

### **FIREBALL**

**Cast on 5+**

This is a magic missile with a range of 24". If successfully cast, the Fireball hits its target and causes D6 Strength 4 hits.



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### **FLAMING SWORD OF RHUIN**

**Cast on 5+, remains in play**

This spell is cast on the Wizard himself. A magical flaming blade materialises in the Wizard's grasp. This counts as a magic weapon. The Wizard gains +1 additional Attack to his profile for the duration of the spell. All the Wizard's attacks will hit on a basic score of 2+ and he adds +3 to his Strength whilst using the Sword of Rhuin. Whilst he has the Flaming Sword, the Wizard must use it as his sole weapon – he cannot combine it with other weapons.

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### **THE BURNING HEAD**

**Cast on 8+**

A spectral flaming skull shoots 18" from the caster in a straight direct path (any direction chosen by the controlling player). Each model that lies in the direct path of the Burning Head suffers a Strength 4 hit (this is resolved much in the same way as a bouncing cannonball). Any unit suffering one or more unsaved wounds from the Burning Head must take a Panic test.

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### FIERY BLAST

#### Cast on 8+

The Fiery Blast is an especially dangerous magic missile – it is more powerful version of the Fireball, being both more powerful and harder to cast. The Fiery Blast has a range of up to 24". If successfully cast, the Fiery Blast hits its target and causes 2D6 Strength 4 hits.

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### CONFLAGRATION OF DOOM

#### Cast on 11+

This can be cast on one enemy unit anywhere on the table, as long as it is visible to the caster. If successfully cast, the target bursts into flames taking D6 Strength 4 hits. The target can take additional hits depending on how long the fire burns. To represent this, both players immediately roll a D6. If the casting player's dice score is lower than or equal to his opponent's, the flames go out and nothing else happens, but if he rolls higher, add the dice roll to the number of hits caused. Both players then roll a further D6 and repeat the process until the casting player rolls equal to or less than his opponent. Once the casting player fails to roll higher, no further hits are caused. Roll to wound as normal for all extra hits caused in this way.

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### WALL OF FIRE

#### Remains in play

#### Cast on 12+

This spell has a range of 24". Each model (including characters) in the unit's front rank suffers one automatic Strength 4 hit.

As long as the spell is in play, if the target unit moves for any reason, every model in the unit suffers a further Strength 4 hit, and then the spell is automatically dispelled.

If cast on units with a 360° line of sight, such as skirmishers, the Wall of Fire does not form and the spell has the same effect as a Fireball.

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### RULE OF BURNING IRON

#### Cast on 5+

Burning Iron has a range of up to 24". If successfully cast, the spell hits a single model (chosen by the caster, no targeting restrictions apply except that the Wizard needs line of sight to the target) and causes one Strength 1 hit if the target has no armour save, one Strength 2 hit if the target has an armour save of 6, one Strength 3 hit if the target has an armour save of 5+, one Strength 4 hit if the target has an armour save of 4+, one Strength 5 hit if the target has an armour save of 3+, one Strength 6 hit if the target has an armour save of 2+ or one Strength 7 hit if the target has an armour save of 1+ or better.

No armour saves are allowed against wounds caused by this spell. This is a flaming attack.



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### COMMANDMENT OF BRASS

#### Cast on 6+

This spell has a range of 24" and can be cast on any enemy war machine or chariot. If successfully cast, the machine cannot move or shoot until the end of its own following turn. If forced to flee for whatever reason, the spell is broken and the unit flees.

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### TRANSMUTATION OF LEAD

#### Cast on 7+

This spell can be cast on any enemy unit that is within 24", and which is engaged in close combat. If successfully cast, the enemy's armour, weapons and other equipment are transmuted to lead for the duration of the ensuing close combat phase. The affected unit suffers a -1 to hit and to wound penalty in close combat, and their armour saves suffer a -1 penalty during that turn's close combat phase.

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### **DISTILLATION OF MOLTEN SILVER**

**Cast on 8+**

The Distillation of Molten Silver is a magic missile with a range of up to 24". If successfully cast, a squall of molten silver hits the target and causes 2D6 Strength 4 hits. This is a flaming attack.

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### **LAW OF GOLD**

**Cast on 8+**

This spell can be cast on any enemy unit that is within 24" of the caster. The opposing player must nominate one magic item carried by any model in the unit. The caster rolls a D6: on the roll of 1-3 the item cannot be used until the end of the enemy's next turn, on a 4-6 the item cannot be used for the rest of game. The Law of Gold has no effect on a unit that does not include any models with magic items.

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### **THE SPIRIT OF THE FORGE**

**Cast on 12+**

This spell can be cast on one enemy unit that is within 24" and visible to the caster. If successfully cast, the enemy's armour starts to heat up until it is searing their flesh. The effects of this spell are exactly the same as the Rule of Burning Iron described above, except 2D6 models in the target unit will be affected (randomise hits like shooting).

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### STEED OF SHADOWS

#### Cast on 5+

This spell may be cast upon the Wizard himself or any single friendly character within 12" of him, no line of sight is required. The spell can only be cast on a model with a unit strength of 1 (it won't work on a mounted model or a model riding in a chariot, for example), even if engaged in close combat.

If successfully cast, the model can make a normal flight move of up to 20", which may be a charge (the charged unit gets its normal charge reactions). The model can even fly out of close combat if desired, but in this case it cannot charge.



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### CREEPING DEATH

#### Cast on 6+

Creeping Death is a magic missile with a range of up to 24". If successfully cast, the Creeping Death hits its targets and causes 3D6 Strength 1 hits. No armour saves are allowed against wounds caused by the Creeping Death.

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### CROWN OF TAIDRON

#### Cast on 8+

If successfully cast, all units within 12" of the caster are affected, friend and foe alike, even if engaged in close combat (excluding the caster himself). Each unit takes D6 Strength 4 hits, distributed exactly like shooting.

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### SHADES OF DEATH

**Cast on 9+, remains in play**

This spell can be targeted on any single friendly unit within 12" of the Wizard, even if the unit is engaged in close combat. The unit now causes Fear. If the unit already causes Fear, it now causes Terror instead.

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### UNSEEN LURKER

**Cast on 11+**

This spell can be cast on a friendly unit within 12". The unit can immediately make a move in the same way as a normal move made in the movement phase. The unit can charge an enemy if opportunity permits, and the same rules apply as for a normal charge made during the movement phase.

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### PIT OF SHADES

**Cast on 12+**

The Pit of Shades can be cast on any one unengaged enemy unit within 24" and visible to the caster. If successfully cast, the ground falls away beneath the unit's feet.

Take the small round template and place it over a single enemy unit. All models in the target unit completely under the template are automatically hit and those partially covered by it are hit on a 4+ on a D6. Models hit must immediately take an Initiative test to avoid falling into the pit. If the test is passed, the model is not affected, but models failing this test are swallowed up by the ground and removed as casualties, regardless of any magical protection or special rules they may have. After this, the ground seals up and closes the pit, leaving no trace.

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### THE BEAR'S ANGER

**Cast on 4+, remains in play**

This spell may be cast upon the Wizard himself or any single friendly character within 12" of him, no line of sight is required. The spell can only be cast on a model with a unit strength of 1 (it won't work on a mounted model or a model riding in a chariot, for example), even if engaged in close combat.

The target becomes as wild and powerful as a mighty bear. He adds +3 Attacks, +2 Strength, and +1 Toughness to his characteristics. He cannot wield a weapon nor use a shield whilst using this spell.



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### THE OXEN STANDS

**Cast on 5+**

This spell can be cast on any friendly fleeing unit on the tabletop. If successful, the unit rallies immediately, regardless of how many models are left in it.

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### THE CROW'S FEAST

**Cast on 7+**

Corvos the Crow's Feast is a magic missile with a range of up to 24". If successfully cast, the spell causes 2D6 Strength 3 hits.

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### THE BEAST COWERS

#### Cast on 7+

This spell can be cast on an enemy cavalry unit, swarm, chariot or a single ridden or unriden monster anywhere on the battlefield, even if the target is engaged in combat.

If successfully cast, any creatures in the unit (but not their riders) will cower and therefore may not attack in that turn's close combat phase. In addition, they will stubbornly refuse to move until the end of their next movement phase other than to flee, in which case they will be more than happy to oblige.

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### THE HUNTER'S SPEAR

#### Cast on 8+

The Hunter's Spear is a magic missile with a range of up to 24". If successfully cast, the spear inflicts a Strength 6 hit, with no armour saves allowed.

The spear then goes through the ranks of the target in the same way as a missile from a bolt thrower (see the War Machines section, pages 90-91, for more details).

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### THE WOLF HUNTS

#### Cast on 9+

This spell can be cast on a friendly cavalry unit, swarm, chariot or a single ridden or unriden monster that is within 24" of the caster.

If the spell is cast successfully, the unit moves 2D6" towards an enemy unit that it can see. If no enemy are visible then it will not move. If the distance is sufficient to reach the enemy, the unit is deemed to have declared a charge and all the normal charging rules apply, except that if the charge is failed, the unit still moves the full distance rolled.

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### PORTENT OF FAR

**Cast on 5+**

This spell can be cast on a friendly unit within 12", even if engaged in close combat.

If successfully cast, all subsequent dice rolls of a 1 made either to hit or to wound by that unit can be re-rolled that turn. Re-rolled scores of 1 stand – you can never re-roll a re-rolled dice.



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### SECOND SIGN OF AMUL

**Cast on 5+**

This spell gives the player a chance of re-rolling dice during the remainder of his own turn. These re-rolls may be used for rolls to hit, rolls to wound, armour saves and ward saves.

If successfully cast, roll a D3 to determine the number of re-rolls the player can make. Any re-rolls not used by the end of the caster's turn are wasted.

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### CELESTIAL SHIELD

**Cast on 7+, remains in play**

This spell can be cast on a friendly unit that is visible to the caster and within 24". The unit has a 4+ ward save against all normal and magic missiles.

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### **FORKED LIGHTNING**

**Cast on 6+**

This spell can be cast on any enemy unit in sight of the caster. If successfully cast, the unit is struck by lightning causing D6 Strength 4 hits.

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### **URANON'S THUNDER BOLT**

**Cast on 9+**

This spell can be cast on any enemy unit in sight of the caster. If successfully cast, the unit is struck by a thunderbolt causing D6 Strength 4 hits with no armour save possible.

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### **THE COMET OF CASANDORA**

**Cast on 12+, remains in play**

This spell can be cast upon any fixed point on the tabletop. If successfully cast, place a suitable marker over the exact spot affected – a small coin is ideal for this.

For as long as the spell lasts, the player rolls a D6 at the start of each player's turn (ie, at the start of his turn and at the start of his opponent's turn). On a score of 1-3 nothing happens, but place another marker on the first. On the score of a 4-6 the spot is struck by the comet. All units from either side that are within D6" multiplied by the number of markers already placed are struck by the comet. Each unit struck by the comet takes 2D6 Strength 4 hits. For example, if there are two markers in place and the D6 roll is a 4, all units within  $4 \times 2 = 8"$  are struck. A successful dispel neutralises the spell completely and all counters are removed.

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### BURNING GAZE

#### Cast on 5+

Burning Gaze is a magic missile with a range of up to 24". If successfully cast, the spell causes D6 Strength 4 hits. Undead and Daemons take D6 Strength 6 hits instead.

Burning Gaze is a flaming attack.



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### PHA'S ILLUMINATION

#### Cast on 5+, remains in play

This spell may be cast upon the Wizard himself or any single friendly character within 12" of him, no line of sight is required. The spell can only be cast on a model with a unit strength of 1 (it won't work on a mounted model or a model riding in a chariot, for example), even if engaged in close combat.

Regardless of his characteristics, he has 3 Attacks and Strength 5 whilst this spell lasts. He cannot wield a weapon whilst using this spell. Magic weapons used to attack him count as mundane weapons of the same type whilst the spell lasts.

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### HEALING ENERGY

#### Cast on 5+

This spell can be cast upon the Wizard himself or upon any friendly model anywhere on the tabletop, even if engaged in close combat. No line of sight is required.

If successfully cast, the model regains 1 Wound suffered during the game. In the case of a ridden monster/chariot, choose either the monster or the rider. This spell has no effect on Undead, Daemons, war machines and chariots.

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### DAZZLING BRIGHTNESS

**Cast on 6+**

This spell can be cast on any enemy unit that is engaged in close combat and that is within 18" of the caster, no line of sight is required. If successfully cast, the target unit is dazzled and its WS characteristic is reduced to 1 for the duration of that turn's close combat phase.

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### GUARDIAN LIGHT

**Cast on 8+, remains in play**

This spell affects all friendly units that are within 12" of the caster. No line of sight is required. If successfully cast, all these units are now immune to psychology, and fleeing units rally immediately, regardless of how many models are left in them.

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### CLEANSING FLARE

**Cast on 10+**

If successfully cast, all enemy units within 12" of the caster are affected, even if engaged in close combat. Each unit takes D6 Strength 5 hits, distributed exactly like shooting. Undead and Daemons take D6 Strength 6 hits instead.

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### MISTRESS OF THE MARSH

Cast on 4+

This spell can be cast upon an enemy unit, even if engaged in combat, that is within 12" of the caster or within 12" of a river, stream, bog, or any other water feature on the tabletop that has been identified as such before the game. If successfully cast, the ground beneath the unit is temporarily turned to swamp and the unit moves at half speed until the end of its own following turn. If forced to flee/pursue, for whatever reason, the unit flees/pursues at half speed (roll dice as normal based on the unit's normal Move value and then halve the result). This spell has no effect on flyers or ethereal creatures.



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### MASTER OF THE WOOD

Cast on 6+

This spell can be cast upon an enemy unit that is within 12" of the caster or within 12" of a wood, copse or any other wooded feature on the tabletop that has been identified as such before the game. The target must also be visible to the caster. If successfully cast, the unit is battered by the branches of trees if within a wood, or lashed at by roots that erupt from the ground if there is no wood nearby, inflicting D6 Strength 4 hits on the target (D6 Strength 5 hits if it is partially or wholly within the wood).

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### GIFT OF LIFE

Cast on 7+

This spell can be cast upon the Wizard himself or upon any friendly model within 12", even if the target is engaged in close combat. No line of sight is required.

If successfully cast, the model regains all its lost Wounds. In the case of a ridden monster, choose either the monster or the rider as the target of the spell. This spell has no effect on Undead models, Daemons, war machines and chariots.

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### THE HOWLER WIND

**Cast on 7+, remains in play**

This spell can be cast upon the Wizard himself. If successfully cast, no shooting with Strength 4 or less can be targeted at units within 12" of the Wizard – even if some models in the unit are more than 12" away. War machines are never affected by this spell. This doesn't prevent units from firing through or out of the affected area at targets beyond.

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### THE RAIN LORD

**Cast on 8+**

This spell can be cast on an enemy unit visible to the caster and within 24". If successfully cast, the target unit is drenched in rain and counts as soaked for the rest of the game.

All soaked models suffer a further -1 modifier on their shooting to hit rolls, increased to -2 if the model's weapon has the armour piercing rule. If the unit does not fire using BS (a cannon, for example), then it may only fire if the player can first roll a 4+ on a D6 each turn. There is no additional effect for being soaked more than once.

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### MASTER OF STONE

**Cast on 8+**

This spell can be cast upon an enemy unit that is within 12" of the caster or of a hill, rocky outcrop, ruins or any area that has been identified as high ground, rocky or ruinous before the game. The target must also be visible to the caster. If successfully cast, shards of stone erupt from the ground and fly against the unit, inflicting D6 Strength 5 hits on the unit (D6 Strength 6 hits if the unit is partially or wholly within the feature).

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### **DARK HAND OF DEATH**

**Cast on 5+**

This is a magic missile with a range of up to 24". If successfully cast, the spell hits its target and causes D6 Strength 4 hits.



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### **STEAL SOUL**

**Cast on 8+**

This spell can be cast on any enemy model within 12" (with no targeting restrictions whatsoever). The enemy model loses 1 Wound. No armour save is allowed. In addition, the casting Wizard gains 1 Wound for the duration of the battle. This spell can be used to increase the caster's Wounds characteristic beyond its normal maximum level, and can be used several times to increase the caster's Wounds even further.

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### **WIND OF DEATH**

**Cast on 8+**

This is a magic missile with a range of 24". If successfully cast, the spell hits its target and causes 2D6 Strength 4 hits.

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### WALKING DEATH

**Cast on 9+, remains in play**

This spell can be targeted on any single friendly unit within 12" of the Wizard, even if the unit is engaged in close combat. The unit now causes Fear. If the unit already causes Fear, it now causes Terror instead.

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### DOOM & DARKNESS!

**Cast on 9+**

This spell can be cast upon one enemy unit that is within 24" of the caster, even if engaged in combat. If successfully cast, the unit is shrouded by a black cloud of despair.

For the duration of the turn, the affected unit will suffer a -3 penalty to any Leadership-based test it is required to take. At the start of its following turn, the unit must take and pass a Leadership test (at -3), otherwise it remains affected for the duration of that turn as well. After this, the spell's effects end. Units that are Immune to Psychology are not affected by this spell.

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### DRAIN LIFE

**Cast on 10+**

If cast successfully, each enemy unit within 12" of the Wizard is affected, even if engaged in close combat.

Each unit takes D6 Strength 3 hits. No armour saves are allowed against a Drain Life spell. These hits are distributed exactly like hits from shooting.

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