

•ICE MAGIC•

In Norsca, some wizards study Ice Magic, believing it to be more potent than any other kind of magic. Ice Magic concentrates on the aspects common to Norsca - Ice, Snow, Wind etc. When the Warriors encounter a Monster spell caster in Norsca, he will no doubt be a student of Ice Magic. He will still be able to cast his normal spells, but will supplement them with Ice Magic. To represent this, each time a Monster casts a spell, roll 1D6. On a roll of 1-3 a spell from his original area of expertise is cast. On a roll of 4-6 he casts an Ice Magic Spell. Norse Shamans and Rune Priests will always cast Ice Magic spells. Any spells that the spellcaster cast which are still active when he is killed will be dispelled.

2 FAILURE

The caster fails to cast a spell.

3 BRIDGE OF ICE

A magical bridge of ice appears underneath the caster, carrying him to an adjacent board section. If this spell is cast more than once in the same turn by the same caster, then he will not move back to the same board section he started on, unless there is no other.

4 WINDS OF COLD

A howling wind suddenly shoots through the dungeon. For the next turn, any missile attacks will be at -2 To Hit, as the wind sweeps the projectiles off course. If the Winds of Cold already blow, re-roll this spell.

5 FREEZE SURFACE

The caster directs this spell at the ground beneath the Warriors' feet. The ground immediately turns to ice, causing the Warrior's to lose their footing. For the next 1D3 turns, if a Warrior rolls a 1 To Hit, as well as missing his opponent, he also slips on the ice. The rest of his turn is spent picking himself up. If this spell is cast again while the ground is already frozen, re-roll this spell.

6 SNOW BLIZZARD

The caster creates ice-laden winds on the board section he is currently on. For one turn, no Warriors may Move, and are at -2 To Hit. No Missile attacks may be made at all, as the blizzard is so fierce the Warriors cannot see one foot in front of their faces. In addition, no spells may be cast by the Warriors while the blizzard is blowing. If a blizzard is already blowing on the board section, re-roll this spell.

7 CRYSTAL CLOAK

A swirl of ice and snow enfolds the caster in a cloud of shimmering light. Any attack against the caster by a non magical weapon is deflected on a D6 roll of 5 or over, causing no damage. Magical weapons will always Wound, but on a To Hit roll of a 1 will be destroyed by the power of the Crystal Cloak. However, the Crystal Cloak will also be destroyed, leaving the caster vulnerable to other attacks. The cloak remains in play until destroyed, or the caster is dead. If the caster already has a Crystal Cloak, re-roll this spell.

8 SHIELD OF COLD

The caster and all models adjacent to him are surrounded by a shield of intense cold. Any hits made against any models underneath the shield will only penetrate on a roll of a 3 to 6. Roll after determining if a blow hit. Otherwise the shield deflects the blow and it causes no damage. Any models inside the shield hit as normal. The spell lasts for one turn. Any additional Shield of Cold spells cast while another is in play will add an extra +1 to the number needed to penetrate the shield. No models may move into or out of the shield while it is active.

9 CHILL BLAST

An icy blast erupts from the caster and strikes the Warrior closest to him. If the Warriors are the same distance from the caster, then choose one at random. The Warrior is chilled to the bone, causing him frostbite, and breaking his equipment in half. The Warrior takes an immediate (1D6 + Battle Level) Wounds with no modifiers. If he rolls a 1, then as well as losing current Wounds, he also loses 1 permanent Wound. In addition, if a 1 or a 2 is rolled, the blast freezes a random piece of Treasure, snapping it in two. The Warrior must discard that Treasure item.

10 ICE SHARDS

Sharp icicles fly out from the caster's hand and strike a random Warrior. Roll 3D6 for the number of ice shards that hit the Warrior. Each one inflicts 1 unmodified Wound.

11 DEATH FROST

This spell is cast on a random Warrior. Parts of the Warrior begin to freeze solid. Roll 2D6. The difference between the results is the amount of D6 Wounds caused on the Warrior with no modifiers. If more than one Death Frost spell targets the same Warrior in one turn, do not resolve the effects separately. Instead, add +1 to the die which rolled the highest number for each spell above one cast.

12 SUMMON ICE GOLEMS

The spell caster summons 1D6 Ice Golems. They may move and fight this turn.

•LIZARDMAN MAGIC•

In Lustria, Slann Mage Priests specialise in casting Lizardman Magic. Skink Shamans can also cast spells, but to a far lesser degree. To represent this, when rolling to see what spell a Skink Shaman casts, he will fail on a roll of 2-4, instead of the normal 2. Also, his spells only affect the board section that he is currently on. Any spells that the Lizardman cast which are still active when he is killed will be dispelled.

2 FAILURE

The Lizardman fails to cast a spell.

3 DRAIN MAGIC

The Lizardman concentrates and performs a ritualistic chant. All spellcasters in the party suddenly feel weakened. The Lizardman has drained all spells from the spellcasters. The effects of this spell last for one turn. If the Lizardman rolls this spell again while it is still in play, re-roll the spell.

4 BANISHMENT

The Lizardman utters an incantation and gestures at a random Warrior. Roll 1D6. On a roll of 4 or over the Warrior is removed from the board for one turn as he disappears into the void. Any Monsters that were attacking him, now head off after the next closest Warrior.

5 MOVE GROUND

The ground beneath the Warriors feet starts to shake and ripple, carrying the Warriors along with it. The Warriors are each moved back 2D6 squares in a straight line, in the direction they came from, or until the hit a wall.

6 RUINATION

The mind of the Lizardman focuses on the roof of the dungeon. Suddenly, with a resounding crash, it caves in, bringing stones and rubble showering down on the current board section. Take six 1 x 1 square counters and throw them randomly onto the board section. Each counter that lands on a Warrior causes 1D6 unmodified damage. Models may move through, and land on squares that contain rubble.

7 EARTH LINE

A surge of power rushes from the Lizardman to a random Warrior. Draw an invisible line from the Lizardman to the Warrior. All models that lay partly on the line (including the Warrior) roll 2D6. If the roll is greater than the models Toughness, then he suffers 3D6 Wounds. Otherwise the surge is not as great, and it only takes 1D6 Wounds.

8 ASSAULT OF STONE

A huge chunk of the dungeon wall breaks away and crashes to the ground. The wall targeted is the side farthest away from the Lizardman on the current board section. The whole side of the wall falls in, with a 1 square width. To pass through these squares, use the same method as for the 'dead end' board section. Any Warriors in the squares which the wall hits suffer 2D6 Wounds unless they can roll under their Initiative on 1D6. Place any models in a suitable square next to the collapsed wall.

9 THE TEMPEST

A storm begins to rage, covering the current board section and all adjacent board sections. The storm is so intense that all models are at -1 To Hit (-2 with missile weapons). Their Move is reduced to 1 as the wind is so strong. All spells requiring a target will be blown off course and hit a random adjacent model instead, if a 1 or 2 is rolled on 1D6. Otherwise it will hit the target as normal. This spell lasts for 1 turn. If it is cast while the storm still blows, then re-roll this spell.

10 DEADLOCK

The Lizardman points at an item that the Warrior possesses, and gestures. For the rest of the combat, the items magical nature will not function. It will still do normal damage if it is a sword, etc, but any magical properties it had will not work. In addition, at the end of the combat roll 1D6. On a roll of 1 the item's magic will not function permanently.

11 THE TONGUE OF SOTEK

The Lizardman brings out a small plaque with the symbol of Sotek, the Serpent God engraved on it. He puts it into his mouth and swallows it. Suddenly a huge tongue shoots from his mouth and entwines itself around a Warrior. Struggling, the Warrior is drawn closer to the Lizardman. Place the Warrior in the nearest available square next to the Lizardman. The Warrior can try and escape from the tongue at the beginning of each Warriors' Phase by rolling 1D6 and adding his Strength. If the result is equal to or greater than 7 then he breaks free, otherwise he is still entwined in the tongue. While captured, he can still fight and use items as normal but may not move and Monsters are at +1 To Hit him, while he is at -1 To Hit them. If the Lizardman casts this spell again, the currently captured Warrior will be free.

12 APOTHEOSIS

The Lizardman targets a random Monster on the board. That Monster is now protected by a golden aura. If the Monster is slain while the aura surrounds him, then he is resurrected at the end of the Monsters' Phase. Any enchantments on him are now gone, including this spell. The Warriors do not get any additional Gold for killing the Monster twice. If the Lizardman targets a Monster that is already protected by this spell then choose another Monster at random. If they are all protected by Apotheosis then roll for another spell.

•NURGLE MAGIC•

Chaos Sorcerers will align with one of the Chaos Gods. Khorne has no magic, so that leaves Nurgle - The Lord of Pestilence, Slaanesh - The God of Pleasure and Tzeentch - The Changer of Ways. When a Chaos Sorcerer is involved in a battle, he will match the alignment of the Monsters that accompany him. If the number of Monsters of each alignment are equal then randomly determine what God the Chaos Sorcerer will worship. If the Chaos Sorcerer is killed while his spells are still in play, then they will be dispelled.

2 FAILURE

The Sorcerer fails to cast a spell.

3 CLOUD OF FLIES

The target Warrior is surrounded by an impenetrable mass of flies. The victim can see nothing and can neither move nor shoot in the following Warriors' Phase. They may, however, still fight as normal in hand-to-hand combat. If the flies already surround the Warrior then choose another Warrior at random.

4 FLY SWARM

The Sorcerer is surrounded by a black mass of flies which absorb blows with the depth of their odorous and squashy bodies. The Sorcerer's Toughness is increased by one until the start of the next Monsters' Phase.

5 PLAGUE WIND

A damp and fetid wind howls through the dungeon, brining with it the most foul diseases. Each Warrior on the same board section as the Sorcerer suffers 1D6 Wounds, modified for Toughness, but not for armour.

6 STENCH OF NURGLE

All Warriors on the same board section as the Sorcerer are nauseated by a disgusting odour. All victims must lose 1 Attack in the following Warriors' Phase.

7 STREAM OF CORRUPTION

The Sorcerer vomits forth a jet of putrid blood, maggots, excremental slime and other indestructible foulness. The target Warrior is overwhelmed by the revolting muck. Roll 2D6 and subtract the Warrior's Initiative as he tries

to dodge out of the way of the disgusting stream. The Warrior suffers this many Wounds with no modifiers for Toughness or Armour.

8 RANCID VISITATION

The target Warrior begins to rot and putrefy, fingers and toes fall off, skin blisters and decays, and eyes drop from their sockets. The Warrior suffers 3D6 Wounds with no modifiers for Toughness or armour. This is *fatal* damage.

9 MIASMA OF PESTILENCE

A caster is surrounded by a cloud of foul vapours. All Warriors attempting to attack him in hand to hand combat are at -2 To Hit. Melee attacks made against Monsters adjacent to the caster are at -1 To Hit. The effects of this spell last for 1D3 turns (cumulative).

10 PILLAR OF PUTREFACTION

A pillar of disgusting filth suddenly spurts up from the ground. Place a 1 x 1 counter on a random square on the same board section as the caster. Any Warrior standing in a square adjacent to the pillar at the end of the turn suffers 1 unmodified Wound due to the noxious vapours.

11 PIT OF SLIME

The Sorcerer creates a huge pit of slime in the centre of the board section. Place a 2 x 2 square counter in the middle of the board section. Any model under it suffers 1D3 unmodified Wounds due to the disgusting filth, and must spend 1 turn getting out. While escaping from the slime pit, a Warrior confers a +1 To Hit bonus on anyone attacking him. Any Warriors adjacent to the slime pit who roll a 1 To Hit fall in and must follow the above directions for escaping. If the Sorcerer casts this spell again, then choose another board section for the spell. If the pit blocks off a passageway, room etc. then a Warrior will have to climb down into the slime and up the other side, taking 1D3 unmodified Wounds for each square he moves onto.

12 SHRIVELLING POX

A random Warrior contracts a deadly disease. At the end of each turn, he takes *fatal* damage of 1 unmodified Wound. The disease can be healed at a Settlement for (1D6 x 100) Gold. In addition, at the end of each adventure in which the Warrior still has the disease roll 1D6 for each Warrior. On a roll of 1 then that Warrior has contracted it also.

•SLAANESH MAGIC•

Chaos Sorcerers will align with one of the Chaos Gods. Khorne has no magic, so that leaves , Slaanesh - The God of Pleasure, Nurgle - The Lord of Pestilence and Tzeentch - The Changer of Ways. When a Chaos Sorcerer is involved in a battle, he will match the alignment of the Monsters that accompany him. If the number of Monsters of each alignment are equal then randomly determine what God the Chaos Sorcerer will worship. If the Chaos Sorcerer is killed while his spells are still in play, then they will be dispelled.

2 FAILURE

The Sorcerer fails to cast a spell.

3 BONDAGE OF SLAANESH

The target Warrior is enveloped in glowing threads of magic and may do nothing for one turn. In addition, if the Warrior is a spellcaster, he loses 1 point of stored Power.

4 PAVANE OF SLAANESH

The Sorcerer unleashes the Pavane of Slaanesh against a Warrior on the same board section as him. Roll 1D6. ON a roll of 1-3 the Warrior overcomes the Pavane, and it has no effect. On a roll of 4-6 the Warrior starts to dance and cavort with uncontrollable joy. An affected Warrior cannot shoot any missile weapons or use magic, and their movement is reduced to a single square. However, they may still attack and defend normally in hand to hand combat, although with a -1 To Hit modifier.

5 CACOPHONIC CHOIR

A hellish sound is conjured up by the Sorcerer, of such intensity in its wailing discord that it overloads the senses, burning out minds and shattering bones. All Warriors on the same board section as the Sorcerer immediately suffer 1D6 + 5 Wounds, modified only for Toughness.

6 LASH OF SLAANESH

A quivering lash uncoils from the Sorcerer's outstretched hand and strikes his foes with a mighty crack. A random Warrior on the same board section as the Sorcerer is struck for a punishing 2D6 Wounds.

7 SUCCOUR OF CHAOS

When cast, this spell will invigorate all Monsters currently in play. For the duration of the next Monsters' Phase, all Monsters gain a +1 bonus to hit the Warriors.

8 CHAOS SPAWN

The Sorcerer targets a random Monster on the board and mutates it. It immediately rolls once on the Chaos Warrior attribute table.

9 ACQUIESCENCE

The Chaos Sorcerer reaches out his hand and touches his victim, casting the dread power of Acquiescence upon him! Randomly select one Warrior standing adjacent to the Sorcerer. The victim must roll under their Initiative on a D6 or be overwhelmed by waves of euphoria. An affected Warrior will have all his characteristics halved, rounding fractions up. The spell lasts until the Sorcerer is dead.

10 SLICING SHARDS

The Sorcerer creates many small shards, magically glowing and sends them hurtling towards the Warriors. There are nD6 shards in total, with n being the number of Warriors in play. Divide these up evenly amongst the Warriors. Each shard deals 1 unmodified Wound. In addition, roll 1D6 for each shard. On a 1, the Warrior loses 1 Permanent Wound as well.

11 BEAM OF SLAANESH

A beam of bright light flies from the caster and strikes a random Warrior. Roll 1D6. If the result is a 1 the beam blinds the Warrior, melting his eyes into his face. Due to the pain, he immediately loses 3D6 unmodified Wounds. He can never be healed normally, and has the lowest possible value for all his characteristics (except Wounds). He cannot use skills which require the use of sight eg. Parry, Jump etc, and cannot visit any locations in a Settlement unless accompanied by another Warrior.

12 CURSED CARESS

The Chaos Sorcerer casts this spell against a random Warrior standing adjacent to him. The victim is overcome with waves of excited ecstasy, and quickly reaches such a state of overwrought passion that his heart explodes! The affected Warrior rolls 1D6. If the roll is equal to or greater than the number of Wounds the Warrior has remaining, then the victim is dead. If the roll is less, then no damage is caused. A Warrior killed by the Cursed Caress cannot be healed back into the game even by resurrection.

•TZEENTCH MAGIC•

Chaos Sorcerers will align with one of the Chaos Gods. Khorne has no magic, so that leaves Tzeentch - The Changer of Ways, Nurgle - The Lord of Pestilence and Slaanesh - The God of Pleasure. When a Chaos Sorcerer is involved in a battle, he will match the alignment of the Monsters that accompany him. If the number of Monsters of each alignment are equal then randomly determine what God the Chaos Sorcerer will worship. If the Chaos Sorcerer is killed while his spells are still in play, then they will be dispelled.

2 FAILURE

The Sorcerer fails to cast a spell.

3 BLUE FIRE OF TZEENTCH

A blue flame flies towards a random Warrior in the Sorcerers line of sight. The flame causes 1D6 Strength 4 Attacks (1 Damage Dice) on the Warrior. In addition, the flame surrounds the Warriors entire body, paralysing him. Each turn, at the start of the Warriors' Phase, if there is a spellcaster in the party, he can try and dispel the magic flame. Roll 1D6 and add the spellcasters bonus that he receives for his power dice roll. On a roll of 7 or above he has succeeded in dispelling the flame. Otherwise the Warrior is paralysed and cannot perform any actions, nor can anyone attack him (except by spells). Monsters previously attacking him will turn their attention to the nearest Warrior. The spell cannot be cast on the Warrior if he is already affected by the Blue Fire of Tzeentch.

4 BOLT OF CHANGE

The Sorcerer shoots a sparkling bolt from his hands, striking a random Warrior in his line of sight. The Warrior must roll equal to or less than his Toughness on 1D6 or be mutated. If the Warrior is affected, roll 1D6 to see what he loses:

- 1 Weapon Skill (minimum 1)
- 1 Strength (minimum 1)
- 1 Toughness (minimum 1)
- 1 Luck
- 1 Permanent Wound
- 1D6 unmodified Wounds

5 BOON OF TZEENTCH

The Sorcerer grants a boon to a random Monster on the same board section. Roll 1D6 and apply the result immediately:

- 1 +1D6 Wounds (can go above total)
- 2 +1 Weapon Skill (maximum 10)
- 3 +1 Strength
- 4 +1 Toughness
- 5 +1 Attack
- 6 +1 Damage Dice

6 TOUCH OF TZEENTCH

The Sorcerer reaches out and lays his hand on a random adjacent Warrior. If there is no Warrior adjacent then roll again. The Warrior loses 1 Permanent Wound.

7 GLEAN MAGIC

If there are no spellcasters in the party roll again. The Sorcerer steals a random spell from a random spellcaster. For the rest of the combat the Warrior cannot cast that spell. In place of one of his normal spells, the Sorcerer will cast the Warrior's spell instead.

8 INCANDESCENT ASSASSIN

The Sorcerer invokes the power of Tzeentch and creates a creature of magical flame to appear adjacent to a random Warrior. For the rest of the combat treat the creature as a normal Monster. If the Sorcerer is killed the assassin dissipates into the air.

M	WS	BS	S	T	Arm	I	A	DD	W	Gold
8	9	A	4	4	-	12	2	1	10	470

Ambush, Magic A; Assassinate 5+; Daemonic -1; Dodge 5+

9 SHIELD OF FIRE

The Sorcerer creates a fiery shield to protect him. Any Warriors that attack him must roll a 6 To Hit.

10 GIFT OF CHAOS

The Sorcerer grants a random Monster the ability to spell cast. It now has *Tzeentch Magic* 1, but only at a very simple level. The Monster will fail to cast a spell if he rolls a 2, 4, 5, 7 or 11.

11 TZEENTCH'S FIRESTORM

Scarlet flame flies from the Sorcerer and envelops the Warriors. Each Warrior takes 1D6 + 6 Wounds with no modifiers for armour. For every 10 Wounds taken in total, a Pink Horror is created next to a random Warrior. It may move and attack as normal in the current Monsters' Phase.

12 PINK FIRE OF TZEENTCH

Pink flame flies from the Sorcerer and covers a random Warrior. If the Warrior already has the Blue Fire of Tzeentch on him then the two different flames exploded, splattering his body into millions of pieces around the dungeon walls. Obviously he cannot be resurrected! Otherwise the flame surrounds the Warriors entire body, paralysing him. Each turn, at the start of the Warriors' Phase, if there is a spellcaster in the party, he can try and dispel the magic flame. Otherwise the Warrior is paralysed and cannot perform any actions, nor can anyone attack him (except by spells). Monsters previously attacking him will turn their attention to the nearest Warrior. The spell cannot be cast on the Warrior if he is already affected by the Pink Fire of Tzeentch.

•CHAOS DWARF MAGIC•

Chaos Dwarf Sorcerers specialise in casting Chaos Dwarf Magic. To see what spell the Chaos Dwarf Sorcerer casts when given the chance, roll 2D6 on the following table. If the Chaos Dwarf Sorcerer is killed while his spells are still in play, then they will be dispelled.

2 FAILURE

The Chaos Dwarf Sorcerer fails to cast a spell.

3 FIST OF FIRE

The Chaos Dwarf Sorcerer targets a random Monster on the board and creates a huge ball of fire on the end of his arm instead of his hand. For the remainder of this turn the affected Monster receives +1 Damage Dice.

4 DOOMROAR

The Chaos Dwarf Sorcerer takes on the shape of the mighty Bull God Hashut and, with a shake of his horned head, gives a terrifying roar that goads his minions into action. This turn, all Monsters get +1 Attacks.

5 ASH CLOUD

The dungeon is suddenly filled with clouds of smoke and ash. All of the Warriors are at -2 on their To Hit rolls for the next Warriors' Phase.

6 SORCERERS' CURSE

Cackling hideously, the Chaos Dwarf Sorcerer utters a terrible curse on a random Warrior. Unless he is given a healing potion or a healing spell is cast on him then the cursed Warrior is turned to stone and is out of the game. If he is given treatment, roll 1D6. On a score of 1-4 the Warrior is at -1 Movement, -1 Initiative and -1 To Hit until the Sorcerer is dead. On a score of 5-6 the Chaos Dwarf Sorcerer's spell has no effect at all.

7 SHADOWS OF HASHUT

A mighty shadow bull rushes away from the Chaos Dwarf Sorcerer, heading towards

a random Warrior in his line of sight. The Warrior must immediately take a *Fear* 7 test. If he succeeds then he stands his ground and the shadow plunges into him, causing 1D6 Wounds unmodified damage. Otherwise with a scream, he runs towards the entrance of the dungeon. Make a roll on the Escape table to see what happens to the Warrior.

8 LAVA STORM

With a majestic sweep of his arm the Chaos Dwarf Sorcerer creates a stream of balls of molten lava. There are 2D6 balls and they are distributed amongst the Warriors evenly. Each causes 2D6 Wounds with no modifier for armour.

9 FLAMES OF AZGORH

The Chaos Dwarf Sorcerer breathes out whirling tendrils of flame. Draw a Warrior counter to determine who is attacked. The target and every model adjacent to him, whether friend or foe, take 2D6 Wounds each with no modifiers for Toughness or armour. The Chaos Dwarf Sorcerer is the only model immune to the effects of the spell.

10 ERUPTION

The ground beneath one of the Warrior's feet erupts in a plume of magma. The affected Warrior suffers 5D6 Wounds, modified as usual.

11 FLAMING HIDE

The Chaos Dwarf Sorcerer casts this spell on himself. His skin hardens, and small flames burn on the surface. He now has the *Ignore Blows* 6+ skill. If this spell is cast again, add +1 to the number required to Ignore Blows.

12 MAGMA POOL

A huge fiery pit of lava opens up in the floor of the room. Take a 2 x 2 square counter and randomly position it in the board section the Chaos Dwarf Sorcerer is on. Any model who is in it suffers 3D6 Wounds with no modifiers and must move to an adjacent square unless they are dead. No one can move into the magma pool until the Chaos Dwarf Sorcerer is killed.

•ORC & GOBLIN MAGIC•

Orc and Goblin Shamans specialise in casting Orc & Goblin Magic. To see what spell the Orc Shaman or Goblin Shaman casts when given the chance, roll 2D6 on the following table. Goblin Shamans are not as skilled in casting spells so roll 1D6 before casting each one. On a roll of 1 the Goblin Shaman cannot remember the words and fails to cast the spell. If the Shaman is killed while his spells are still in play, then they will be dispelled.

2 FAILURE

The Shaman fails to cast a spell.

3 'ERE WE GO

The Shaman floods his allies with power. All Orcs and Goblins on the board get +1 Attack this turn and +1 Toughness next turn.

4 WAAAGH!

Roll 2D6 for each Warrior spellcaster on the board. If the score is equal to or greater than the Warrior's Battle Level he is knocked out the ground for 1 turn, during which time he may do nothing and is counted as being prone. If the Warrior is prone and is targeted then he remains on the ground for another turn.

5 BRAIN BURSTA

A bolt of power erupts from the Shaman's head. Draw a Warrior counter to determine which Warrior is targeted. Roll 2D6. If the score is greater than the target's Battle Level he is hit - roll 1D6:

- 1 The Warrior's head explodes, killing him instantly. He may not be resurrected.
- 2-5 The Warrior suffers (2 x Dungeon Level) Wounds with no modifiers for Toughness and armour.
- 6 The Warrior suffers 1D6 Wounds with no modifiers for Toughness or armour.

6 HAND OF GORK

This spell moves the Shaman and any allied Monsters using missile weapons out of hand to hand combat with the Warriors. Move the Monsters so that they are no longer adjacent to the Warriors, moving other Monsters out of the way to make room if necessary. If the Shaman is not in hand to hand combat re-roll this result.

7 FIST OF GORK

The Shaman's arms become enwrapped with glowing bands of power. Draw a Warrior counter to determine which Warrior is targeted. That Warrior suffers 1D6 hits at (Shaman's Strength +4).

8 DA KRUNCH

One of the Warriors is stamped on by the mighty foot of Gork. Draw a Warrior counter to determine which Warrior is targeted. That Warrior suffers 1D6+10 Wounds.

9 MORK SAVE UZ!

Roll 1D6 for each spellcasting Warrior. On a roll of 4-6 all of that Warriors' remaining points of Power are lost this turn. This does not affect any innate stored power. If there are no spellcasters in the party then re-roll this spell.

10 'EADBUTT

The Shaman magically 'eadbutts one of the Warrior spellcasters. If there is more than one spellcaster, draw a Warrior counter to determine which Warrior is targeted. Roll (1D6 + Dungeon Level) for the Shaman and (1D6 + Battle Level) for the target. If the Shaman wins or it is a draw add the two dice together. The target takes that many Wounds with no modifiers for Toughness or armour and cannot cast any magic next turn. If the Warrior wins the spell has no effect.

11 MORK WANTS YA!

A giant hand, belonging to Mork, descends through the ceiling and picks up a random Warrior. The captured Warrior cannot do anything while he is held. To escape he must roll 1D6 + Strength and score 10 or over. If the Shaman tries to cast a spell and fails at any time the hand will release the Warrior.

12 GAZE OF MORK

The Shaman stares at a Warrior and a beam of destructive energy streaks from his eyes, striking the Warrior in the chest. Roll 6D6. Subtract the result of all the 1, 2 and 3s from the result of the 4, 5 and 6s. If the result is positive, the Warrior takes that many Wounds with no modifiers for anything. If the result is negative, the beam bounces back at the Shaman, causing that number of Wounds with no modifiers for anything.

•DARK ELF MAGIC•

Dark Elf Sorcerers specialise in casting Dark Elf Magic. To see what spell the Dark Elf Sorcerer casts when given the chance, roll 2D6 on the following table. If the Dark Elf Sorcerer is killed while his spells are still in play, then they will be dispelled.

2 FAILURE

The Sorcerer fails to cast a spell.

3 BATTLE LUST

The Sorcerer gives an extra (1 x Dungeon Level) Attacks to all Monsters currently in combat with the Warriors, distributed as evenly as possible.

4 DOOMBOLT

A bolt of black fire bursts from the Sorcerer's palm towards one of the Warriors. The Doombolt inflicts (2 x Dungeon Level) Wounds with no modifiers for Toughness or armour.

5 DARK HAND OF DESTRUCTION

The Sorcerer may attack any single adjacent Warrior. If there is more than one eligible target choose one at random. Roll 1D6 for the chosen Warrior and add his Strength. Roll 2D6 for the Sorcerer and add his Strength to the score. The highest score wins. If the Warrior wins the spell fails. If the Sorcerer wins the Warrior suffers (2 x Dungeon Level) Wounds with no modifiers for Toughness or armour. If the Sorcerer is not in hand to hand combat ignore this result and roll again.

6 BLADE WIND

The Sorcerer summons a storm of slashing blades which spin towards a random Warrior. That Warrior suffers (Dungeon Level)D6 Wounds.

7 SOUL DRAIN

The Sorcerer creates a storm of dark magic. Roll 1D6 for each Warrior adding his Toughness to the score. If the total is less than the Dungeon Level he suffers no ill effects from the spell. If the score is greater than or equal to the Dungeon Level the Warrior suffers (1D6 + Dungeon Level) Wounds and

the Sorcerer gains the same amount. The Sorcerer may never gain more Wounds than he started with - any extra Wounds are lost in the warp. A Warrior reduced to zero Wounds by this spell is immediately killed and may not be raised by any means other than those spells and magic items that raise the dead.

8 ARNIZIPAL'S BLACK HORROR

A black cloud issues from the Sorcerer's mouth, engulfing the Warriors in darkness. Roll 1D6 for each Warrior adding his Strength to the score. If the total is 7 or more he suffers no ill effects from the spell. If the score is 6 or less he suffers (Dungeon Level)D6 Wounds with no modifiers for armour.

9 THE TRANSFORMATION OF KADON

The Sorcerer transforms himself into one of the following monsters. Roll 1D6:

- 1-2 Wyvern
- 3-4 Chimera
- 5 Manticore
- 6 Hydra

If the transformation turns the Sorcerer into a Monster of less value than himself, re-roll for a different spell. The Sorcerer remains transformed until either he or all of the Warriors are dead. While transformed he may not cast any more spells.

10 WITCH FLIGHT

If pinned by a Warrior, the Sorcerer transports himself and any adjacent Monsters to another square in the dungeon away from the Monsters so that he is safe.

11 DEATH SPASM

A bolt of pure Dark Magic hits a Warrior on the same board section as the Sorcerer. The bolt causes (5 x Sorcerer's Dungeon Level) Wounds with no modifiers for armour. If this kills the Warrior then he is dead and cannot be healed except for resurrection.

12 POWER OF KHAINE

Khaine, the God of Murder smiles at the slaughter the Dark Elf Sorcerer has caused. He decides to grant the Sorcerer more power. The Sorcerer now has +1 to the number of spells he can cast per turn.

•SKAVEN MAGIC•

Skaven Sorcerers specialise in casting Skaven Magic. To see what spell the Skaven casts when given the chance, roll 2D6 on the following table. If the Skaven is killed while his spells are still in play, then they will be dispelled.

2 FAILURE

The Skaven fails to cast a spell.

3 WARP POWER

The Skaven uses the power of the warp to heal himself, curing 2D6 of his Wounds up to a maximum of his Starting Wounds. If the Skaven is already at his Starting Wounds score re-roll this result.

4 PESTILENT BREATH

The Skaven opens its jaws and black, pestilential fumes pour out and flood into the dungeon. Roll 1D6 for each Warrior and add his Toughness to the score. If the score is greater than 7 he is not affected. If the score is equal to or less than 7 he suffers (1D3 x Dungeon Level) Wounds with no modifiers for Toughness or armour.

5 WARP LIGHTNING

Screeching in fury, the Skaven points its clawed hand at one of the Warriors and then blasts him with a streak of lightning. Draw a Warrior counter to determine who is targeted. The bolt causes (2D6 + Dungeon Level) Wounds with no modifier for armour.

6 WITHER

A greenish pallid glow spreads from the Skaven's outstretched paw. All adjacent Warriors suffer (1D6 + Dungeon Level) Wounds with no modifiers for Toughness or armour. If there are no Warriors adjacent to the Skaven re-roll this result.

7 PUTREFY

The Warriors see their surroundings begin to rot and decay, with worms and maggots

writhing upon the bodies of the dead and wounded. The hallucination created by the Skaven is terrifyingly real. Roll 1D6 for each Warrior. On a score of 5 or 6 that Warrior is unaffected by the spell. On a score of 1-4 that Warrior may do nothing at all in the next Warriors' Phase.

8 SCORCH

Flames engulf one of the Warriors, turning them into an incandescent column of fire. Draw a Warrior counter to determine who is targeted. The flames cause 4D6 Wounds with no modifiers for Toughness or armour.

9 POISON WIND

A poison wind blows through the dungeon. All Warriors take 1D6 unmodified damage. The damage is treated as being poison damage

10 VERMINTIDE

The Skaven summons (1D6 + Dungeon Level) Giant Rats to his aid. They may move and attack this Monsters' Phase.

11 PLAGUE

Roll 1D6 for a random Warrior. On a score of 1 or 2 the Warrior contracts the deadly plague! At the end of each turn he loses 1 unmodified Wound due to the debilitating nature of the plague. In addition, at the end of each dungeon roll 1D6 for each Warrior. On a roll of 1 that Warrior contracts the plague also. It may be healed at a City only, and for a very high price. The Warrior must give 1D6 x 1000 Gold for the treatment. If the Skaven casts this spell at a Warrior who already suffers from the plague then choose another Warrior.

12 DEATH FRENZY

The Skaven casts this spell on a random Monster on the same board section as himself. The next time the Monster attacks it will receive double the amount of Attacks it currently has. The Skaven cannot be the target of this spell. If it is cast on a Monster already affected by Death Frenzy then it will quadruple his attacks and so on.

•NECROMANTIC MAGIC•

Necromancers specialise in casting magic of Death - Necromantic Magic. To see what spell the Necromancer casts when given the chance, roll 2D6 on the following table. Vampires can also cast Necromantic Magic. When a Vampire casts spells, replace spells 10, 11 and 12 with the alternative versions indicated. If the Necromancer or Vampire is killed while their spells are still in play, then they will be dispelled.

2 FAILURE

The caster fails to cast a spell.

3 WINDS OF DEATH

This spell creates a cold wind sweeping through the dungeon. Because they are so cold, reduce all of the Warriors' Attacks by -1 for the next Warriors' Phase.

4 SOUL DRAIN

The caster attempts to drain the soul from a random Warrior. The affected Warrior takes 2D6 Wounds damage with no modifiers for Toughness or armour.

5 DEATHCHILL

The caster targets a random Warrior with the deathchill, reducing his Toughness by -2. If this reduces his Toughness to zero he is killed and may not be healed by any means except spells and magic items, etc. that can resurrect the dead. If the caster and all of his followers are destroyed, any Warriors whose Toughness has been reduced in this combat and are still alive have the damage to their Toughness restored.

6 GAZE OF NAGASH

A random Warrior is targeted by this spell. Roll 1D6. If he rolls a 1 then the gaze penetrates his soul, destroying it. The Warrior is dead and cannot be healed or resurrected.

7 HAND OF DUST

The caster reaches out and touches a random adjacent Warrior. Roll 1D6 for the Warrior and add his Strength. Then roll

2D6 for the caster and add his Strength. If the caster scores higher, the difference is the amount of *fatal* unmodified Wounds the Warrior takes. If the Warrior is killed by this spell he is turned into a Wight. If the Warrior scores higher then he is unaffected by the deadly touch.

8 VANHEL'S DANSE MACABRE

All undead models on the board except for the caster can have two turns. They take their second turn after each Monster has had their first turn.

9 THE CURSE OF YEARS

Screaming, the caster curses a random Warrior. Roll 1D6 for the Warrior. On a score of 1, the Warrior immediately loses 1 Battle Level. Reduce his skills and statistics accordingly.

NECROMANCER

10 SUMMON SKELETONS

The Necromancer summons 6 Skeletons. They may be placed on the board immediately and may move and fight this turn.

11 SUMMON ZOMBIES

The Necromancer summons 6 Zombies. They may be placed on the board immediately and may move and fight this turn.

12 SUMMON MUMMIES

The Necromancer summons 1D6 Mummies. They may be placed on the board immediately and may move and fight this turn.

VAMPIRE

10 SUMMON GHOSTS

The Vampire summons 1D6 Ghosts. They may be placed on the board immediately and may move and fight this turn.

11 SUMMON WIGHTS

The Vampire summons 1D6 Wights. They may be placed on the board immediately and may move and fight this turn.

12 SUMMON WRAITHS

The Vampire summons 1D3 Wraiths. They may be placed on the board immediately and may move and fight this turn.

•BEASTMAN MAGIC•

Although Beastman Shamans are Chaotic, they cast a variation of Dark Elf Magic. This is because they do not have a special Chaos God - they align with whatever Chaos God they wish. Dark Elf Magic is based on Dark Magic - magic of the God of Murder and Death, which suits Beastmen fine. To see what spell the Beastman Shaman casts when given the chance, roll 2D6 on the following table. If the Shaman is killed while his spells are still in play, then they will be dispelled.

2 FAILURE

The Shaman fails to cast a spell.

3 BATTLE LUST

The Shaman gives an extra (1 x Dungeon Level) Attacks to all Monsters on the board, distributed as evenly as possible.

4 DOOMBOLT

A bolt of black fire bursts from the Shaman's palm towards one of the Warriors. The Doombolt inflicts (2 x Dungeon Level) Wounds.

5 DARK HAND OF DESTRUCTION

The Shaman may attack any single adjacent Warrior. If there is more than one eligible target choose one at random. Roll 1D6 for the chosen Warrior and add his Strength. Roll 2D6 for the Shaman and add his Strength to the score. The highest score wins. If the Warrior wins the spell fails. If the Shaman wins the Warrior suffers (2 x Dungeon Level) Wounds with no modifiers for Toughness or armour. If the Shaman is not in hand to hand combat ignore this result and roll again.

6 BLADE WIND

The Shaman summons a storm of slashing blades which spin towards a random Warrior. That Warrior suffers (Dungeon Level)D6 Wounds.

7 SOUL DRAIN

The Shaman creates a storm of dark magic. Roll 1D6 and add the Toughness for each Warrior. If the total is less than the Dungeon Level he suffers no ill effects from the spell. If the score is less than the Dungeon Level the Warrior suffers (1D6 + Dungeon Level) Wounds and the Shaman gains the same amount. The Shaman may never gain more Wounds than he started with - any extra Wounds are lost in the warp.

8 ARNIZIPAL'S BLACK HORROR

A black cloud issues from the Shaman's mouth, engulfing the Warriors in darkness. Roll 1D6 for each Warrior adding his Strength to the score. If the total is above 7 he suffers no ill effects from the spell. If the score is 7 or less he suffers (Dungeon Level)D6 Wounds with no modifiers for armour.

9 THE TRANSFORMATION OF KADON

The Shaman transforms himself into one of the following monsters. Roll 1D6:

1-3 Chimera

4-6 Wyvern

If the transformation turns the Shaman into a Monster of less value than himself, re-roll for a different spell. The Shaman remains transformed until either he or all of the Warriors are dead. While transformed he may not cast any more spells.

10 FLIGHT

If pinned by a Warrior, the Shaman transports himself and any adjacent Monsters to another square in the dungeon away from the Monsters so that he is safe.

11 DEATH SPASM

A bolt of Dark Magic hits a Warrior on the same board section as the Shaman. The bolt causes (4 x Shaman's Dungeon Level) Wounds with no modifiers for armour. If this kills the Warrior then he is dead and cannot be healed except for resurrection.

12 POWER OF CHAOS

The Gods of Chaos look upon the Beastman's killing with viscous glee. They give him the power to cast +1 Chaos Spell per turn. Roll 1D6 to determine what Chaos God grants the Shaman the power.

1-2 Nurgle

3-4 Slaanesh

5-6 Tzeentch

•PYGMY MAGIC•

Pygmy Shamans specialise in casting Pygmy Magic which deals mainly with nature. To see what spell the Pygmy Shaman casts when given the chance, roll 2D6 on the following table. If the Pygmy Shaman is killed while any of his spells are still in play, then they will be dispelled.

2-6 FAILURE

The Pygmy Shaman fails to cast a spell.

7 TOUGH SKIN

The Pygmy Shaman casts this spell on himself. His skin hardens and he gains +1 Toughness for the next turn.

8 CLOUD OF SMOKE

A cloud of smoke appears around the Pygmy Shaman. All Warriors are at -1 to hit the Shaman and any Monsters standing adjacent to him. The effects of this spell last for 1 turn.

9 RAIN

Huge stormclouds appear above the Warriors' heads and it begins to rain heavily. The ground becomes very muddy and slippery and it is difficult to move. At the start of each Warriors movement roll 1D6. On a roll of 1 the Warrior falls over and spends the rest of the turn picking himself up, during which he may perform no other actions. Any Monsters attacking him have +1 added to their to hit rolls

10 BLINDING FLASH

A blinding flash of light causes a random Warrior to lose his sight for an entire turn. While he is blinded he is counted as having a Weapon Skill of 1, and all Monsters have a +2 bonus to hit him.

11 CAUSE FIRE

The Pygmy Shaman causes the ground to burst into flame. Choose a random square on the same board section as the Shaman. Any model on it takes 1D6 Wounds not modified for Toughness or armour. Any model vulnerable to fire, eg. Treeman, Mummy etc. take a further 2 Wounds before the fire dies out.

12 CREATE QUICKSAND

The ground suddenly turns to mush underneath one of the Warriors, and he begins to sink down into it. The Warrior has 1D6 + 1 turns to be rescued otherwise he disappears into the quicksand, never to be seen again. At the start of each turn, he sinks further in unless another Warrior attempts to pull him out. The Warrior must spend a whole turn next to the Warrior in the quicksand and may do nothing else. The square with the quicksand will remain until the Shaman is dead.