the post battle sequence. The prayer cannot be used again once it has been successfully cast.

6 Stealth

Difficulty 5

Calling upon divine favour, bountiful servants quickly develop a knack of going unnoticed and evading conflict whenever it suits them.

The Priest becomes *hidden* until the start of the players next turn. Any attempts made to detect or spot the Priest will automatically fail unless they are achievable through magical means.

Prayers of Shallya

Shallya is the Goddess of Healing and Mercy. The holy prayers of the forgiving Goddess are recited in all nations by wandering Sisters of Mercy. Boons of respite bring relief to the suffering. Spells granting restoration allow her clerics to heal the troubles of the world.

D6 Result

1 Cure Disease

Difficulty 8

The Priestess petitions Shallya to remedy those unfortunate enough to have been struck low by the sickness of plague.

The Priestess or any model in contact with the Priestess is healed from the effects of a disease. The disease is removed from the subject model and all ill-effects are ignored.

2 Cure Wounds

Difficulty 6

Beseeching the Mercy Goddess to restore health of a fallen warrior is the widely done duty of the Priestess.

The Priestess or any model in contact with the Priestess immediately recovers 1 Wound.

3 Golden Tears

Difficulty 10

Tears of purity shower upon the dying as the Priestess entreats Shallya for a merciful pardon.

This prayer can only be used if the Priestess is able to reach the spot where a warrior was taken *out of action* in the previous turn. If successfully cast, the Priestess has healed the warrior. Return the model to play with 1 Wound, in the *knocked down* position.

4 Purify

Difficulty 9

The Cleric displays her abhorrence of the Plague God with an anathema to his polluting servants. The Priestess shrivels vile followers of Onogal with the purifying power of Shallya.

Any warriors from a Carnival of Chaos warband or other servants of Onogal the Fly Lord within 24" of the Priestess lose D6 Wounds, regardless of Toughness or armour. All affected warriors reduced to 0 Wounds must also pass a Leadership test or be treated as being *stunned*.

5 Shallya's Endurance

Difficulty 7

In chanting a rite of resilience the Sister delivers the power of Shallya, boosting the vitality of a worthy defender. At her decree the champion endures the pain.

The Priestess or any model in contact with the Priestess receives +1 Toughness during the next round of close combat.

6 Vestment of Purity

Difficulty 10

A miracle of faith as the Priestess weathers the stream of corruption. Heretic lieutenants of the Plague Lord yield before the overwhelming purity of Shallya.

The Priestess becomes immune to all poisons and diseases. In addition, Daemons, warriors from a Carnival of Chaos warband or any other servants of Onogal the Fly Lord must pass a Leadership test taken at -2 Leadership to charge, shoot missiles at or use magic attacks against the Priestess. The effects of this prayer last until the Priestess attacks an enemy model in close combat.

Prayers of Taal & Rhyva

Taal is the God of Nature and Wilderness and demands the respect of all those who enter the wild regions of the Empire. He is portrayed as a tall, broad-shouldered man with long, wild hair and a thick beard. Priests of Taal resemble the Lord of Beasts by wearing a stag skull as a helm with bison and bear skins for clothing. Worshippers include rangers, trappers and men living in the wilds of the Empire.

D6 Result

1 Stag's Leap

Difficulty 7

Many of Taal's priests wear a stag skull as a symbol of their devotion and the Forest Lord's power can be used to emulate the speed and beauty of this magnificent beast.

The Priest of Taal may immediately move anywhere within 9", including into base-contact with the enemy, in which case he counts as charging and gains a +1 Strength to his first round of attacks. If he engages a fleeing enemy, in the close combat phase he will score one automatic hit at +1 Strength and then his opponent will flee again.

2 Blessed Ale

Difficulty 5

Like his brother Ulric, Taal has a great appetite for the strong ales of the Northern Empire. During the summer equinox each Priest opens one keg of ale (at least!) in Taal's honour.

Drinking a flask of Taal-blessed ale (the priest is assumed to carry as many flasks as are needed) may heal any one model within 2" of the Priest (including himself). The warrior is restored to his full quota of Wounds. In addition, any living enemy models (not Undead or Possessed) within 2" of the Priest will lose 1 Attack during the next round of combat due to the potent fumes of the ale.

3 Bears Paw

Difficulty 7

Many an armoured knight has been knocked to the ground by the surprising Strength of the followers of Taal. Although traditionally called 'Bears Paw' this spell is sometimes referred to as 'Moose Breath' by those who have felt its power.

The Priest invokes the blessing of Taal on himself or a single friendly model within 6". The target receives a bonus of +2 to his Strength until the Priest's next turn.

4 Earthshudder

Difficulty 9

Taal's domain includes both the earth and the skies and his power can reach out even into the dark streets of Mordheim. When his name is invoked three times and the blood of an eagle is poured on the ground, the Lord of the Wild will cause thunder to rumble and the earth to shake.

The spell is cast on a single building within 4". Any enemy models touching the building will suffer a single Strength 3 hit. In addition the building will collapse and any models on it will count as having fallen to the ground (for example a model falling 5" to the tabletop must pass two Initiative tests to avoid taking D3 Strength 5 hits.) Remove the terrain feature from the board for the rest of the game.

5 Tanglefoot

Difficulty 8

It is said that when Taal walked the earth, living things would spring up behind him as he passed. A portion of his power can be summoned by his followers to help regrow forests and aid in the return of the land to its natural state.

Plants, vines and even small trees burst forth from the earth, hindering all those who attempt to move through them. All models (friend as well as foe) with the exception of friendly Taalites within 12" of the Priest can only move at half their Movement until the next shooting phase.

6 Summon Squirrels

Difficulty 7

Taal is the master of all beasts both great and small. Those who anger him may be mauled by a mountain lion or drowned in a flood caused by an angry beaver.

With this spell the Priest invokes the wrath of the Lord of Beasts, summoning forth dozens upon dozens of enraged squirrels. The furious rodents will assault one enemy within 12" of the Priest, crawling inside the warrior's clothing and armour, pelting him with nuts and causing numerous tiny bites and welts. The target suffers 2D6 Strength 1 hits. No armour saves allowed.

Prayers of Ulric

Ulric the White Wolf is the God of Battle, Wolves and Winter. Middenheim is the city of the White Wolf, the seat of power for Ulric's wild patronage. The Ulricsberg was built on a plateau that according to legend was created by a mighty blow from the Snow King's fist. Warrior-Priests of Ulric are the Wolf-Priests calling upon the might of the Great Wolf in battle.

D6 Result

1 Frost's Bite

Difficulty 7

The snarling Wolf-Priest prays to Ulric to freeze the blood in the body of his enemy.

An enemy model within 9" must pass a Toughness test or loses 1 Wound ignoring armour saves. Furthermore, the target is unable to take any actions during the opponents next turn. If the test is failed, the target may still make defensive actions such as Dodge, and defend itself in combat.

2 Heart of the Wolf

Difficulty 8

The Wolf-Priest's prayer is answered as an ear-shattering inhuman howl roars from his throat.

For the duration of the battle, all members of the Priest's warband are immune to fear and All Alone tests as they feel the presence of their god. Additionally, the leader of the warband receives +1 Leadership on all Rout Tests.

3 Hoarfrost Thews

Difficulty 8

An unnatural chill ripples through the musculature of the Priest as a frost forms upon the flesh across his entire body. A chilling cold aura surrounds him.

The Priest is immune to exposure caused by freezing conditions for the remainder of the battle. This includes the ill effects of all types of cold weather and the Priest is immune to the effects of any magical attacks or spells which refer to the cold such as snow, frost, ice and hail. All models within 2" of the Priest without a cloak or winter furs suffers -1 Leadership and -1 Initiative. However, Initiative cannot fall below 1. Undead models are immune to the chilling auras effects.

4 Ice Storm

Difficulty 10

The Priest snarls an invocation that releases a fierce storm of lashing ice to cripple Ulric's enemies.

An enemy model within 24" of the Priest is lashed by ice, receiving a Strength 5 hit. The target, along with any models (friend or foe) within 2" of the target, must take a Toughness test. Any model which fails the test is treated as being stunned.

5 The Snow King's Decree

Difficulty 10

Scornful words are bellowed by the Wolf-Priest in tribute to Ulric's hatred for cowardice, weakness and dishonour. The decree of Ulric punishes the craven.

Silvery, freezing fire erupts from one target within 6", and causes one Strength 8 hit. Any devout Ulrican warriors including brave Middenheimers are assumed to be immune to the spell. If the chosen target is a warrior then he may avoid the effects of the prayer by successfully passing a Leadership test. Armour offers no protection against the Snow King's decree.

6 Wild Pack

Difficulty 8

The Wolf-Priest bowls angry prayers to Ulric, leading allies to bristle with menace. All of this unrestrained violence unsettles all except the steeliest of foes.

All enemy models within 12" suffer a -1 penalty to their Weapon Skill in the next close combat phase if they are attacking warriors from the Priest's warband. This prayer does not affect Undead.

Prayers of Verena & Soltan

Virtuous disciples of Law are rewarded with the just blessing of their patrons. Justice is meted out through worshippers of more than one deity. Verenan priests attending fonts at High Mass garbed in flowing scholarly robes and gowns of white fabric are dressed in stark contrast to the dark cloaks and blackened armour of the Soltan Inquisition. Readers of the Verenan clergy are loyal to the Goddess of Learning and Wisdom. Warrior-Priests of Soltanite faith remain chanters from a hymn book bearing angst ridden dedications for the God of Vengeance and Wrath.

D6 Result

1 Preserve the Balance

Difficulty 8

The Priest's prayers beg to mete out justice to all those who dare to defy a sanctified servant of justice.

Until the following turn, any vicious act committed against the Priest is also inflicted upon the perpetrator of the offence. For example, if the Priest suffered a Strength 4 hit from an assailant then the same Strength hit would apply to the attacker, or if the Priest lost 1 Wound then the warrior who inflicted the wound would lose 1 Wound also. The same conditions apply in reverse when another model is being attacked by the Priest, aside from through the use of this prayer.

2 Retribution

Difficulty 9

The Priest delivers a recital to punish guilty scum using the total power of Law.

An enemy warrior within 12" of the Priest must take a Leadership test with a +2 modifier. If the test is failed then during the next close combat phase the warrior loses half of his Attacks. In addition, the warrior's Movement is halved. Any fractions are rounded up.

3 Shackles of Law

Difficulty 6

Invisible shackles immobilise a character with flagrant disregard for regulations as the Priest works magical power into the binding invocation.

An enemy warrior within 6" of the Priest becomes immobile this turn unless he successfully passes a Leadership test. If the test is failed the warrior cannot move, attack or cast spells during the players next turn.

4 Sword of Justice

Difficulty 8

The weapon of every Priest of Law is the sword. When all other options fail a prayer can empower the weapon turning it into a divine instrument of justice.

The Priest receives +1 Weapon Skill on attacks he makes in the next close combat phase. In addition, the Priest will cause a critical hit on a roll to wound of 5-6 instead of just 6.

5 The Blind Maiden

Difficulty 9

Truth can be divined in a prayer that allows the Priest to find it when blinded.

The Priest spots any *hidden* warriors within line of sight and ignores any penalty for effects like weather, darkness including any tunnel fighting in underground scenarios, or any blinding magical effects. In addition, the Priest ignores psychology tests for being All Alone. The effects of the prayer last until the players next shooting phase.

6 Trial by Fire

Difficulty 10

In an ultimate test of innocence a party found guilty by the Priest of grave injustice will be engulfed in divine flames.

An enemy warrior within 6" of the Priest suffers a Strength 6 hit. The warrior is treated as being *set on fire* from the flaming attack.

The Colour of Magic

The Bustling streets of Marienburg are home to many fantastical sights; strange animals and foods from all over the old world and beyond. Your money can buy any service imaginable if you know where to look, even the unimaginable.

Wizards are strange figures to the people of Marienburg who wield arcane magical powers and are privy to secrets beyond the ken of normal folk. Their purpose in the city could be one of many; searching for an arcane artefact for their college, banished for dabbling in dark arts or for too much ambition. Most folks know not to trust them, but they are extremely useful for any Warband to employ. Though many are licensed wizards, few, if any, have permission to operate in Marienburg. As such, Witch hunters are constantly on the look-out for any magical activity. Trained at the Colleges of Magic in Altdorf for many years, arcane power courses through Wizards' veins and lurks behind their hooded eyes. No sane inhabitant of the Old World willingly courts the attention of a Wizard, for they are unpredictable and, some believe, damned by the magic they can wield.

The Eight Winds of Magic

Each of the Lores of Magic has the power to smite the enemies of the Empire in a different way and it is a rare Imperial army that goes to war without at least one Battle Wizard accompanying it. To be a Wizard is to understand the power that truly drives the world and though each Wizard can bend only one of the eight Winds of Magic to his will, such power is never wielded lightly, for to lose control of one's magic is to condemn one's soul to damnation as a plaything of the Ruinous Powers.

Each wizard is only permitted to practice one wind of magic; for fear that attempting to wield even two will catch the eye of the Gods of chaos. The Eight Winds and their associated practitioners are as follows;

- **Hysh**, the White Wind: Order of Light
- **Azyr**, the Blue Wind: Celestial Order
- **Chamon**, the Yellow Wind: Gold Order
- **Ghyran**, the Green Wind: Jade College
- **Ghur**, the Brown Wind: Amber Brotherhood
- **Aqshy**, the Red Wind: Bright Order
- **Ulgu**, the Grey Wind: Grey Order
- **Shyish**, the Purple Wind: Amethyst Order

After speaking with him for nearly a day and a night, I chose to travel with him across the world to this great city of Altdorf, to this very College, to beseech the brother Magisters of this Golden Order for the opportunity to prove myself worthy of being accepted as an apprentice to their College. And now, some forty cold winters later, I am here to teach you the facts and practices that you will have to accept and adhere to if you wish to survive with sanity and soul intact as long as I thrive as a Magister in the service of this different nation's great and noble Emperor and avoid the fires of Sigmar's Templars. I do not anticipate that many of you will succeed!

—Haqqiqah al-Hikmah, Araybrian Magister Lord of the Golden Order



Believe in Magic!

Though most wizards would never be described as trustworthy, reliable, friendly or even sane, their power usually secures them a stable place in a warband as long as both parties' objectives remain parallel. Wizards occupy a hero slot which more accurately displays their path to power or their journey into corruption. If they survive that long! In the event the Warband's leader dies a wizard may never take their place as leader, even if they have the highest leadership! Their secretive ways, unpleasant demeanor and erratic behavior does not make them well suited for leadership roles.

An examination of magical practitioners and phenomenon in the old world by Scholarly Orge,
Dic Lombardi of the Academic Man-Eaters Association of Marienburg

Sorcerous Solutions!

Any Warband that includes humans can hire a Wizard and in doing so the Wizard replaces one of the Warband's heroes. Unless specified elsewhere wizards cannot be included in any warband that contains Witch hunters, Sisters of Sigmar, Undead, or any sort Warrior Priest.

Only one wizard is allowed per warband. Wizards are extremely jealous and petty and will leave the warband if any other hero learns spell casting or if any hired sword with magical abilities joins the warband.

Starting Experience

A Wizard starts with 12 experience.

Casting Spells

All the usual restrictions to casting spells apply to hero wizards, and they may only wear armor if they learn the skill Warrior Wizard or if they are a Gold Wizard.

Attributes of the Winds:

Attributes are unique to each school of magic, and only wizards of that type may use them, wizards that learn that wind or school of magic later do not get the opportunity to use the attributes from that school. An attribute can be chosen if the wizard rolls a double when rolling for a level up.

Pacification.

Pacification, as opposed to execution, is a punishment reserved for those Magisters who are found guilty of Gross Misconduct, Traitorous Acts, and most of all for defaming the Good Orders of the Colleges of Magic. Essentially, if a Magister embraces the Dark Arts rejects his Order and College, becomes a threat to the Old World at large Pacification is the worst possible punishment for a Magister, and it takes considerable effort to achieve. Not only is it spoken of in dire tones to young apprentices, the actual processes involved are kept a closely guarded secret. All Wizards are aware that it involves a type of Aethyric gelding—a cutting away of the part of the soul capable of seeing and casting magic. It is unclear as to whether this involves removal of actual flesh, but the very thought of a sundering of the soul is enough to make all but the most thick-headed recoil.

Pacification is a Special Attribute that may be learnt by any wizard in the employ of a warband following the **Guarding the Peace Plot**. Any time a Wizard is arrested for Wizarding Crimes (Necromancy, Knowing Multiple Lores, Mass Destruction of Property or Citizens) the Wizard from the Peace Keepers warband may attempt pacification. If the Wizard passes a leadership test they may roll on the **Pacification Chart**.

Pacification

D6 Result

1. **Spawned:** The Pacifier cut the wrong soul, creating a portal to the warp, The Victim is turned into a Spawn of Chaos, every member of the peace keeping warband must roll on the Serious Injury table as the spawn leaves a path of destruction during its escape.
2. **Failed:** the Wizard was too inexperienced to succeed such a high level technique, the Pacification has failed and the captured wizard is released.
- 3-4 **Temporary Solution:** the Pacification Worked but only temporarily, the victim suffers the effects of Pacification for D3 Rounds. None the wiser the Peace Keepers release the victim back to their original Warband.
- 5-6 **PACIFIED!** The Wizards connection to the winds is forcefully ripped from his body. The Wizard forgets all spells and may never learn any type of magic again. They lose the key word wizard. The Peace Keeper Warband gains **D3 CP**.

Books of Magic

Wizards of the eight colleges that gain a Tome of magic, or book of the dead, or learn a different spell list by any means are exposing themselves to corruption on all fronts! They will now miscast spells whenever rolling doubles during spell casting rather than on just double 1s. They may use Tomes of magic to learn a spell from any of the eight orders as well as from the Lesser magic list.

Narrative Illusions.

During the time of the great comet the Eight colleges did not exist, as such Wizards of the Eight orders may not be appropriate for Mordheim Campaigns, though with enough Narrative justifications you may use them in any campaign. The Winds of magic is mainly for the Marienburg campaign, and other settings may have their own forms of Magical heroes but if your group allows it they may be used in an setting such as Lustria, Border Towns Burning or the Empire in Flames.

Magical Mishaps: the winds of magic are difficult to control even for experienced spell casters, if a result of double 1s is rolled when attempting to cast a spell, the wizard has miscast the spell, they must immediately roll on the miscasting table to the right. Any result of a 2 cannot be rerolled in any way to prevent from rolling on the Miscasting table (e.g. with a Familiar, Rabbit's Foot or the Mind Focus skill) and the spell always fails. You may however reroll results on the miscast table if you please.

Perfect Castings; occasionally a wizard taps into the winds so perfectly that their spell sings out in all directions, the wizard is filled with the wind as their power increases. If a natural 12 is rolled, The wizard may attempt to cast another spell this turn, but any doubles rolled count as a miscast as the winds punish their hubris.

Enduring: Spells that have the enduring effect last indefinitely. However, they do require a measure of concentration for the effect to persist. While under the influence of an Enduring spell, all other spells attempted by the Wizard are at +1 difficulty (this may stack). The same Enduring spell may be cast multiple times even at the same target. Failing these spells does not remove the Enduring spell; however the Wizard can wilfully remove any Enduring spells at the start of the Magic Phase. Enduring Spells are also broken if the wizard is ever Knocked Down, Stunned or taken Out Of Action

Miscasting

2D6 Result

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 Bleeeuurple! The wizard is now *stupid*. Roll a D6 after the battle: on a score of 2+ the effect ends otherwise it is permanent.

4 Dampening: 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 *Flight of Zimmeran* from the Lesser Magic) are made by the opponent 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 *knocked down*.

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 Tzeneetch' blessing: The uncontrollable powers of Chaos cause the wizard to mutate. After a moment of horror the transmutation ends. Roll on the Random Mutations Chart from Corrupted Characters.

Wizard Equipment List

The following list is used by Wizards to pick their equipment. All Wizards are armed with a ceremonial dagger in addition to any extra equipment detailed below:

Hand to Hand combat Weapons

Dagger.....	1 st free / 2gc
Staff (club).....	5gc
Sword.....	10gc
Spear.....	10gc
Double Handed Weapon.....	15gc
Brazier Iron*.....	35gc
Sickle (axe).....	5gc
Serpent Staff**.....	35gc
Rapier***.....	15gc
Scythe****.....	15gc

Missile Weapons

Throwing Knives***.....	15gc
Long Bow****.....	15gc
Dueling Pistol/Brace*****.....	30gc/60gc

Armour

(Gold Wizard/ Warrior Wizard Only)

Shield.....	5gc
Light Armour.....	25gc
Heavy Armour.....	50gc
Gromril Armour.....	150gc
Ithilmar Armour.....	90gc



Miscellaneous

Thief's Cloak***.....	15gc
Lock Pick***.....	15gc
Tome of Magic.....	200gc
Familiar.....(see animal list for available familiars)	
Compass*****.....	45gc
Tarot Cards*****.....	50gc
Hunting Arrows*****.....	25gc
Superior Blackpowder*****.....	30gc
Animal*****..... (Choose from list in Marketplace.)	

*Bright Wizard Only

**White Wizard Only

***Grey Wizard Only

****Celestial Wizard Only

*****Amethyst Wizard Only

*****Gold Wizard Only

*****Amber Wizard Only



White Wizard

50 Gold Crowns to Hire

The College of Magic which studies Hysh, or the Lore of Light, is the Light Order of Wizards. White Wizards, also known as Hierophants or clerics, dress in pure white robes and are diligent and contemplative by nature. The magisters of Hysh are respected for being peerless philosophers, and place great value on logical method and the search for the fundamental truths of the world. Light Wizards are generally peaceful, trying to avoid violence whenever possible, possessing a wide range of healing and protection spells. However, against the corruption that spills from the Realm of Chaos, the magic used by the clerics offers the most powerful and devastating spells, calling upon the glowing energy of light to exorcise and banish daemons. Where Hysh is steady and constant, Chaos is random entropy, where Hysh stands for controlled grace and self-understanding, Chaos promotes a total lack of control, confusion and insanity.

Magisters of the White Order tend to dress in simple robes of pristine white. These robes often bear silver and gold motifs of the Serpent of Light and never seem to dirty or dull. Their ceremonial garments are more elaborate, consisting of pleated white robes with silver embroidery decorating the hems and little mirrors of supernaturally polished silver affixed to their belts and stoles.

Older Hierophants tend to bear the marks of Hysh, with eyes that seem to glow with a faint luminosity, or perhaps even have no visible pupils or iris, being just the purest white. Also their skin grows ever paler, along with their hair, until they are almost albino-like in appearance.

May Be Hired; any non-chaos, non-sigmarite human warband or elf warband may hire a Heirophant of the white order.

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

Skills: White Wizards may choose skills from the, Academic and Speed skills lists, or they may randomly determine a new spell from the Lore of Light list. In addition, Clerics can receive an Attribute of Hysh instead of choosing a new skill if a double was rolled on the advance roll.

Special Rules:

Wizard: the White Wizard manipulates the winds of Hysh and may use spells detailed in the Lore of light, when hired the wizard may roll for one spell from the list.

Cantrips of illumination: Enemies within 9" may not hide as shadows avoid the wizard.

Attributes of Hysh:

Shem's Burning Gaze: the wizard may increase the casting cost of any spell by 1 to increase (where applicable); the range by 3", Strength by 1, and amount of models affected by 1. This may be done multiple times

A Light in the darkness: The wizard shines bright in all situations, and counts as a torch with a range of 24" for lighting purposes

Serpent Staff

Range: Close Combat, **Strength:** As User
The signature staff of the Magisters of Hysh is a long staff with the motif of a Serpent atop. This stuff counts as magically poisoned. This poison has the same effect as black lotus, but can wound warriors immune to poison, but magic saves apply against it.



Lore of Light

Hysh, also known as the White Wind of Magic, is the magic of illumination and holy radiance. It is the Aethyric manifestation of light, and the abstracts light sometimes represents to mortals, like enlightenment and purity. Hysh is the light that banishes darkness and keeps terror from your doorstep. Although diffuse and difficult to manipulate, Hysh is constant and steady luminance, completely opposite of Chaos's randomness.

D6 Result

1 Pha's Protection

Difficulty 8

The wizard calls upon the beneficent Guardian of Light to protect his allies from harm.

A Friendly Model within 6" gains +2 to their armour save. This spell is **Enduring**.

2 The Speed of Light

Difficulty 6

Light knows no burden of flesh, and nor do those that receive its blessing.

All friendly models within 3" gain +1 WS and +3 Initiative until beginning of the wizards next recovery phase.

3 Light of Battle

Difficulty 7

Reaching into the Wind of Hysh, the wizard draws forth ennobling energies to steady faint hearts

All friendly models within 6" are immune to fear until your next recovery phase. All Undead and Daemon models within 6" must pass an all alone test using their own leadership or flee from combat

4 Net of Amyntok

Difficulty 8

The legendary Net of Amyntok was rumored to have been woven to hold the Great Deceiver itself.

Choose one model within line of sight and within 12", until your next recovery phase the chosen model must pass a strength test before any action besides close combat, if failed the model takes **D3 S1** hits.

5 Banishment

Difficulty 11

The purest light can destroy anything tainted by darkness.

An Enemy Model within 24" of the Wizard is exorcised by the power of light, receiving a **S10** hit. All models (friend or foe) within 2" of the target must pass an Initiative test or be stunned from the brightness of the attack. Daemon, Mutant and Undead models are instantly taken out of action and any Daemon Soul mutation is removed.

6 Birona's Timewarp

Difficulty 10

The wizard infuses his allies with Light Magic, freeing them from the passage of time and speeding their actions.

All friendly models within 6" receive +1 to hit and Critical on a 5+ regardless of strength, all enemy models within 6" receive -1 to hit, and Strike Last on all their attacks. This lasts until the wizards next recovery phase.

Gold Wizard

55 Gold crowns to hire.

In the Empire of Man, the Golden Order is comprised of those Magisters who study and embrace the Yellow Wind of Magic, Chamon. Chamon is attracted to metals in both ore and refined forms. The heavier the element or metal, in its natural state or otherwise, the more Chamon is drawn to it.

It has been suggested this attraction accounts for the almost magical effect gold has on even the most intelligent races, inspiring greed, violence, and sometimes war. Of all people and races, the Dwarfs seem most affected by gold, and some Magisters of the Golden Order have wondered whether the Dwarfs have some unknown affinity with Chamon. Dwarfs do, after all, pursue many of the same goals and interests as the Magisters of the Golden Order. The issue remains unresolved and perhaps it always will.

Gold Wizards practice the art of alchemy (and are therefore sometimes called Alchemists), of analytic science, and seek to observe the effect of the unnatural order of magic upon the natural order of the physical world. They believe that through a process of empirical observation and experimentation they can discover the traces of the Aethyr that they believe exists in all physical things, in order to unlock the secrets of transmuting base metals into gold. Due to their considerable understanding of the nature of metal and chemicals, Gold Wizards work closely with the engineers and gunners of the Empire, developing better formulas for black powder and safer alloys for the casting of cannons.

Gold Wizards can easily affect metal objects with their spells, weakening them with corrosion or strengthening them with enchantments. Among humans, they are by far the most capable crafters of magical weapons. The nature of Chamon has an effect on the appearance of Gold Wizards, seemingly transforming their skin into gold plate.

The Mortar and Pestle. Smithing Tongs. The Smoking Brazier. Forge Bellows. The Soaring Eagle. The Eagle's Wing.

- Gold Order Idiom

May Be Hired: Any human or dwarf Warband may hire a Gold Wizard.

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

Skills: White Wizards may choose skills from the Academic and Shooting skills lists, or they may randomly determine a new spell from the Lore of Metal list. In addition, Alchemists can receive an Attribute of Chamon instead of choosing a new skill if a double was rolled on the advance roll.

Special Rules:

Wizard: the Gold Wizard manipulates the winds of Chamon and may use spells detailed in the Lore of Metal, when hired the wizard may roll for one spell from the list.

Cantrips of Smelting: The Wizard may wear any sort of metal armour, and gains +1 Armour save when doing so.

Attributes of Chamon

Metalshifting: All damage dealt by the wizard is now considered flaming. Also the wizard may choose to wound on the enemies armour save rather than the usual way, this applies to all damaging spells (Gehenna's golden hounds and Searing Doom) and Attacks by the wizard.

Lead to gold: when selling metal items the wizard may choose to sell them for full price, however after selling them roll a D6, on a 1 the item has turned back to its original form before the mage was a sufficient distance from the merchant and must roll on the serious injury table.

Marienburg's Prodigal Son.

The Fact that Balthazar Gelt, the Gold Wizard, Supreme Patriarch of Magic of the empire, was from Marienburg, the City of riches, would not surprise many. He had paid his passage to Altdorf on a merchant ship using gold transmuted from lead. By the time the magic wore off Balthasar was long gone, but the captain placed a large bounty on his head - a bounty that few would dare to claim. After a freak explosion in his laboratory, Balthasar was never seen without his metallic robes and golden mask. It was rumored that he was disfigured. Others whispered that his flesh had actually been turned to gold in the explosion - not an accident at all.

Lore of Metal

Also known as alchemy and transmutancy, the magic, or spellcraft, of the Golden Order mostly involves manipulating metals, though they also have many spells to help with their studies and promote rationality. It's generally believed that the Gold Magisters can create gold from nothing; some claim to have seen them do it, but the Magister Alchemists of the Golden Order deny this. Though complex by any normal measure, it is easier for a Magister to change a man into a pig because both man and pig are living mammals made from similar elements

D6 Result

1 Searing Doom

Difficulty 8

A scintillating spray of sizzling silver slivers skips from the wizard's outstretched fingers

The Wizard may summon D6+2 Slivers of metal which may be fired at an enemy model within 24" using the Wizard Ballistic Skill, this attack does not suffer any modifiers. The Slivers are Strength 3, and -2 to enemy armour saves

2 Plague of Rust

Difficulty 6

At the wizard's command, the armour of the enemy begins to rot, shedding away in clouds of tiny flakes.

An Enemy within line of sight suffers -1 to their armour Save. This Spell is **Enduring**

3 Enchanted Blade of Aibán

Difficulty 7

The wizard sends powerful magic coursing over his allies' weapons, making them infinitely stronger and sharper than before.

One model within 6" gets +1 to hit and -2 to Armour save for a turn

4 Gehenna's Golden Hounds

Difficulty 8

The Wizard Transforms the amour of the enemy into shining golden hounds that attack their former wearers.

Two Armoured enemy Models within line of Sight and 12" receive a Strength 5 hit each, with no armour save.

5 Fault of Form

Difficulty 7

The Wizard Subtly alters the composition and characteristics of any single nearby weapon.

The Wizard may remove all the weapon bonuses of one metal weapon within 12", in addition this weapon will misfire on a 1-2 if applicable. This Effect is **Enduring**.

6 Final Transmutation

Difficulty 10

The wizard unleashes a hail of magical energy, transmuting the flesh of his foes to unliving golden statues

One model with an armour save of at least 5+ within 12" is instantly killed on a 6+. The statue can now be sold for 250gc if any model can claim it (acts as a crate ie: two models to carry).

Jade Wizard

50 Gold Crowns to Hire

The Magisters of the Jade Order study the Lore of Life, fueled by the Green Wind of Magic, Ghyran. Agrological Thaumaturgy, roughly translating as “Soil Magic,” was the limited and rather dry term given to the Lore of the Jade Order in the Articles of Imperial Magic. Bear in mind that when the Articles were written, the effects and preference of individual Winds of Magic embraced by the Colleges of Magic had not fully manifested themselves, so the distinction of the arts were sometimes missed in the names given to them. Jade Magic, or Druidism, is concerned with all agriculture, flora, and the flows and seasons of fertility in the countryside and in all natural living creatures (including humans). It could also be called water magic or earth magic.

The Druids of the Order of Life are taught to live in natural harmony with the countryside, cultivating it in sustainable way that is as beneficial to the land as it is to those that live off of it. Because these Magisters are so closely tied to floral life throughout the world, their own magical strength tends to wax and wane as the seasons do, being vigorous in Spring, most powerful in Summer, waning over Autumn, and weakest in Winter — although their powers are also said to flourish in rainy weather.

Ghyran’s Magister Druids gather in ancient groves at Henges and intersections of Leylines, promoting the free flow of the energies within the lines, encouraging the nurturing power of Ghyran in areas contaminated by Dark Magic and combating the blights and famines inflicted upon the Empire by the Lord of Decay.

May Be Hired: Any human or elf Warbands may hire a Jade Wizard.

Profile	M	WS	BS	S	T	W	I	A	Ld
Magister Druid	4	2	2	3	3	1	3	1	8

Skills: Jade Wizards may choose skills from the Academic and speed skills lists, or they may randomly determine a new spell from the Lore of Life list. In addition, Druids can receive an Attribute of Ghyran instead of choosing a new skill if a double was rolled on the advance roll.

Special Rules:

Wizard: the Jade Wizard manipulates the winds of Ghyran and may use spells detailed in the Lore of Life, when hired the wizard may roll for one spell from the list.

Cantrips of Bloom: when the season is Spring, or weather result is Rain the wizard gains +1 to casting spells.

Attributes of Ghyran

Lifebloom: Whenever a spell from the Lore of Life is successfully cast, a single model within 6” inches of the wizard may regain 1 wound.

Regrow: this skill may be cast once per post game phase, it has Difficulty 7, and may not be modified by any skills or items. If cast you may reroll 1 dice on any one serious injury roll made for any warband who participated in your last match.

Lore of Life

Ghyran is said to fall down upon the mortal world in a manner similar to rainfall upon the earth. Those with witchsight claim to be able to see Ghyran form into pools and swirling eddies of green magic that gradually form into rivers, flowing across the land like water, though unbound by physical laws. When the Winds of Magic blow most strongly, Ghyran flows across the lands like a great tide, sinking into the soil and drawn to the rivers, waterways, lakes, and springs of the mortal world. Its energy is attracted to water particularly and saturates the earth with its life-giving power. It is drawn up through the roots of all plants it comes into contact with, feeding all living things, and encouraging growth

D6 Result

- | | |
|--|----------------------|
| 1 Earth Blood
<i>The druid absorbs energy from the earth beneath their feet to heal themselves and others</i>
One model within 6" standing on the ground (not within a building) gains a 4+ regeneration save, this spell is Enduring as long as the model stays grounded. | Difficulty 7 |
| 2 Awakening of the Wood
<i>Trees have long and wrathful memories, needing only a little magical encouragement to lash out with root and branch</i>
The Wizard may summon a Wooded terrain piece no larger than 4"x4" at any space within 6"; any enemies caught in the new terrain when it appears suffer D3 Strength 3 hits. | Difficulty 10 |
| 3 Flesh to Stone
<i>The wizard transmutes his allies' mortal form to unyielding rock</i>
One model within 6" gains +2 Toughness and -2 Movement, if in water the model will sink to the bottom and be taken OOA, regardless of Aquatic. This Spell is Enduring . | Difficulty 6 |
| 4 Shield of Thorns
<i>At the wizard's command, crawling brambles burst from the ground, forming a living barrier around him</i>
The Wizard causes a S3 hit to all Models in base contact at the end of each combat phase. This Spell is Enduring . | Difficulty 7 |
| 5 Vital Growth
<i>The druid concentrates on a living plant or seed within an arm's reach of them. While the wizard continues to focus, the plant grows at great speed, as though a day had passed for every moment taken to concentrating.</i>
The Wizard or any model within 3" on ground level may immediately climb up to 12" without taking a test. | Difficulty 6 |
| 6 The Dwellers Below
<i>Gnarled creatures emerge from the ground, their steely strong fingers tearing at the foes' flesh, clutching their limbs and dragging them down to who knows what fate</i>
A Chosen model within 18" must pass a strength test or be Stunned for the remainder of the game, held to the ground by hands from the depth. This effects even models immune to stunned | Difficulty 10 |

Celestial Wizard

45 Gold Crowns to hire.

While the Celestial Wizards give the impression of knowing everything before people say anything, this is not, in fact, the case. They know when people are about to speak, but not always what they are about to say. It is, therefore, possible to surprise them.

Astromancers tend to be dreamers and are very scholarly. The shifting possibilities of the future have more relevance and are more real to them than the present.

The Magisters of the Celestial Order study the Lore of the Heavens, which in its widest sense is "Astrometeorological Thaumaturgy," the magic of the stars, the upper atmosphere, and the weather. The Magisters of the Celestial Order are most commonly referred to as Astromancers, and they are prognosticators, astrologers, and seers without Human peer. These potent wizards also have power over the weather and over various other meteorological phenomena.

The very wealthiest and most important people seek the Astromancers of the Celestial College in the Empire, in a kind of love/hate relationship. Few nobles would not wish to know how the future turns out for them, either in the short term or long (or both), but there is nothing in the Articles of Imperial Magic or in the Celestial College's own Rule that forbids telling people their fortunes, if that is what they wish. However, the Astromancers are required to tell all of that which they see with absolute honesty.

The Comet of Power, the Crescent, the Eight Pointed Star.

— Celestial Order proverb

May Be Hired: Any Human Warband may hire a Celestial Wizard.



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

Skills: Celestial Wizards may choose skills from the Academic skills list, or they may randomly determine a new spell from the Lore of Heavens list. In addition, Astromancers can receive an Attribute of Azyr instead of choosing a new skill if a double was rolled on the advance roll.

Special Rules:

Wizard: the Celestial Wizard manipulates the winds of Azyr and may use spells detailed in the Lore of Heavens, when hired the wizard may roll for one spell from the list.

Cantrips of Forecast: The wizard may modify the weather chart at the beginning of the game by +1/-1 also a 3" radius around the wizard is not affected by any weather condition.

Attributes of Azyr

Celestial Folding: The wizard may fly when moving; this increases their movement to three times their base in any direction without terrain penalties.

Reading the Stars: The wizard may reroll and/or modify with a +1/-1 up to three dice in the exploration phase.



"Believe me, there are many profound safeguards built into the training and instruction of our dedicated Wizard warriors. They will not turn traitor."

— Dietmar Gulonsson, Magister of the Celestial College

Lore of Heavens

Azyr has few temporal boundaries and supposedly reaches into all the possible futures as readily as it floats across physical distances. After passing into the mortal realm, Azyr is said to be drawn into the upper portions of the heavens, becoming a haze of eerie cloud, visible only to those who possess witchsight. This association with the sky gives Celestial Wizards their power over storms, flight, and mighty hurricanes. As the Blue Wind blows from the timeless realms of the Aethyr across the distant sky, it supposedly appears as a clouded window through which Azyr's Magisters can predict certain events. It apparently can be sensed by the manner in which the permanent celestial bodies are distorted by the drifting cloud of Azyr's impermanent and temporally distorting blue light.

D6 Result

- | | |
|---|----------------------|
| 1 Iceshard Blizzard | Difficulty 8 |
| <i>Razor-sharp shards of ice burl from the chill skies to blind and dishearten the foe</i> | |
| One enemy model within line of sight must reroll all successful missile hits and cannot use any other models leadership. This spell is Enduring . | |
| 2 Harmonic Convergence | Difficulty 7 |
| <i>Divining auspicious signs, the caster guides the minds of his fellow warriors</i> | |
| All members of your warband within 6" may reroll results of 1 until your next recovery phase | |
| 3 Wind Blast | Difficulty 6 |
| <i>Calls down raging winds from the sky anywhere nearby to blow the wizard's opponents over</i> | |
| One model within 24" is pushed directly away from the wizard D6+2 Inches. | |
| 4 Curse of the Midnight Wind | Difficulty 8 |
| <i>Only three words of this ancient tongue are known in modern day; three words to unleash a curse that was old when the world was young.</i> | |
| All enemy models within 12" must reroll results of 6 until your next recovery phase | |
| 5 Thorsen's Thunderstorm | Difficulty 9 |
| <i>The wizard hurls a tiny stone hammer across the battlefield, and the heavens vent their fury in its wake</i> | |
| Draw a line 2D6 long start at the wizard, any model under the line is hit with a S3 hit, Models wearing any sort of armour suffer +1S and +1 to injury rolls. | |
| 6 Comet of Casandora | Difficulty 11 |
| <i>Reaching out across the Winds of Magic into the highest heavens, the wizard draws a wandering meteorite down towards the battlefield</i> | |
| Choose a spot on the board, in D3-1 turns a comet will appear. On the turn the comet appears roll a scatter die and an artillery dice, the comet will land that far from the spot chosen. On a roll of a hit (scatter) or a misfire (artillery) the Comet lands in the spot chosen. The Comet is a small blast template and deals D3 S10 hits to anyone under the template. | |

Grey Wizard

55 Gold Crowns.

Of all the Orders, the Magisters of the Grey Order are the most deliberately secretive, and the least easily recognised. They are not trusted or liked by common folk, who believe them to be sinister and scheming—even more so than other Magisters (with the possible exception of the Order of Shyish). For this reason, they are sometimes referred to as ‘Trickster Wizards’, though they actually call themselves Grey Guardians. Their powers, though considerable, do not lend themselves well to the favour of common folk, being bound as they are in spells of concealment, illusion, confusion, and occasionally, unseen death.

When not disguised, the workday robes of the Grey Order are, unsurprisingly, shades of grey. They often wear voluminous cloaks with deep hoods and scarves to cover their faces. Their bodies beneath their robes are often lean and hard from a life of near-constant travelling and free from all excess.

It is almost impossible to identify a Magister of the Grey Order if he specifically does not want you to. That harmless old man with the travelling theatre company; the young woman who performs hackneyed illusions in the town square for money; the travel-stained Magister with the group of rowdy adventurers in the corner of the inn; the new initiate to some daemonic cult; the beggar, priest, merchant, noble, diplomat, or that battle-weary soldier — the Shadowmancers can appear as almost anyone.

The symbol of the Lore of Shadow is the Sword, and true to this symbol, the Shadowmancers usually carry swords, often concealed beneath their cloaks. They are competent fighters. Older Magisters of the Grey Order also tend to carry gnarled wooden staffs.

The Sword of Judgement, the Cowl, the Coil of Mist
— Grey College Motto

The Order of Shadows has killed or Pacified more of its own members than any other of the Orders of Magic, and this is more of a reflection of the zero-tolerance of rule breaking and corruption within the Order rather than a demonstration of their Magisters’ untrustworthiness.



May Be Hired: Non-Chaos Human and Sea Ghost Warbands may hire a Shadowmancer.

Profile	M	WS	BS	S	T	W	I	A	Ld
Shadowmancer	4	3	4	3	3	1	3	1	7

Skills: Grey Wizards may choose skills from the Academic, Combat and Speed skills list, or they may randomly determine a new spell from the Lore of Shadows list. In addition, Shadowmancers can receive an Attribute of Ulgu instead of choosing a new skill if a double was rolled on the advance roll.

Special Rules

Wizard: the Grey Wizard manipulates the winds of Ulgu and may use spells detailed in the Lore of Shadows, when hired the wizard may roll for one spell from the list.

Cantrips of Deception: Grey Wizards count as hidden if within 1" of a terrain piece, even if the enemy has line of sight.

Attributes of Ulgu

Smoke and Mirrors: After Successfully casting a spell, the Shadowmancer may change positions with a Friendly model within 12"

Steed of Shadows: The Wizard summons a Shadows Horse from the darkness before each game. This steed has the stats of a Warhorse, ignores terrain modifiers and is immune to psychology.



Lore of Shadows

Ulgu appears to those with witchsight as a thick, impenetrable fog rolling across the earth, invoking a sense of mistrust and confusion in ordinary people who pass through it. Ulgu is drawn to the natural mists and fogs of the mortal world, where it hangs upon the quiet chill of the air, wrapping all in smoky shadows. Ulgu is also drawn to deceptions, mystery, and illusions. Dawn at an ancient stone circle will likely see strands of Ulgu slinking betwixt the monoliths, gradually flowing away as the light of day, and the time of Hysh, grips the land.

D6 Result

- | | |
|---|----------------------|
| 1 Melkoth's Mystifying Miasma
<i>The wizard creates a numbing fog that causes his foolish foe to listlessly stagger and stumble</i>
One enemy model within 12" suffers -1 movement must reroll any rolls using: WS, BS, I until they can pass a Ld Test in their turn. This Spell is Enduring until the enemy breaks it. | Difficulty 8 |
| 2 The Enfeebling Foe
<i>Deceived by the Grey Wizard's wiles, the enemy's burdens lie impossibly heavy upon their shoulders</i>
One enemy model within 6" suffers -2 Strength. This spell is Enduring . | Difficulty 7 |
| 3 The Withering
<i>The wizard reaches into the minds of the foe, instigating nebulous images of weakness and doubt</i>
One enemy model within 6" suffers -2 Toughness. This spell is Enduring . | Difficulty 7 |
| 4 The Penumbral Pendulum
<i>A ghostly razor-edged pendulum materialises in the air above the wizard. On his single word of command, the pendulum swings towards the enemy, picking up speed as it does so. Is the pendulum real enough to kill or is it just a conjurer's trick? Only a fool would stand in its path to find out</i>
Choose an enemy within 12", draw a line D6" long any direction through the enemy, all models under the line suffer a Strength 3 hit and are knocked down. | Difficulty 8 |
| 5 Pit of Shades
<i>The wizard opens a vortex to the infamous Pit of Shades. Terrified warriors fall screaming through the portal, plummeting to a dimension filled with shadow and the incessant wailing of 'those who dwell beyond'.</i>
Place a small blast template in an empty space (cannot contain models) within 6" of the wizard, the pit lasts until the wizard casts pit of shadows again. Any model falling into the pit will fall 2D6 inches to the bottom. Roll separately for each model that falls into the hole. If this spell is cast again remove the previous pit and place it again. | Difficulty 7 |
| 6 Okkam's Mindrazor
<i>The wizard summons phantasmal weapons for his allies that shred the folds of consciousness and reason. Victims of these mindrazors believe themselves slain, and so they die.</i>
One friendly model within 6" including the Wizard, may now roll to wound using their Ld value instead of their Strength. Cannot combine this with any skills or weapon bonuses. This Spell is Enduring . | Difficulty 11 |

Amethyst Wizard

35 Gold Crowns to hire

The Magisters of the Amethyst Order embrace the Purple Wind of Shyish, practicing *Cessationary Thaumaturgy*. This term was adopted in the Articles of Imperial Magic specifically because using the term “Necromancy” would have been ill advised and somewhat inaccurate.

The Scythe, the Hour Glass, the Amethyst Skull, the Thorny Rose – Amethyst Order Teaching

The colour of the robes worn by Amethyst Magisters is deepest purple, though many wear jet-black. Magisters of this Order often carry a razor-sharp scythe instead of a staff, yet this scythe is not of the unwieldy variety used for harvesting wheat, but is instead an elegant object designed for combat and as a symbol of the Magister’s Order.

Regardless of how they looked when they joined the Order, the austerity of life at the Amethyst Order and the hours of study assure that all initiates become lean and pale before very long. All members of the Amethyst Order and its associated Order are clean-shaven from their scalps to their toes—they are as hairless as bleached skeletons.

The Brethren of Shyish (as they call themselves) hold the power of life and death in their hands. With a gesture they can squeeze a man’s heart inside his chest so that he dies of seemingly natural causes, or they can delay his death almost indefinitely. They can cause a man to wither and die in a matter of moments, and the greatest of them can even steal his soul and lock it away if they so please.

The most experienced Magisters of Shyish become minor avatars of the magical paradigm that they have embraced and so have no fear of endings and are completely fearless of growing old or dying.

As with any of the strands of Magic, embracing Shyish over a long period of time can extend a Magister’s life considerably (in fact especially with Shyish), but still the temptation to turn to the Black Art of Necromancy, intentionally or otherwise, is a distinct one for more inexperienced Magisters of Shyish. So it was, and is, that the Amethyst Order is utterly ruthless towards any initiates who draw upon Dark or Black Magic. Whether they are corrupted or not by their action, they will be expelled from the Order as soon as their actions come to light, and then they will be obliterated so that not even dust remains.

May Be Hired: Human Warbands may hire Brethren of Shyish, if any warrior learns necromancy

the Wizard will either execute them or leave the warband, your choice.

Profile	M	WS	BS	S	T	W	I	A	Ld
Brother of Shyish	4	3	2	2	2	2	3	1	7

Skills: Amethyst Wizards may choose skills from the Academic skills list, or they may randomly determine a new spell from the Lore of Death list. In addition, Brethren of Shyish can receive an Attribute of Shyish instead of choosing a new skill if a double was rolled on the advance roll.

Special Rules:

Wizard: the Amethyst Wizards manipulates the winds of Shyish and may use spells detailed in the Lore of Death, when hired the wizard may roll for one spell from the list.

The Thin Purple Line: Amethyst Wizards hate Necromancers, and follow the rules for Hatred when engaging them. But the line between controlling the Purple Wind and Necromancy is extremely blurry. The Wizard may not learn Necromancy in any way (eg Book of the dead) except the following.

When a Amethyst Wizard miscasts, replace any result of **12 (Tzeneetch' blessing)** with;

12 Revelation of Unlife; the Amethyst Wizard immediately learns a random necromancy spell, the wizard may now no longer learn new Lore of Death Spells, does not hate undead, and loses any Attributes of Shyish.

Cantrips of the Afterlife: As long as the Amethyst Wizard took out at least one enemy using a spell from the lore of death during the battle, the Wizard may treat the Dead result on the Serious injuries chart as Full Recovery. Or, alternatively, the Wizard may accept his fate as he passes onto the other side. If you accept the death of the wizard then you may receive +D3 CP.

Attributes of Shyish

Life Leeching: every time the Wizard takes an enemy out of action using a spell they may assign a wound to a warrior within 3”

The Fate of Bjuna: Choose one enemy that was taken out of action by a spell from the lore of death. That enemy suffers -10 to serious injury rolls



Lore of Death

Shyish is said to be formed by the realization of the transience of life, of reminiscences of days gone by, of mortal acceptance of the day currently lived. It blows from the past, because the past has ended and is gone, through the recent, because endings and the expectation of death are intrinsic parts of the living of life, and into future, for the future leads inevitably towards endings and death. Some have equated Shyish with destiny, for it does not control what was, is, or shall be, but instead permeates and reflects these things with absolute intimacy. It is drawn to battlefields where men must embrace or submit to their deaths, and because all soldiers must accept the possibility of their own demise as part of their daily life. Shyish lingers around the gibbets of execution and hangs in the silence of graveyards where mourners gather in longing and reminiscence.

D6 Result

1 Spirit Leech

Difficulty 8

The wizard extends an ebon hand towards the chosen foe, leeching its spirit through tainted sorcery

Choose a warrior within 12", on a 4+ that warrior loses a wound and the wizard gains a wound.

2 Aspect of the Dreadknight

Difficulty 6

An invisible aura of horror surrounds the wizard. Only the bravest foes will now stand before them

The Wizard causes fear for the remainder of the battle, even to undead models

3 The Caress of Laniph

Difficulty 9

Laniph was an Arabian sorceress whose ardent passions were eclipsed only by her capriciousness. It takes little effort to call her back from the spirit world to caress a new lover of the caster's choosing

Choose a model within 6", both the wizard and the target roll a D6 and adds their Ld value, for each point you win by the warrior loses 1 wound.

4 Soulblight

Difficulty 9

Harnessing the sickly power of Shyish, the wizard weakens his foes' will to survive the battle

Enemies within 6" suffer -1S and -1T. Enemies with Daemon soul must pass a Ld test or lose the mutation. This spell is **Enduring**.

5 Doom and Darkness

Difficulty 8

Spirits of the departed assail the caster's foes, sapping their resolve

A single enemy within line of sight suffers -3Ld and must reroll successfully Ld tests. This Spell is **Enduring**

6 The Purple Sun of Xereus

Difficulty 11

A colossal orb of purple-edged darkness materialises upon the battlefield. Those who do not escape its touch are turned to inert and unfeeling crystal.

The wizard casts a Purple orb the size of a small blast template directly in front of him. The orb will move using the scatter dice D6 inches each movement phase, any models it lands on (not moves through, just when stopping) is taken Out Of Action, the orb lasts until you roll a hit on the scatter dice.

Bright Wizard

45 Gold crowns to hire.

The Pyromancers of the **Bright Order** are students of the Lore of Fire, and work with Aqshy, the Red Wind. Their magic is often spectacular and impressively violent, making the Bright Order one of the most visible. The Bright Wizards of the Bright Order tend to wear robes of red or orange as a kind of uniform in battle, cut so as to allow easy movement in combat. They are often ruddy of skin. The more the Pyromancer uses Aqshy and his mastery over it grows, the more the Red Wind will affect him physically. Senior Pyromancers tend to have coppery or red hair, which, along with their eyebrows and beards, seems to turn into pure flame as they cast their spells.

Pyromancers also bear red tattoos across their faces and arms. These are said to sometimes writhe and change form as their bearer manipulates the Red Wind into spells. Bright Wizards frequently train with military detachments and, as a result, they are the most readily recognised of all Magisters. But they do not simply learn how to use their abilities to support troops as most other Magisters do, they also learn how to fight as frontline troops—such is their aggressive and passionate nature.

While many pyromancers go on to become Battle Wizards, having the talents and knowledge to lend considerable assistance on the battlefield, Bright Wizards do more than just fight. In peacetime, Pyromancers are often employed to act as guardians for nobles, diplomats, and very wealthy merchants who are passing through very dangerous parts of the Empire.

May Be Hired: any human warband that does not currently contain a magic user may hire a Bright Wizard.

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

Skills: Bright Wizards may choose skills from the Combat, Academic and Strength skills lists, or they may randomly determine a new spell from the Lore of Fire list. In addition, Pyromancers can receive an Attribute of Aqshy instead of choosing a new skill if a double was rolled on the advance roll.

Special Rules:

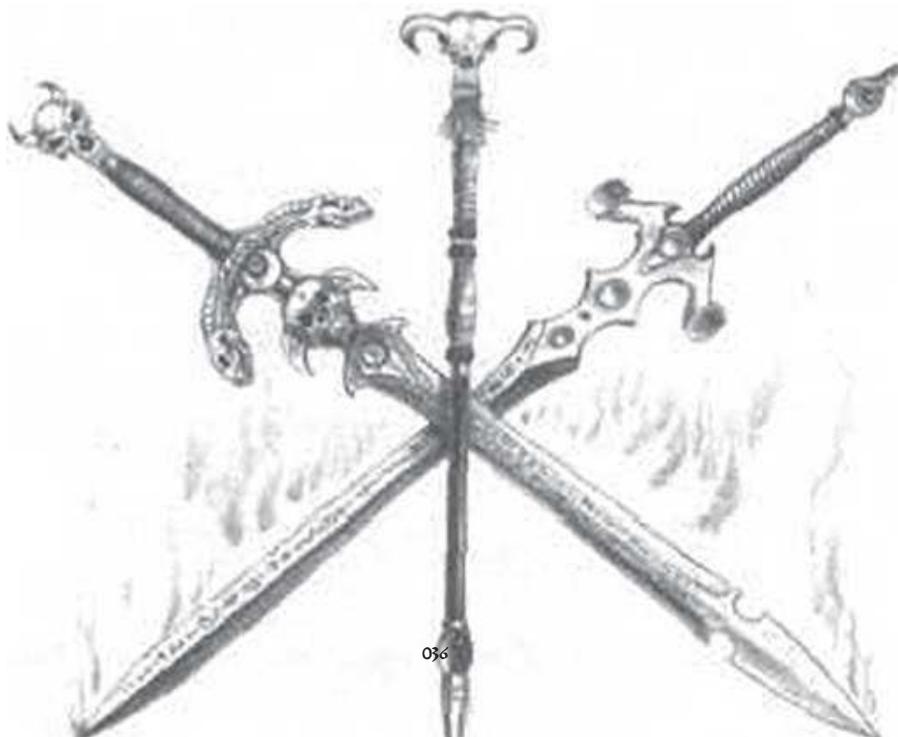
Wizard: the Bright Wizard manipulates the winds of Aqshy and may use spells detailed in the Lore of Fire, when hired the wizard may roll for one spell from the list.

Cantrips of Flame: The Wizard may supply the warband with free torches before every battle, these cannot be sold.

Attributes of Aqshy

Kindleflame: All spells cast at a burning model are considered +1 Strength.

Flamesoul: the Wizard is immune to fire (flaming hits just deal normal damage to the wizard.). Flaming attacks heal +1 wound.



Lore of Fire

Aqshy is the Red Wind, and it is the coalescence of the experience and abstract of passion in its widest possible sense. It is the projection of brashness, courage, and enthusiasm. It is also an expression of the mortal feelings of warmth and heat that is often felt in a state of high emotions. Aqshy blows down from the north as a hot and searing wind, unnoticed by those not sensitive to Aethyric currents. It is attracted to wherever there is passion, argument, or excitement. Actual physical flame also seems to draw the power of Aqshy. Human wizards who do not get proper training often lose control of their powers and destroy themselves accidentally.

D6 Result

- | | | |
|---|-------------------------------|----------------------|
| 1 | Fireball | Difficulty 7 |
| <i>The wizard conjures a roiling ball of magic flame and hurls it at a nearby foe.</i> | | |
| The wizard shoots a flaming ball of pure fire 18", hitting the first enemy in its path. The fireball is Strength 3 and deals fire damage. The wizard may choose to take a S1 flaming hit to increase the Strength of the fireball by 1. The wizard may do this multiple times increasing the strength and number of the hits they receive by 1 each time (ie; the wizard takes 5 Strength 5 hits to shoot a Strength 7 fireball.) Armour saves as normal. | | |
| 2 | Cascading Fire-Cloak | Difficulty 7 |
| <i>A flaming cloak of reds and oranges covers the warrior, though hot it does not burn the wearer.</i> | | |
| A Warrior within 6" receives a 5+ armour save and any enemy attacking must roll for being set on fire. This spell is Enduring . | | |
| 3 | Flaming Sword of Rhuin | Difficulty 8 |
| <i>A fiery sword materializes in the caster's grasp.</i> | | |
| The Wizard Receives +1 attack +1S and all attacks are considered flaming. Take a Leadership test at the beginning of each of the wizard's own turns. If the test fails, the sword disappears. | | |
| 4 | The Burning Head | Difficulty 8 |
| <i>A cackling visage, wreathed in flame, appears before the wizard. With a final screech of glee, it bounds towards the enemy.</i> | | |
| Draw a line from the wizard 8" long and 1" wide, all models under the line suffer a S3 flaming hit | | |
| 5 | Fulminating Flame Cage | Difficulty 7 |
| <i>Searing rods of magical flame shoot from the wizard's outstretched hands, trammelling his chosen foe in a fiery prison.</i> | | |
| An enemy within line of sight and 24" is trapped within a flaming cage. If the warrior attempts to move they are automatically lit on fire. This Spell is Enduring , but may be broken if the warrior sets outside the cage. | | |
| 6 | Flame Storm | Difficulty 10 |
| <i>A column of roiling flame bursts from the battlefield, the roar of its creation almost drowning out the screams of its victims.</i> | | |
| This attacks requires a flaming building, the Wizards fans the flames with magic making the building explode in a ball of fire, dealing D3 Strength 5 flaming hits to all models within D6+2". The building collapses. | | |

Amber Wizard

45 Gold Crowns to hire

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

Amber Wizards can be easily recognised by their bestial appearance. They do not cut their hair or their beards, and their nails grow long and hard, becoming more and more like claws or talons. They dress in the furs and hides of animals that they have hunted and slain themselves.

Amber Magisters dislike human company and are shamanistic hermits. They live in areas far from the settlements of Humanity. They have little or no interest whatsoever in pursuing contracts of employment with merchants or nobles. The very idea is an abomination to them. They do, however, have duties, and they take them very seriously.

Amber Magisters require no money from the Emperor and would not know what to do with it if it was given to them. They live entirely off the land and serve the Empire by searching out the taint of Chaos in those dark and wild places where the Empire's soldiery are reticent to tread, fighting Beastmen, toppling their blasphemous Herdstones, and dispersing the Dark Magic they contain. It is not unheard of for a noble who possesses estates that has large wild and untamed tracts to expend considerable resources seeking out an Amber Magister to ask him to

reside upon his estates and guard them from supernatural harm.

It would be useless to discuss tactics with Amber Magisters, for they will not listen. However, they can be trusted to fight with all their strength and will against the creatures of Chaos that warp and pollute the land with their presence, any enemy that causes supernatural harm to the Magister's homelands, or the people the Magister has sworn to protect.

May Be Hired: any Human or Sea Ghost Warband may hire an Amber Wizard

Profile	M	WS	BS	S	T	W	I	A	Ld
Shaman	4	3	3	3	4	1	4	1	7

Skills: Amber Wizards may choose skills from the Combat, Academic and Strength skills lists, or they may randomly determine a new spell from the Lore of Beasts list. In addition, Shamans can receive an Attribute of Ghur instead of choosing a new skill if a double was rolled on the advance roll.

Special Rules:

Wizard: the Amber Wizard manipulates the winds of Ghur and may use spells detailed in the Lore of Beasts, when hired the wizard may roll for one spell from the list.

Cantrips of Instinct: the wizard counts as having animal handler for all types of animals.

Attributes of Ghur

Wildheart: the wizard gains +2 to their casting rolls when casting at animals of any kind.

Feral Soul: the Amber Wizard may fight unarmed, gains +1 attack and suffer no penalties for doing so.



Lore of Beasts

Ghur has been called the Aethyr's wild and bestial spirit. Ghur is used by the feral Amber Wizards to shape spells of beastcraft and communion. In strange shamanic rites, these Magisters can call Ghur into their bodies, allowing it to shape them into wolves and ravens, clawed savages and gentle horse whisperers. It is known as a savage Wind, the antithesis of civilisation and domestication, as primal and unreasoning as it is devoid of malice. Ghur is attracted to animals and wild places in equal measure, retreating from the ordered existence of man and his cities. This is reflected in the misanthropic ways of the Amber Wizards, shunning civilization for the wild mountains and moors, where the Wind of Ghur blows free.

D6 Result

- | | |
|---|----------------------|
| 1 The Flock of Doom
<i>With a mighty bellow, the wizard invokes Corvus the Crow Lord, summoning his servants to peck at the foe's eyes</i>
Choose one enemy within 12" of the Wizard. The target suffers 2D6 Strength 1 hits. No armour saves allowed. | Difficulty 7 |
| 2 Pann's Impenetrable Pelt
<i>Calling upon the beast-spirits of the wild, the wizard sheathes his vulnerable flesh in unyielding fur and hide</i>
A friendly model within 6" including the caster gains a 2+ armour save, which can add to their existing armour save and be modified as usual. This Spell is Enduring | Difficulty 8 |
| 3 The Amber Spear
<i>Sounding a gnarled horn, the wizard summons a glowing amber spear. Seizing hard upon the spear's translucent shaft, he hurls it at the foe with uncanny accuracy</i>
One enemy within line of sight and 36" suffers a Strength 5 hit, this attack will pass through models, hitting anyone directly behind the target with a Strength 4 hit, and anyone behind the second target with a strength 3 hit, and so on until it reaches strength 1. | Difficulty 9 |
| 4 The Curse of Anraheir
<i>At the wizard's command, nebulous nature spirits assail the foe, clawing at them with hands not nearly as insubstantial as they appear</i>
Choose a terrain piece within 18", the Terrain counts as difficult ground and all enemy models within the terrain suffer a -1 to on all attacks. | Difficulty 8 |
| 5 The Savage Beast of Horrors
<i>The beast within is a formidable thing if unleashed to its full potential</i>
One friendly model within 6" of the wizard gains +1 Strength and Frenzy. This spell is Enduring | Difficulty 8 |
| 6 Transformation of Kadon
<i>Kadon was a master of forms, able to shift his shape to that of any monster. One day he found he could not change back</i>
Choose an animal, monster or great beast on the board, the Wizard will transform into a copy of that beast for the remainder of the game. The priest cannot perform any further spells, and cannot do anything post game as he recovers mentally from the transformation. Transforming into a Great Beast takes even more out of the mage and he will miss the next battle, but may participate in that battles trading phase. | Difficulty 11 |

Aspects of the Arcane

The colleges may think they are final word on all things mystic, but the winds existed and were wielded long before their time, and will be long after they are dust. The humans time with the wind has been the shortest of all races, the Slann and the Elves of Ulthan see magic in its purest form, combining and dividing different strands at a whim. The Beastmen command the wind of ghur without even knowing it, whilst the Greenskin's draw on the raw magic of belief to fuel their Waaaagh powers.

Aspect: Much like within the colleges outside there are experts in magic, either through years of study or through being born a conduit or lightning rod for it. Much like the Attributes of the winds, these special skills can be taken when a wizard rolls a double on a level up. Obviously you can only choose an Aspect relating to a spell list the wizard knows, but if the wizard knows multiple Lores they can take multiple Aspects and some Aspects can be taken multiple times. Taking an Aspect attunes the wizard to their chosen lore but not without risks, they now follow the rules for Miscasts, and Perfect Castings, and taking multiple aspects will cause the wizard to miscast on all results of doubles.



rituals of qhyash

Guidance of Teclis: When casting if you roll any double except miscast, then during the exploration phase you may add 1 dice to your pool of any value you choose. Once per game.

utterances of the oak

Gather the Spites: Roll 3D6 and choose two dice when casting from wooded and jungle terrain, if double 1s are rolled they must be chosen.

necromancy

Chill of the Grave: After casting a successful spell the caster surrounds themselves with a chilling aura. All living units within 5" of the caster are at -1 Initiative, -1 Movement and -1 LD. This aura grows by 1" for each concurrent turn that the Necromancer successfully casts a spell.

lesser magic

Hedge Wizardry: the wizard may immediately roll on any spell list from the colleges of magic, this can be taken multiple times.

charms and hexes

Unlikely Transmutation: When you successfully cast a spell of Difficulty 8 or more, you may instead gain XD6 Gold coins, where X is equal to your total cast roll. The spell itself is not cast if you choose to do this. Once per game.

➊ rituals of ðħar Ⓛ

A Worthy Offer: During the magic phase, the Dark Elf Sorceress may sacrifice a henchmen (or any available slaves in game) within 6". If they do so, then the next spell they attempt is cast automatically. If a henchmen is sacrificed in this manner, then their blood is drained completely. They are removed from the warband roster.

➊ ruinous powers Ⓛ

All chaos teams and spell lores

Roiling Power: After casting a successful spell roll a D6. On a roll of 6 you gain +1XP.

Beastmen may instead take Aspect of the Beast;

Aspect of the Beast: the Shaman may now learn spells from Lore of the Beasts.

➊ children of the horned rat Ⓛ

All skaven teams and spell lores

Grey Seer: The Horned rat has noticed you. Just. You begin to sprout horns indicative of a grey seer. After rolling a natural 12 for casting roll a D6, on a 5-6 your horns grow and you gain a permanent +1 to spell casting.

➊ big waaagh Ⓛ

Brain Bursta: When successfully casting a spell, your Shaman may take a S3 hit. If he does then one enemy model within 12" takes a S4 hit as he vents the excess Waaagh power from his skull.

➊ little waaagh Ⓛ

En'squig'nin: If the casting roll for you spell is a natural 12, your target/s are immediately turned into cave squigs for the match, they fight as wandering monsters but may ally as normal. At the end of the game the warriors must take a Ld test to change back into their original form, if failed they live as squigs forever!

➊ rituals of hashut Ⓛ

Curse of Stone: when the priests casting roll is a natural 12, the curse of all chaos dwarf wizards catches up to him, he gains -1 Movement, +1 Toughness and +1 to armour saves. This can happen multiple times.

➊ knowledge of the old ones Ⓛ

All lizardman spell lores

An Unknowable Plan: When casting spells, if you roll a 12 or a 2 the warband gains +1CP. A roll of 2 still counts as a miscast. This can only happen once per game.

➊ mortuary cult scrolls Ⓛ

Dust of Khemri: The Liche Priest is constantly surrounded by a swirling mass of Sand and is -1 to hit in close combat.

