

TRIAL RULES

Revised Lores of Magic

Presented by Gav Thorpe

On the following pages, I present revised versions of three of the Spell Lores: Beasts, Heavens and Life. Beasts and Life don't seem to be used that much (though they look pretty useful to me), whilst we've all had the sneaking suspicion that Heavens is just a little too popular to be entirely balanced with the other lists.



THE LORE OF BEASTS

The Lore of Beasts is the magic of shamans and animal spirits. It is the sorcery of wild and primitive races, of creatures that shun the cities of Men, and of men who have turned their backs upon the ways of their own kind.

To randomly generate a spell, roll a D6 and consult the chart below. If you roll the same spell twice for the same Wizard, roll again

D6	Spell	Casting Value
1	Buccos the Oxen Stands	5+
2	Adlos the Eagle's Cry	6+
3	Ursos the Bear's Anger	6+
4	Corvos the Crow's Feast	7+
5	Kinos the Beast Cowers	7+
6	Lupens the Wolf Hunts	9+

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.

THE EAGLE'S CRY

Cast on 6+

This spell can be cast on an unengaged enemy cavalry unit, swarm, chariot or a single ridden or unriden monster which is within 24" of the caster. If successful, the creature/s become momentarily wild and uncontrollable.

The affected unit must take an immediate Leadership test. If passed, the unit only suffers a -1" Movement penalty during their next Movement phase (-2" if it marches or charges). The Movement of flyers is reduced to 12". If failed, the unit/monster immediately makes a compulsory move of 2D6" directly towards its own side's table edge, but halts if this move brings it into contact with a friendly unit, impassable terrain, or within 1" of any enemy. If the unit moves off the tabletop, it counts as having fled the battle.

THE BEAR'S ANGER

Remains in play

Cast on 6+

This spell can be cast by the Wizard on himself or another roughly man-sized model on foot in the same unit while he is 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.

Once cast, the spell lasts until it is dispelled, until the Wizard chooses to end it (which he can do at any time), attempts to cast another spell or the affected model is slain.

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, a flock of crows mobs the spell's target and causes 2D6 Strength 3 hits.

THE BEAST COWERS

Cast on 7+

This spell can be cast on any enemy unit of cavalry, a chariot, a ridden monster, a lone monster such as a Great Eagle, or a swarm. The target of the spell must be on the tabletop and must be engaged in close combat.

If successfully cast, any creatures in the unit (but not their riders) will cower and therefore require 6s to hit in that turn's Close Combat phase. If 6s are required anyway, the creatures may not attack.

THE WOLF HUNTS

Cast on 9+

This spell can be cast on any friendly unit of cavalry, a chariot, a ridden monster, a monster on its own, or a swarm. The target must be within 24" of the caster and must not be engaged in close combat.

If the spell is cast successfully, the unit moves 2D6" towards the Wizard or 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 charged and all the normal charging rules apply, except that the enemy can only stand their ground – no other charge response is possible due to the speed of the spell.

THE LORE OF THE HEAVENS

In the cities of Men, the Lore of the Heavens is called Astromancy. It is the magic of the sky and stars, of portents, fate and the movement of heavenly bodies.

To randomly generate a spell, roll a D6 and consult the chart below. If you roll the same spell twice for the same Wizard, roll again.

D6	Spell	Casting Value
1	Second Sign of Amul	6+
2	Portent of Far	6+
3	Forked Lightning	7+
4	Uranon's Thunder Bolt	9+
5	Storm of Cronos	9+
6	Comet of Casandora	11+

SECOND SIGN OF AMUL Cast on 6+
This spell can be cast by a Wizard and gives the player a chance of re-rolling dice during the remainder of his own turn.

If successfully cast, roll a D3 to determine the number of re-rolls the player can make. Each re-roll entitles the player to take any single D6 dice (including one of the dice rolled on a 2D6, 3D6, etc) he has rolled and roll it again. Any dice can be re-rolled but the player cannot re-roll a re-rolled dice... he only gets one chance to overcome a duff roll! Any re-rolls not used by the end of the turn are wasted.

PORTENT OF FAR Cast on 6+
This spell can be cast on a friendly unit that is within 12" and which is 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.

FORKED LIGHTNING Cast on 7+
This spell can be cast on any unengaged enemy unit within 24" of the caster. If successfully cast, the unit is struck by lightning causing D6 Strength 4 hits. These hits are distributed exactly like hits from shooting.

URANON'S THUNDER BOLT Cast on 9+
This spell can be cast on any unengaged enemy unit within 24" of the caster. If successfully cast, the unit is struck by a thunder bolt causing D6 Strength 4 hits with no Armour save possible. These hits are distributed exactly like hits from shooting.

STORM OF CRONOS Cast on 9+
This spell can be cast on all enemy units which are visible to and within 12" of the caster. If successfully cast, all enemy units within range and sight are affected. Each unit takes D6 Strength 4 hits, distributed exactly like shooting.

THE COMET OF CASANDORA Cast on 11+
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.

Once cast, 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 which 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. The Comet is not a *remains in play* spell as such, although the spell can be dispelled while in play, (remove all markers), and a Wizard cannot have more than one Comet in play at one time.

THE LORE OF LIFE

The Lore of Life is the magical lore of the growing earth and as such is bound to the changing seasons. Few creatures of any race understand the nature of growing things as do these wizards. It is a form of magic that exists in all water and vegetation and which is strongest when it is close to places where rivers run and where woods and forests grow most abundantly.

To randomly generate a spell, roll a D6 and consult the chart below. If you roll the same spell twice for the same Wizard, roll again.

D6	Spell	Casting Value
1	Siodh Silverhyl, Mistress of the Marsh	6+
2	Bheortaine Briartangle, Father of Thorn. . .	7+
3	Olannan Rattledor, the Howler Wind	7+
4	Keirnu Oakenclub, Master of the Wood . . .	7+
5	Rulainn Boulderfist, Master of Stone	8+
6	Mhadh Gathersquall, the Rain Lord	10+

MISTRESS OF THE MARSH

Cast on 6+

This spell can be cast upon any unit that is within 12" of a river, stream, bog, or any other water feature on the tabletop which has been identified as such before the game. If there are no such features on the table, it can be cast on any enemy unit within 12" of the caster. It cannot be used against a unit that is engaged in close combat. If successfully cast, the ground beneath the unit is turned to swamp and the unit moves at half speed until the start of the wizard's next Magic phase. If fleeing, for whatever reason, the unit flees at half speed (normally 2D6 halved). This spell has no effect on flyers or ethereal creatures.

FATHER OF THE THORN

Cast on 7+

The Father of the Thorn can be cast on an unengaged enemy unit within 24" of the caster. If successfully cast, thorns and briars shoot from the earth entangling limbs and tearing at flesh.

The spell causes 2D6 Strength 3 hits.

THE HOWLER WIND

Remains in Play

Cast on 7+

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. This doesn't prevent units from firing through or out of the affected area at targets beyond. In addition, all enemy units within 12" of the Wizard move at half speed due to the effect of the howling wind. Note that this move penalty only applies when actually within the affected area – enemy treat the entire zone as if it were difficult ground. Once cast, the spell lasts until dispelled, the Wizard chooses to end it (which he can do at any time), attempts to cast another spell or is slain.

MASTER OF THE WOOD

Cast on 7+

This spell can be cast upon an enemy unit that is within 12" of a wood, copse or any other wooded feature on the tabletop which has been identified as such before the game. If there are no such features on the table, it can be cast on any enemy unit within 12" of the caster. It cannot be used against a unit that is engaged in close combat. If successfully cast, the unit is battered by the branches of trees if near a wood, or lashed at by roots which erupt from the ground if there is no wood nearby. This causes D6 Strength 5 hits on the unit, plus a further D6 Strength 5 hits if it is partially or wholly within the wood. This spell does not affect Forest Spirits.

MASTER OF STONE

Cast on 8+

This spell can be cast upon an enemy unit that is within 12" of a hill, rocky outcrop, ruins or any area which has been identified as high ground, rocky or ruinous before the game. If there are no such features on the table, it can be cast on any enemy unit within 12" of the caster. It cannot be used against a unit that is engaged in close combat. If successfully cast, shards of stone fly against the unit. The spell causes 2D6 Strength 4 hits on the unit, plus a further D6 Strength 4 hits if the unit is partially or wholly within the feature.

THE RAIN LORD

Cast on 10+

This spell can be cast on an unengaged enemy unit within 30". If successfully cast, the target unit is enveloped in rain and gets a soaking.

A soaked unit suffers a further -1 modifier on its shooting to hit rolls. 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.

This is not a *remains in play* spell as such, but units that have been soaked suffer the effects for the rest of the battle. There is no additional effect for being soaked more than once.