

# WARHAMMER

AGE OF SIGMAR

THE LORES OF MAGIC  
An unoffical Age of Sigmar Supplement

## THE RULES FOR EXCHANGING SPELLS

Any model with the Wizard keyword may exchange their Mystic Shield and/or Arcane Bolt for the spells listed in this supplement - one spell per Mystic Shield/Arcane Bolt. If you decide to exchange both Arcane Bolt and Mystic Shield, then both new spells must be selected from the same lore of magic. In addition, if the Wizard model already have a spell that is labeled as one of the Lore of Magic, that model must choose their spells from the same lore.

Arcane Bolt and Mystic Shield is listed below for convenience.

### **ARCANE BOLT**

Arcane Bolt has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster and which is visible to them. The unit you pick suffers D3 mortal wound.

### **MYSTIC SHIELD**

Mystic Shield has a casting value of 6. If successfully cast, pick the caster, or a friendly unit within 18" of the caster and which is visible to them. If the unit is affected by Mystic Shield, you can add 1 to all save rolls for the unit you pick until the start of your next hero phase.



## LORE OF FIRE

*Aqshy, the Fire Wind, is utilized by pyromancers to summon magical flames and create whirling fireballs. These Wizards are of fiery temperament and quick to anger.*

### **FIREBALL**

*The wizard conjures a ball of flame and hurls it at his foes. Fireball has a casting value of 5. If successfully cast, pick a visible enemy unit within 18" and roll a dice. On a 1 or a 2 that unit suffers a mortal wound, on a 3 or a 4 it suffers D3 mortal wounds and on a 5 or a 6 it suffers D6 mortal wounds.*

### **FLAMING SWORD OF RUIN**

*The Wizard encorcelles his allies weapon with burning flame. Flaming Sword of Ruin has a casting value of 6. If successfully cast, pick a friendly unit within 12" of the caster. The affected unit can add 1 to all to Wound rolls until the start of your next Hero phase. In addition, affected units that roll a 6 or more to Wound, inflicts a mortal wound instead of their normal damage.*

### **PIERCING BOLTS OF BURNING**

*Focusing all his mystical might, the Wizard strikes his foes with a flurry of incandescent missiles. Piercing Bolts of Burning has a casting value of 5. If successfully cast, pick an enemy unit within 24" of the caster and roll a dice for each model in the unit. On a roll of 6, the unit suffers a mortal wound.*

### **FLAME STORM**

*A column of roiling flame bursts from the battlefield. Flame Storm has a casting value of 8. If successfully cast, pick a point on the battlefield within 15". Each enemy unit within 1" suffers D6 mortal wounds, and each unit within 3" suffers D3 mortal wounds.*

### **FULMINATING FLAME CAGE**

*A trammelling magical flame shoots from the Wizard's outstretched hands. Fulminating Flame Cage has a casting value of 6. If successfully cast, pick a unit within 18". Every time the targeted unit moves, it suffers mortal wounds as described: If the target is a single model, it suffers a single mortal wound. If the target contains 2-9 models, it suffers D3 mortal wounds. Targets with 10 or more models, suffers D6 mortal wounds. Lasts until your next Hero phase.*

### **THE BURNING HEAD**

*A crackling visage, wreathed in flame bounds towards the enemy. The Burning Head has a casting value of 7. If successfully cast, pick a visible model within 18". Draw a straight line between that model and the caster; the targeted model's unit, and each other unit that the line passes through, suffers D3 mortal wound. In addition, each unit that suffered a mortal wound must immediately test for battleshock.*

## LORE OF BEASTS

*Ghur is the name wizards give to the Lore of Beasts, powered by the Amber wind. It allows the wielder to commune with and control the wild creatures of the world, and even to take on their powers and appearances.*

### **SAVAGE BEAST OF HORRORS**

*The best within is a formidable think if unleashed.* The Savage Beast of Horrors has a casting value of 6. If successfully cast, pick a friendly model within 8" of the caster and which is visible to them. The model you pick can add 1 to Attacks, Wound roll and all Melee weapons add 1 to their damage.

### **PANN'S IMPENETRABLE PELT**

*Calling upon the beast-spirits of the wild, the Wizard sheaths his vulnerable flesh in unyielding fur and hide.* Pann's Impenetrable Pelt has a casting value of 6. If successfully cast, pick a friendly unit within 12" of the caster. The unit can add 1 to their save rolls if they are affected by one or more Pann's Impenetrable Pelt.

### **THE WOLF HUNTS**

*Calling upon the power of the wolf to bolster the energies of the creatures in his army.* The Wolf Hunts has a casting value of 4. If successfully cast, all friendly units within 12" can both run and charge in the same turn..

### **FLOCK OF DOOM**

*With a mighty bellow, the Wizard summon his servants to peck at the foe's eyes.*

The Flock of Doom has a casting value of 5. If successfully cast, pick a visible enemy unit and use the Flock of Doom characteristic on page 10.

### **THE CURSE OF ANRAHEIR**

*At the Wizard's command, nebulous nature spirit assail the foe.* The Curse of Anraheir has a casting value of 7. If successfully cast, pick an enemy unit within 15" of the caster and which is visible to them. The unit you pick must subtract 1 from their hit rolls. In addition, each time the unit moves, roll a dice for each model in the unit, on a roll of 6, the unit suffers 1 mortal wound..

### **TRANSFORMATION OF KADON**

*Kadon was a master of forms, in his legacy, Wizards today are able to shape-change into huge monsters.*

Transformation of Kadon has a casting value of 8. If successfully cast, replace the Wizard's warscroll and model with any warscroll and model with the Monster keyword. Lasts until the start of any turn which the Wizard choose to end it. Any Wounds suffered while using the Monster warscroll is carried over to the Wizard warscroll. This can cause the Wizard to be slain and removed as a casualty.





## LORE OF METAL

*The golden magic of the wind of Charmon is an alchemical art and the Lore of Metal. Transformation of base elements, the animation of mechanical creatures and the study of sorcerous elixirs are all made possible by the Wind of Charmon.*

### **ENCHANTED BLADES OF AIBAN**

*The Wizard sends powerful magic coursing over his allies' weapons. Enchanted Blades of Aiban has a casting value of 6. If successfully cast, pick a friendly unit within 12" of the caster and which is visible to them. The affected unit can add 1 to their Hit rolls and Rend profile. Last until your next Hero phase.*

### **GLITTERING ROBE**

*Shaping a sigil of power, the wizard conjures a gaudy cloak of protection. Glittering Robe has a casting value of 5. If successfully cast, the Wizard and all friendly units within 12" can re-roll save rolls of 1. In the shooting phase, the affected units can re-roll save rolls of 1 and 2 instead. Lasts until the start of your next Hero phase.*

### **RULE OF BURNING IRON**

*Drawing the power from the Winds of Magic, the Wizard commands the armour of his targets to recall the fiery heat of its forging. Armour plates sear bare flesh of its owner. Rule of Burning Iron has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster and which is visible to them. Roll a dice for each model in the unit, on a roll equal or higher than their Save, the model suffers 1 Mortal Wound.*

### **FINAL TRANSMUTATION**

*With a gesture the Wizard transmutes the flash of his foe into unloving metal. Final Transmutation has a casting value of 6. If successfully cast, pick a visible enemy unit within 18" of the caster. Your opponent then picks any model in that unit and rolls a dice; if the result is more than that model's remaining number of wound, it is transformed into a gleaming golden statue and slain.*

### **PLAGUE OF RUST**

*At the Wizard's command, the armour of the enemy begins to rot. Plague of Rust has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster and which is visible to them. A unit affected by one or more Plague of Rust, must subtract 1 when rolling to save until the start of your next hero phase.*

### **TRANSMUTATION OF LEAD**

*The Wizard turns the weapons and armour of his enemies into leaden weight. Transmutation of Lead has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster. Until your next Hero phase, subtract 3 from the Move characteristic of all models in the unit, to a minimum of 0. Furthermore, subtract 1 from all hit rolls made for the unit and add 1 to all hit rolls made against the unit. Being affected by this spell more than once has no cumulative effect.*

## LORE OF LIGHT

*Suffusing all things, the Wind of Hysh is a fickle energy, but those that can trap and direct it are gifted with great powers. The Light Wizard study the magic of the sun, and use its life-giving energies to heal, or harness its destructive might to blind and sear their foes.*

### **BANISHMENT**

*The purest light can destroy anything tainted by darkness. Banishment has a casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster and which is visible to them. The unit you pick suffers D3 mortal wound. Enemy units with the Death or Chaos Keyword suffers D6 mortal wounds instead.*

### **NET OF AMYNTOK**

*This legendary Net of Amyntok was rumoured to have been woven to hold the Great Deceiver itself. Net of Amyntok has a casting value of 7. If successfully cast, pick a visible enemy unit within 18" of the caster. Each time the unit you pick wishes to move, shoot, charge or fight in the close combat phase, it must roll equal or more than their best To Wound characteristic to be able to perform any of those actions. Lasts until your next hero phase.*

### **THE SPEED OF LIGHT**

*Light knows no burden of flesh, and nor do those that receive its blessing. The Speed of Light has a casting value of 6. If successfully cast, pick a unit within 18" of the caster. The unit you pick add 1 to their hit rolls in the combat phase. Furthermore, the unit can pile in and attack twice instead of one. Lasts until the start of next hero phase.*

### **LIGHT OF BATTLE**

*The Wizard infuses his allies with light energies, willing them with courage. Light of Battle has a casting value of 4. If successfully cast, pick an unit within 18" of the caster. That unit does not need to take battleshock tests until your next hero phase. The magical aura surrounding that unit also ennobles nearby allies until your next hero phase; other units from your army within 6" of this unit in the battleshock phase add 1 to their bravery.*

### **PHA'S PROTECTION**

*The Wizard calls upon the beneficent Guardian of Light to protect his allies from harm. Pha's Protection has a casting value of 6. If successfully cast, the Wizard and any unit within 12" may roll a dice each time they suffer a wound. On a roll of 5 or 6 the wound is ignored as the protective aura deflects the danger.*

### **TIMEWARP**

*The Wizard infuses his allies with Light Magic, freeing them from the passage of time and speeding their actions. Timewarp has a casting value of 5. If successfully cast, pick a unit within 18" of the caster. The selected unit may move double their move until the start of your next hero phase.*





## LORE OF LIFE

*The Lore of Jade is all things natural, from the language of plants, to the secret of the rocks. With the power of the Wind of Ghyran, these Elementalists can bind these sources of power and change them to their will.*

### **EARTHQUAKE**

*The Wizard invokes the ancient earth. Accumulated over aeons, this energy is unleashed with devastating effect.*

Earthquake has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster and which is visible to them. The unit you pick suffers D3 mortal wound. Furthermore, any unit with 6" of the picked unit suffers 1 mortal wounds. In addition, all units which suffered one or more mortal wounds, must subtract 1 from their move characteristic in their next movement phase

### **LIFEBLOOM**

*The Wizard infuses his allies with healing energies. Lifebloom has a casting value of 5. If successfully cast, pick a unit within 18" of the caster. One model in that unit heals D3 wounds. In addition, until your next hero phase the energies of this spell persist; roll a dice each time a model in the unit suffers a wound or mortal wound. On a roll of 6, that wound is instantly healed and is ignored.*

### **SHIELD OF THORNS**

*At the Wizard's command, crawling brambles burst from the ground, forming a living barrier around his allies. Shield of Thorns has a casting value of 6. If successfully cast, pick a unit within 18" of the caster. Until your next hero phase, any enemy unit within 3" of that unit at the end of the close combat phase suffers D3 mortal wounds.*

### **FLESH TO STONE**

*The Wizard transmutes his allies' mortal from to unyielding rock. Flesh to Stone has a casting value of 7. If successfully cast, pick a unit within 18" of the caster. Halve any wounds, including mortal wounds, inflicted on the affected unit. Furthermore, change the To Wound profile to 5+ of the enemies' weapons wishing to attack this unit. Lasts until your next hero phase.*

### **REGROWTH**

*The Wizard infuses his fallen friends with fresh life. Regrowth has a casting value of 5. If successfully cast, pick a unit within 12" of the caster. The unit you pick is healed D6 wounds.*

### **THE DWELLERS BELOW**

*Gnarled creatures emerge from the ground, their steely strong fingers tearing at the foes' flesh, clutching their limbs and dragging them down to who knows what fate. The Dwellers Below has a casting value of 9. If successfully cast, pick an enemy unit within 12" of the caster and which is visible to them. Roll a dice for each model in the unit. For each roll under their To Wound characteristic, the unit suffers D3 mortal wounds.*

## LORE OF HEAVENS

*In the city of Azyrheim, the Lore of Heavens is called astromancy. The Winds of Azyr bring with them prophecy and foresight, and through its power the Celestial Wizards can gleam the future from the stars and moons.*

### **CHAIN LIGHTNING**

*Lightning bursts from the Wizard's fingertips and arcs towards the enemy with crackling fury.* Chain Lightning has a casting value of 6. If successfully cast, pick a visible enemy unit within 18" of the caster. That unit suffers D3 mortal wounds. Then, roll a dice for every other enemy unit within 6" of the original target; on a roll of 6 the lightning has leapt to that unit and it also suffers D3 mortal wounds.

### **HARMONIC CONVERGENCE**

*Divining auspicious signs, the caster guides the minds of his fellow warriors.* Harmonic Convergence has a casting value of 4. If successfully cast, pick a unit within 18" of the caster. The unit can re-roll dice rolls of 1 when rolling to hit, to wound and saves. Lasts until the start of your next hero phase.

### **URANNON'S THUNDERBOLT**

*With a crack of thunder, the Wizard calls down an almighty ball of lightning and hurls it at the enemy.* Urannon's Thunderbolt has a casting value of 6. If successfully cast, pick an enemy unit within 24" of the caster and which is visible to them. The unit you pick suffers D3 mortal wound.

### **CURSE OF THE MIDNIGHT WIND**

*Only three words of this ancient tongue are known in the Age of Sigmär; three words to unleash this curse of old.* Curse of the Midnight Wind has a casting value of 4. If successfully cast, pick an enemy unit within 18" of the caster. The unit must re-roll dice rolls of 6 when rolling to hit, to wound and saves. Lasts until the start of your next hero phase.

### **ICESHARD BLIZZARD**

*Razor-sharp shards of ice hurl from the chill skies to blind and dishearten the foe.* Iceshard Blizzard has a casting value of 6. If successfully cast, pick a visible enemy unit within 18" of the caster. Picked unit must subtract 1 from all hit rolls and their Bravery characteristic until the start of your next hero phase.

### **WIND BLAST**

*The Wizard seizes the winds of the battlefield, directing them against the foe.* Wind Blast has a casting value of 5. If successfully cast, pick a visible enemy unit within 18" of the caster. The unit suffers a mortal wound. Furthermore, the unit is pushed back D6" directly away from the caster. Units pushed by Wind Blast, stops 3" away from enemy units and 1" away from battlefield terrain.





## LORE OF SHADOW

*Those that deal with the Lore of Shadow are often distrusted, suspicious figures. They are illusionists that use the Wind of Ulgu to create glamours and nightmarish terrors.*

### **MYSTIFYING MIASMA**

*The Wizard creates a fog that numbs his foes' battle skills. Mystifying Miasma has a casting value of 6. If successfully cast, pick a visible enemy unit within 24" of the caster. Until the start of your next hero phase, the unit must subtract 1 from all hit rolls.*

### **SMOKE AND MIRRORS**

*Shadow Wizards are masters of illusion and displacement. Smoke and Mirrors has a casting value of 4. If successfully cast, the caster may immediately be removed from the table and placed anywhere within 12" of his original placement.*

### **THE PENUMBRAL PENDULUM**

*The Wizard summons a ghostly razor-edged pendulum and swings it towards the enemy.*

The Penumbral Pendulum has a casting value of 7. If successfully cast, pick a visible enemy unit and use the Penumbral Pendulum profile listed on page 10.

### **OKKAM'S MINDRAZOR**

*Victims of these mindrazor believe themselves slain, and so they die.*

Okkam's Mindrazor has a casting value of 7. If successfully cast, pick a unit within 12" of the caster. The picked unit can add 2 to their wound rolls. Lasts until the start of your next hero phase.

### **THE ENFEEBLING FOE**

*Deceived by the shadow mage's wiles, the enemy's burdens lie impossibly heavy upon their shoulders.*

The Enfeebling Foe has a casting value of 6. If successfully cast, pick a visible enemy unit within 12" of the caster. The targeted unit subtract 1 from their damage profile(s) to a minimum of 1. Lasts until the start of your next hero phase.

### **THE WITHERING**

*The Wizard reaches into the minds of the foe, instigating nebulous images of weakness and doubt.*

The Withering has a casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster. All attacks against the selected unit can add 1 to all wound rolls. Lasts until the start of your next hero phase.

## LORE OF DEATH

*Though reviled by most, the necromancer plays an important role in the world, for through his power the spirits of the dead can be contacted, while the power of Death itself lies in his hands. The grim Amethyst Wizards use the chilling Wind of Shyish to aid the counsels of the general and support his army.*

### **ASPECT OF THE DREADKNIGHT**

*A visible aura of horror surrounds the Wizard's allies. Aspect of the Dreadknight has a casting value of 7. If successfully cast, pick a unit within 18" of the caster. Every enemy unit within 3" of the affected unit subtract 1 from their Bravery. Lasts until the start of your next hero phase.*

### **DOOM AND DARKNESS**

*Spirits of the departed assail the caster's foes, sapping their resolve. Doom and Darkness has a casting value of 5. If successfully cast, pick a visible enemy unit within 18" of the caster. The unit you pick subtract 1 from their Bravery. Lasts until the start of your next hero phase.*

### **SOUL STEALER**

*The Wizard extends a hand and leeches his victim's souls from their bodies. Soul Stealer has a casting value of 5. If successfully cast, pick a visible enemy unit within 18" of the caster. You and your opponent then both roll a dice; add the caster's Bravery to your roll and add the Bravery of the target to your opponent's. If your score is the highest, the enemy unit suffers a number of mortal wounds equal to the difference in the scores.*

### **DARK HAND OF DEATH**

*The Wizard creates a shadowy avatar of himself and sets it loose upon the foe to freeze blood, marrow and heart. Dark Hand of Death has a casting value of 6. If successfully cast, pick a visible enemy unit within 18" of the caster. Your opponent selects a model in the targeted unit. That model suffers D6 mortal wounds.*

### **PURPLE SUN OF XEREUS**

*A colossal orb of purple-edged darkness materialises upon the battlefield. Purple Sun of Xereus has a casting value of 8. If successfully cast target a visible enemy model within 18". Draw a straight line between that model and the caster; the targeted model's unit, and each other unit that the line passes through must roll a dice for each model in the unit. On a roll of 5 or 6, the unit suffers 1 mortal wound.*

### **THE FATE OF BJUNA**

*This curse makes its victims laugh until his sides rupture and splits. The Fate of Bjuna has a casting value of 5. If successfully cast, pick a visible enemy model within 12" of the caster. Roll a dice for each of the model's remaining wounds. On a 4+ the model suffers 1 mortal wound.*

## FLOCK OF DOOM

MAGIC SPELL	Range	Attacks	To Hit	To Wound	Rend	Damage
Flock of Doom	30"	3D6	2+	5+	-	1

## THE PENUMBRAL PENDULUM

MAGIC SPELL	Range	Attacks	To Hit	To Wound	Rend	Damage
Penumbral Pendulum	20"	1	3+	2+	-2	D6



