

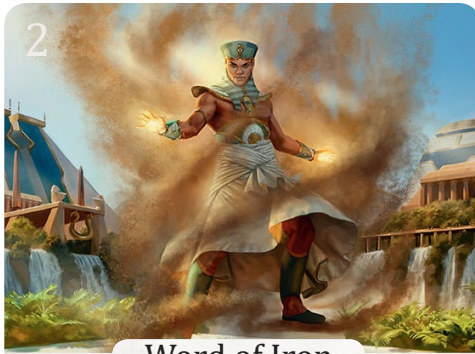


1

Quicksilver Lash

(7+) (24") Hex Missile Instant Damage

The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the Armour of the model that the hit is distributed onto". A natural '6' always wounds and a natural '1' always fails to wound.



2

Word of Iron

(5+) (24") (10+) (18") Augment Lasts One Turn

The target gains (+1) (+2) Armour.



3

Glory of Gold

(8+) (18") Augment Lasts one Turn

The target gains +1 Armour Penetration, Flaming Attacks, and Magical Attacks.

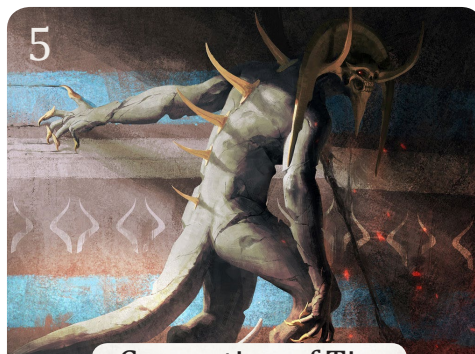


6

Molten Copper

(7+) (24") Hex Missile Instant Damage

The target suffers (D3+4) hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's armour.



5

Corruption of Tin

(8+) (36") Hex Permanent

The target suffers -1 Armour.

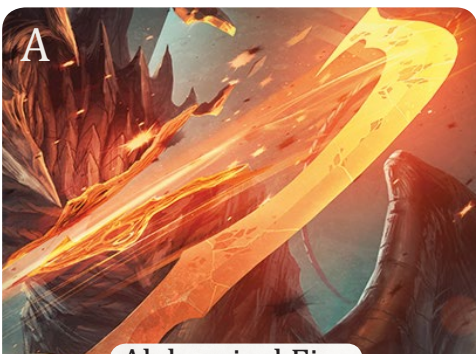


4

Silver Spike

(6+) (8+) (18") (36") Hex Missile Instant Damage

The target suffers 1 hit with Strength 4 (6), Armour Penetration 10, Magical Attacks, Multiple Wounds (D3), and Area Attack (1x5).

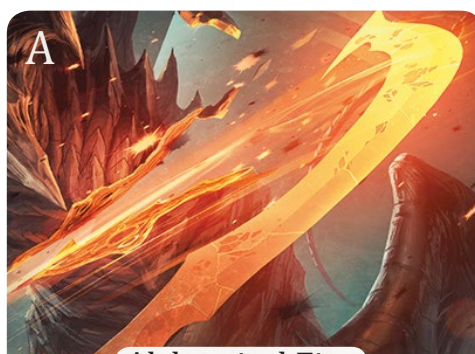


A

Alchemical Fire

(18") Hex Lasts one Turn

The target gains Flammable against Melee Attacks.

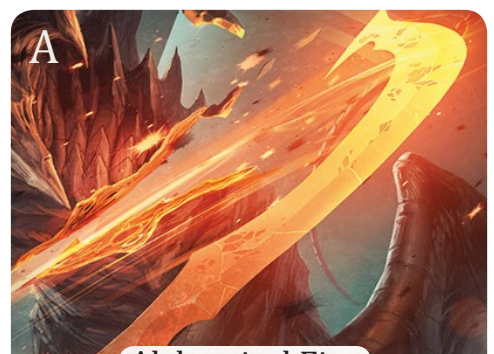


A

Alchemical Fire

(18") Hex Lasts one Turn

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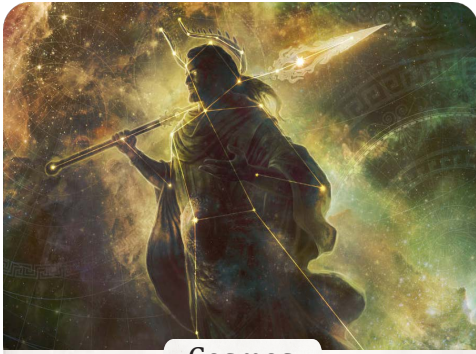


A

Alchemical Fire

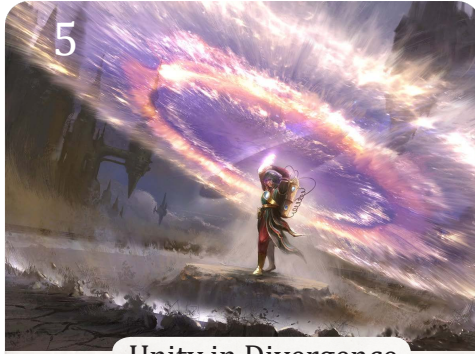
(18") Hex Lasts one Turn

The target gains Flammable against Melee Attacks.



Cosmos

The last spell cast by this model was Cosmos



Unity in Divergence

(9+) (24") One Turn /Instant



Augment

All models in the target unit gain Aegis (5+).



Damage
Direct
Hex

The target suffers 1 hit with Area Attack (6x6), Strength 3, Armour Penetration 0, and Magical Attacks



Touch the Heart

(7+) (24") Instant



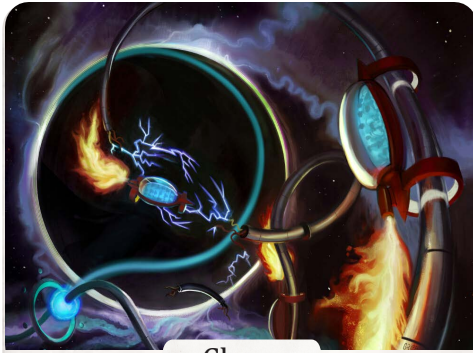
Augment
Focused

The target Recovers 1 Health Point.



Damage
Focused
Hex
Missile

The target suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.



Chaos

The last spell cast by this model was chaos



Truth of Time

(5+) (24") One Turn



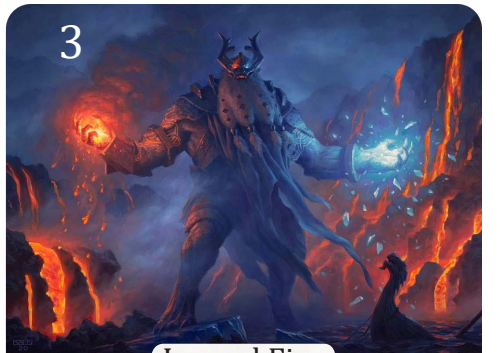
Augment

The target gains +2" Advance Rate and +2 Agility



Damage
Hex

The target gains -2" Advance Rate, to a minimum of 3" and -2 Agility, to a minimum of 1



Ice and Fire

(8+) (24") Instant



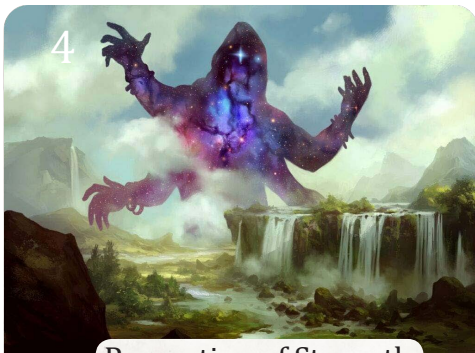
Damage
Hex
Missile

The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks. Successful Special Saves against wounds caused by this spell must be rerolled



Damage
Hex
Missile

The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks. Successful Armour Saves against wounds caused by this spell must be rerolled.



Perception of Strength

(8+) (24") One Turn



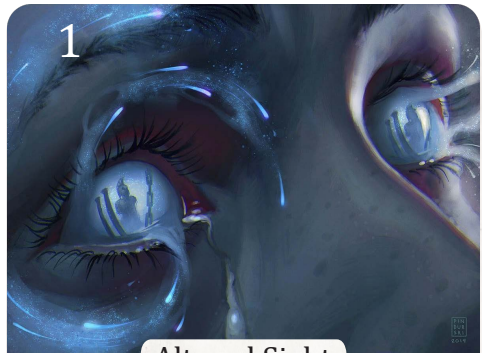
Augment

The target gains +1 Strength and +1 Armour Penetration.



Hex

The target suffers -1 Strength and -1 Armour Penetration



Altered Sight

(5+) (24") One Turn



Augment

The target gains +2 Offensive Skill and has its weapons' Aim improved by 1.



Hex

The target suffers -2 Offensive Skill and has its weapons' Aim worsened by 1.



1

Know Thine Enemy

(7+) (18") Augment One Turn
(12+) (6" Aura)

The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.

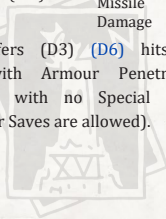


2

Fate's Judgement

(5+) (18") Hex Missile Instant
(9+) Damage

The target suffers (D3) (D6) hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

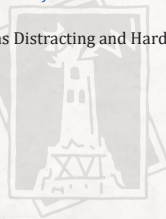


3

Scrying

(7+) (18") Augment One Turn
(12+) (6" Aura)

The target gains Distracting and Hard Target (1).



4

The Stars Align

(8+) (18") Augment One Turn
(12+) (6" Aura)

The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat (and Shooting) attacks

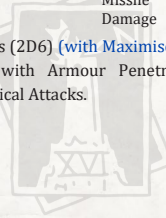


5

Unerring Strike

(9+) (18") Hex Missile Instant
(12+) Damage

The target suffers (2D6) (with Maximised Roll) hits that wound on 4+ with Armour Penetration 1, Divine Attacks, and Magical Attacks.

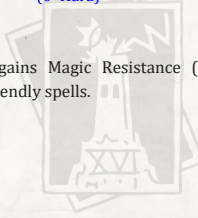


6

Mirror of the Veil

(7+) (18") Universal One Turn
(10+) (6" Aura)

The target gains Magic Resistance (3) that is also applied to friendly spells.

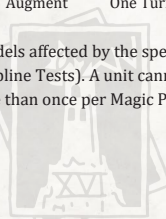


A

Guiding Light

(12") Augment One Turn

Units with all models affected by the spell gain Minimised (Discipline Tests). A unit cannot be affected by this spell more than once per Magic Phase

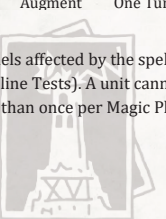


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Guiding Light

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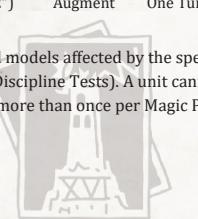


A

Guiding Light

(12") Augment One Turn

Units with all models affected by the spell gain Minimised (Discipline Tests). A unit cannot be affected by this spell more than once per Magic Phase





1

Fountain of youth

(6+) (12") Augment Instant

When resolving the spell, choose one of the following effects:

- Recover 1 Health Point of a Character in the target unit.
- Raise 4 Health Points of Standard Height R&F models without Tall in the unit.
- Raise 2 Health Points of any other models in the unit



3

Healing waters

(8+) (18") Augment One Turn

The target gains Fortitude (6+) and Fortitude (+1, max 3+).



4

Master of earth

(7+) (6") Damage Instant
{8+} {18"} Hex

The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.



2

Entwining Roots

(5+) (18") Hex One Turn
{8+}

The target suffers (-1) {-2} Offensive Skill, (-1) {-2} Defensive Skill, and (-1) {-2} to hit with Shooting Attacks



6

Summer Growth

(11+) (12") Ground Instant

When resolving the spell, choose one of the following effects for each friendly unit within 3" of the target point:

- Recover 1 Health Point of a Character in the target unit.
- Raise 4 Health Points of Standard Height R&F models without Tall in the unit.
- Raise 2 Health Points of any other models in the unit

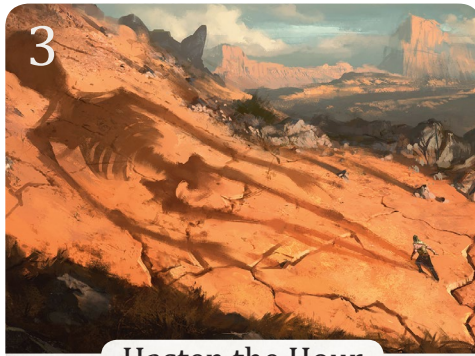


5

Stone Skin

(9+) (18") Augment One Turn

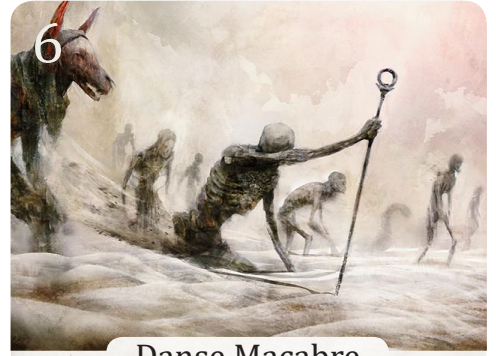
Natural to-wound rolls of '1', '2', '3', and '4' with Melee Attacks against the target are always considered failed



Hasten the Hour

(7+) (24") Hex Direct Instant
{10+} {18"} Damage

Choose (1) (up to 3 different) models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks



Danse Macabre

(6+) (18") Augment Instant
{9+} {9" Aura}

The target may perform a (12") {6"} Magical Move and gains Ghost Step during this move.



Spectral Blades

(6+) (18") Augment Lasts one Turn
{9+}

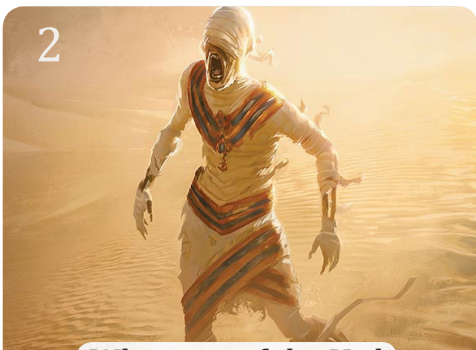
The target must reroll failed to-wound rolls with its Melee Attacks (and gains Lethal Strike).



Ancestral Aid

(6+) (12") Augment Lasts one Turn
{7+} {18"} Damage

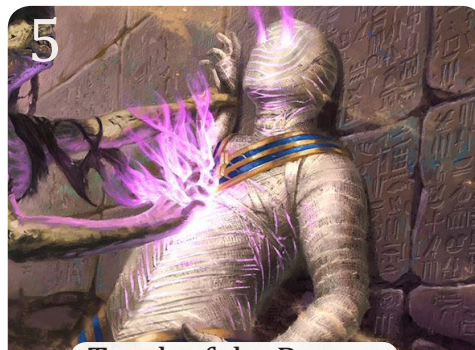
The target must reroll failed to-hit rolls with its Close Combat Attacks



Whispers of the Veil

(8+) (24") Hex Lasts one Turn

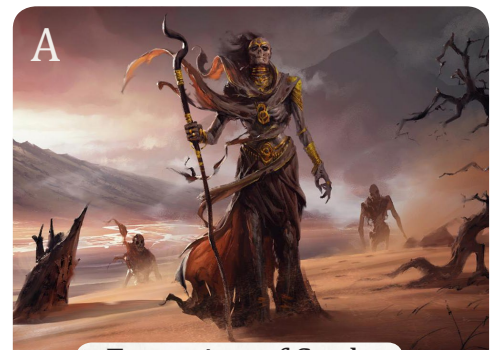
The target suffers -1 Resilience. In addition, a unit with at least one model affected by the spell suffers -1 Discipline.



Touch of the Reaper

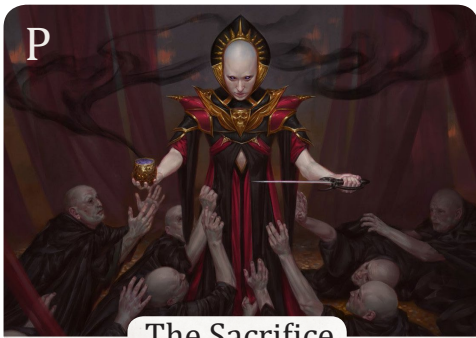
(7+) (24") Hex Direct Instant
{9+} {18"} Damage Focused Missile

The target suffers D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.



Evocation of Souls

If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.



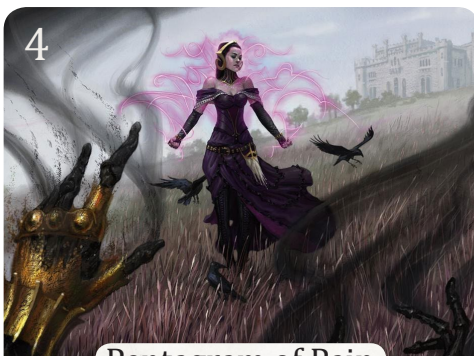
P

The Sacrifice

The Sacrifice: When casting a non-Bound Spell from this Path, the Player may choose the Caster's unit or another friendly unengaged unit within 24. A unit may only be chosen once per phase. The chosen unit loses X Health Points with no saves of any kind allowed, where X is determined by the Discipline value of the largest fraction of models in the unit, ignoring all Discipline modifiers:

- 0 to 4: 3 Health Point losses
- 5 to 7: 2 Health Point losses
- 8 to 10: 1 Health Point loss

Any Health Point loss from The Sacrifice that would remove the last model of the chosen unit as a casualty is discarded. These Health Point losses never cause Panic Tests. If at least one Health Point loss was caused, the spell is cast with the (amplified) version. In that case, use any text marked with <<->>.



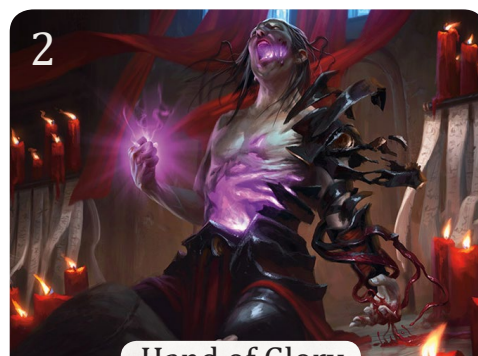
4

Pentagram of Pain

(5+)	(24")	Hex	
(6+)	(12"Aura)	(Universal)	Instant

The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. (The Caster's unit is unaffected.)

<<If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.>>



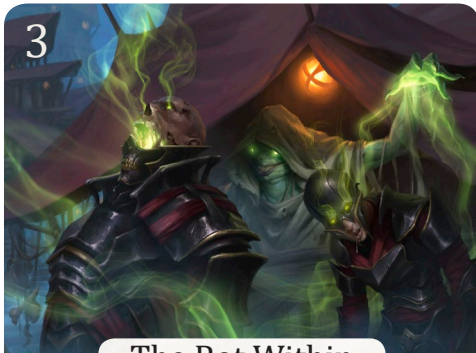
2

Hand of Glory

(6+)	(Caster)		
(8+)	(12")	Augment Focused	One Turn

The target <<and all models in its unit>> gain Aegis (6+ and Aegis (+1, max 3+).

(This spell may only target Characters, Champions, and single model units.)



3

The Rot Within

(6+)	(24")	Hex	Permanent
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The target suffers -1 Offensive Skill and -1 Defensive Skill.

<<The Caster gains +1 Offensive Skill and +1 Defensive Skill.>>



1

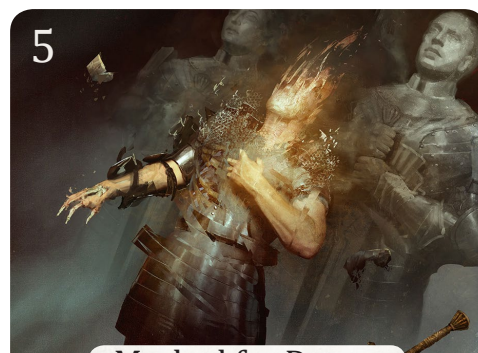
Breath of Corruption

(6+)	(Caster)	Focused	
(9+)	(12")	(Augment)	One Turn

The target gains Breath Attack (Magical Attacks, Toxic Attacks).

(This spell may only target Characters, Champions, and single model units.)

<<If the Breath Attack is used as a Shooting Attack, its range is increased to 18" >>



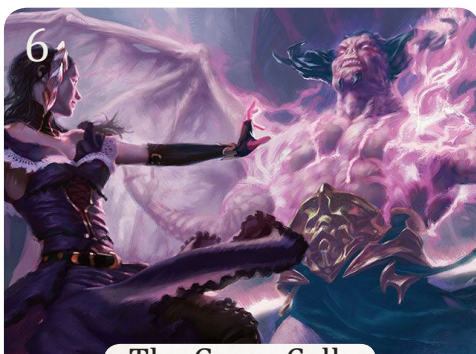
5

Marked for Doom

(9+)	(24")	Hex	
		Damage Direct	Instant

The target suffers 1 hit with Strength 10, Armour Penetration 10, Magical Attacks, and Multiple Wounds (D3).

<<If the target is within 12" of the Caster, choose a single Character or Champion joined to the target unit. That model suffers the hit.>>



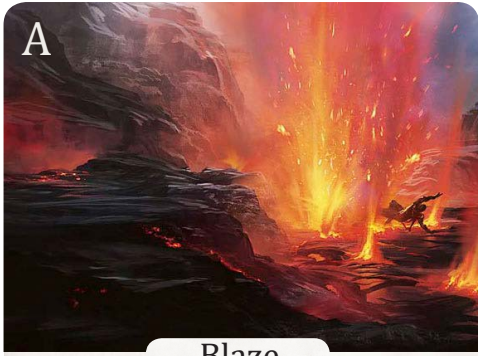
6

The Grave Calls

(11+)	(18")	Hex	
		Damage Direct	Instant

The target suffers 2D6 hits with Strength 5, Armour Penetration 2 and Magical Attacks.

<<If the target is within 12" of the Caster, the hits gain +1 Strength and +1 Armour Penetration.>>

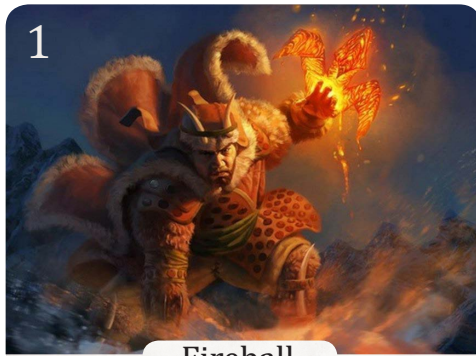
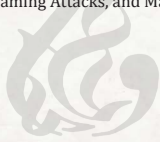


A

Blaze

(24") Hex
Missile Instant
Damage

The target suffers 1 hit with Strength 5 Armour Penetration 2, Flaming Attacks, and Magical Attacks.

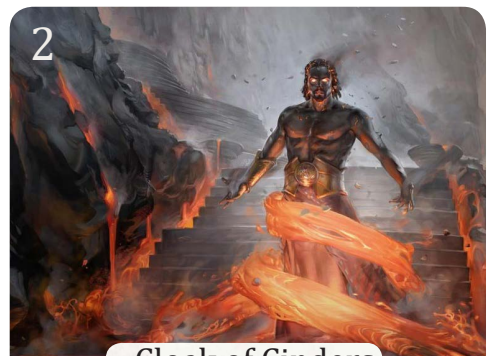
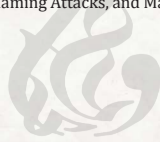


1

Fireball

(4+) (36") Replicable
Hex Damage Instant
Missile

The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.



2

Cloak of Cinders

(7+) (18") Augment One Turn
(9+)

Melee (and Ranged) Attacks against the target suffer -1 to wound

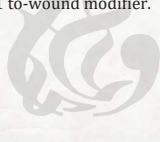


3

Flaming Swords

(8+) (18") Augment One Turn
(11+) (6" Aura)

The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.

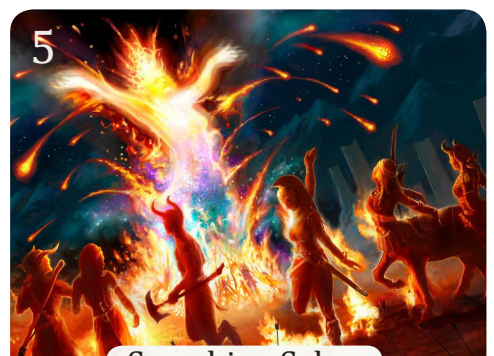


4

Pyroclastic Flow

(7+) (24") Hex
(10+) (12") Missile Instant
Damage

The target suffers (2D6) (3D6) hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

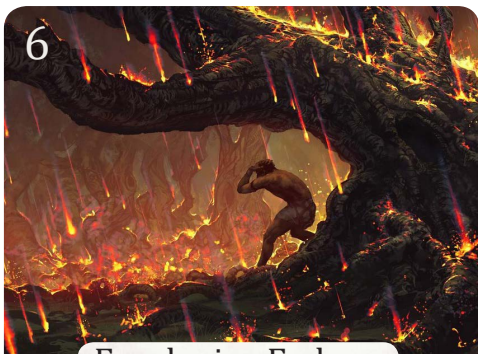


5

Scorching Salvo

(8+) (24" Aura) Hex
Damage Instant

The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.



6

Enveloping Embers

(9+) (24") Hex
Damage Instant
Direct

The target suffers 1 hit with Area Attack (6x6), Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.





Awaken the Beast

(6+) (18") Augment One Turn
(7+)

The target gains (+1 Strength and +1 Armour Penetration) (+1 Resilience).



Swarm of Insects

(5+) (24") Hex
(8+) (48") Missile Damage Permanent

Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell immediately ends when the target performs an Advance, March, Charge, Failed Charge, Pursuit, or Overrun Move.



Savage Fury

(5+) (12") Universal One Turn
(8+) (24")

The target gains Fearless, Frenzy and Battle Focus.



Chilling Howl

(6+) (36") Hex One Turn
(10+)

All units within (6") (12") of the target when the spell is cast suffer a -1 to wound modifier on their (Shooting) (Ranged) Attacks (including effects of spells cast while affected by Chilling Howl).



Totemic Summon

(10+) (96") Ground Instant
(12+)

Summon a Totemic Beast. It must be placed within (1") (10") of the Board Edge.



Break the Spirit

(9+) (18") Hex One Turn
(11+) (36")

The target suffers a -1 to hit modifier and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).



Scarification

Caster One Turn

Natural to-wound rolls of '1', '2', '3', and '4' with Melee Attacks against the target are always considered failed.



Totemic Beast

*For Totemic Summon

Size: Large
Type: Beast
Base: 40x40

Global	Adv	Mar	Dis	
	3D6"	-	7	Fearless, RM (3D6")

Defensive	HP	Def	Res	Arm
	3	3	5	-

Offensive	Att	Off	Str	AP	Agi
	4	3	5	2	3



1

Hand of Heaven

(5+)
(8+) (24") Hex Missile Instant
Damage

The target suffers (D6) (D6+1) hits with Strength (D6)(D6+1), Armour Penetration(2)(3), and Magical Attacks. Roll once for the number of hits and once for the Strength and apply the rolled Strength value to all hits



2

Smithe the Unbeliever

(6+)
(9+) (24") Hex One Turn

(Immediately after successfully casting this spell, roll a D6.) (Choose which effect to apply when casting the spell.)

- (If 1-3 is rolled,) the target suffers -1 Resilience.
- (If 4-6 is rolled,) the target suffers -1 Strength and -1 Armour Penetration.



3

Speaking in Tongues

(5+) (18") Hex One Turn

The target must take a Discipline Test:

- If the test is passed, the target gains Fearless.
- If the test is failed, the target becomes Shaken.



4

Cleansing Fire

(5+)
(8+) (Caster)
(18") Focused One Turn
Augment

The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) (This spell may only target Characters, Champions, and single model units.)



5

Wrath of God

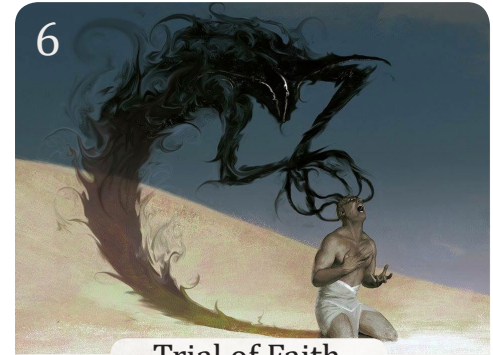
(12+) (96") Ground Permanent

Place a counter on the target point.

At the end of each subsequent Magic Phase roll a D6:

- If 1-3 is rolled, nothing happens.
- If 4-6 is rolled, each unit within 2D6" suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks.

If a unit fails a Panic Test forced by the spell, it Flees directly away from the marked point (for all other rules, the Caster is considered to be the attacker). The spell then ends

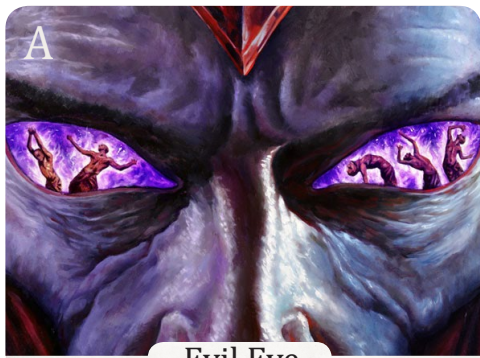


6

Trial of Faith

(7+)
(10+) (24")
(18") Hex Missile Instant
Damage Direct Focused

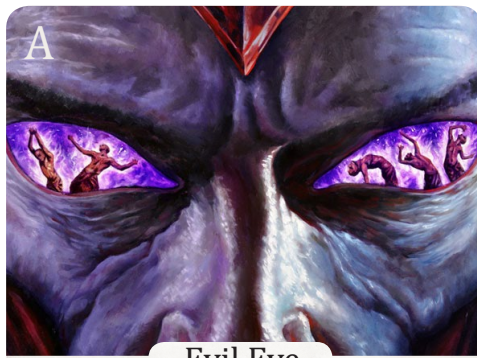
The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.



Evil Eye

(24") Universal One Turn

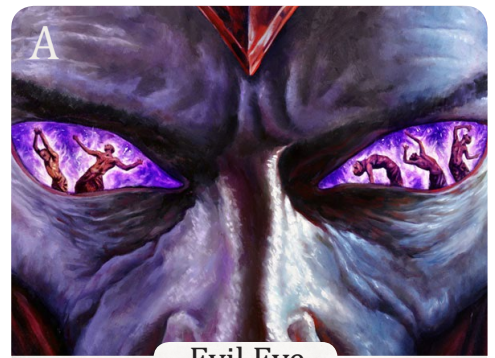
If this spell targets a friendly unit, the target gains +1" Advance Rate and +2" March Rate.
If this spell targets an enemy unit, the target suffers -1" Advance Rate and -2" March Rate, to a minimum of 3" and 6" respectively.
A unit cannot be affected by this spell more than twice in the same Magic Phase.



Evil Eye

(24") Universal One Turn

If this spell targets a friendly unit, the target gains +1" Advance Rate and +2" March Rate.
If this spell targets an enemy unit, the target suffers -1" Advance Rate and -2" March Rate, to a minimum of 3" and 6" respectively.
A unit cannot be affected by this spell more than twice in the same Magic Phase.



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If this spell targets a friendly unit, the target gains +1" Advance Rate and +2" March Rate.
If this spell targets an enemy unit, the target suffers -1" Advance Rate and -2" March Rate, to a minimum of 3" and 6" respectively.
A unit cannot be affected by this spell more than twice in the same Magic Phase.



Raven's Wing

(7+)
(9+) (18") Augment Instant

The target may perform an (8") (12") Magical Move and gains Fly and Light Troops until the end of the Player Turn. In addition, the target loses Scoring until the start of the next friendly Magic Phase.



Deceptive Glamour

(5+)
(8+) (24") Hex One Turn

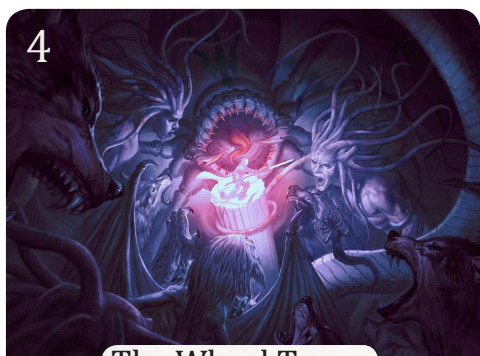
The target suffers (-1) (-2) Offensive Skill, (-1) (-2) Defensive Skill, and (-1) (-2) Agility.



Twisted Effigy

(6+)
(8+) (36") Hex One Turn

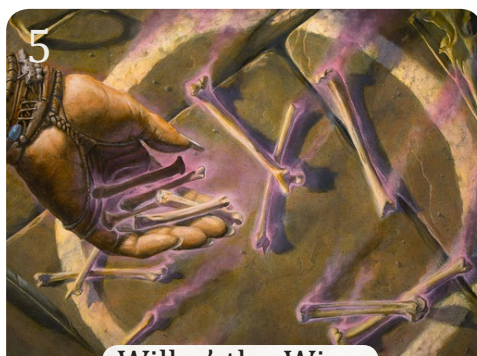
The target cannot use Shooting Attacks (and suffers a -2 modifier to its casting rolls).



The Wheel Turns

(6+)
(8+) (24") Universal One Turn

Melee Attacks against the target always (hit) (wound) on 4+.



Will-o'-the-Wisp

(8+) (18") Universal One Turn

Choose which effect to apply when casting the spell:

- The target gains Random Movement (2D6")
- The target gains Random Movement (3D6")



Bewitching Glare

(8+)
(12+) (18") Hex One Turn

Melee (and Shooting) Attacks against the target must reroll failed to wound rolls