

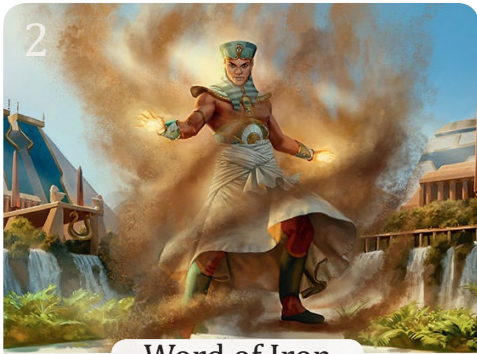
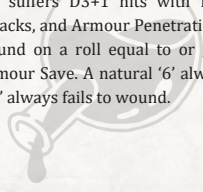


1

### 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 the target's Armour Save. A natural '6' always wounds and a natural '1' always fails to wound.

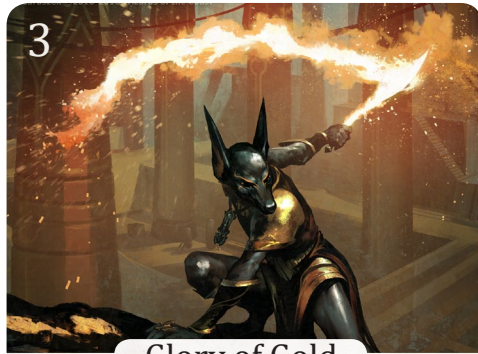
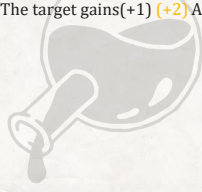


2

### Word of Iron

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

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

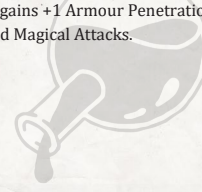


3

### Glory of Gold

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

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

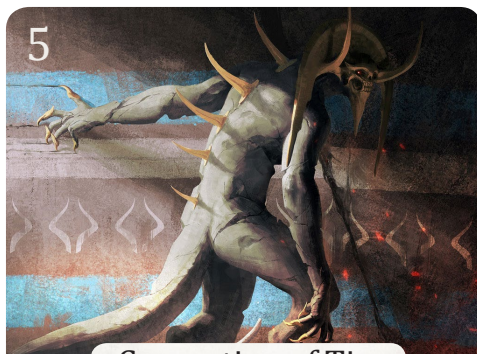
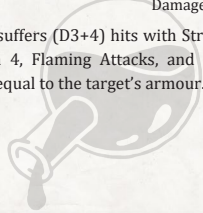


6

### 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.

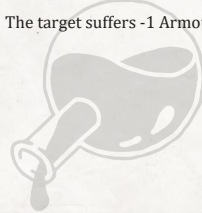


5

### Corruption of Tin

(8+) (36") Hex Permanent

The target suffers -1 Armour.

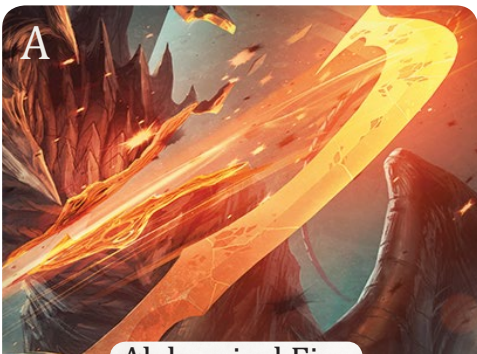
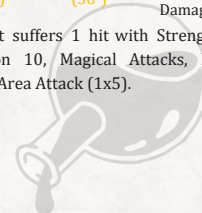


4

### Silver Spike

(6+) (18") (8+) (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).

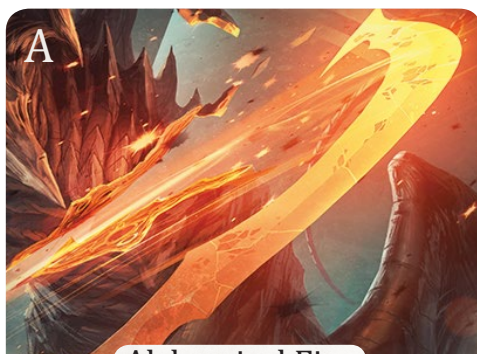
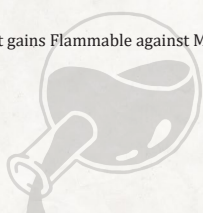


A

### Alchemical Fire

(18") Hex Lasts one Turn

The target gains Flammable against Melee Attacks.

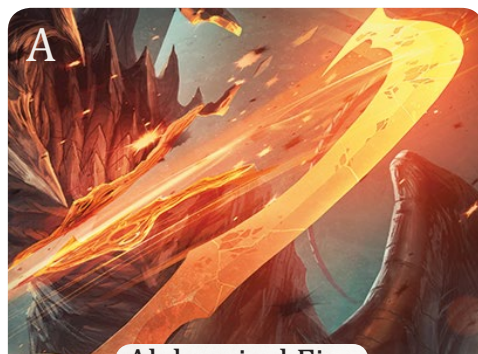
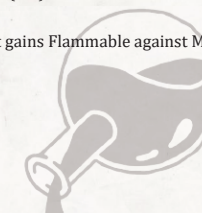


A

### Alchemical Fire

(18") Hex Lasts one Turn

The target gains Flammable against Melee Attacks.



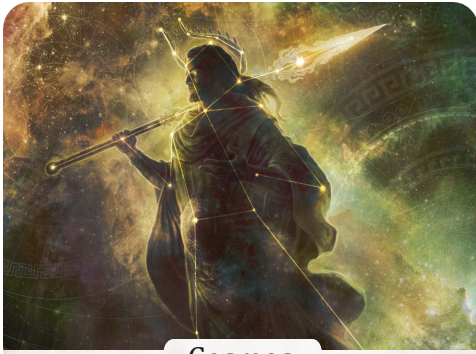
A

### Alchemical Fire

(18") Hex Lasts one Turn

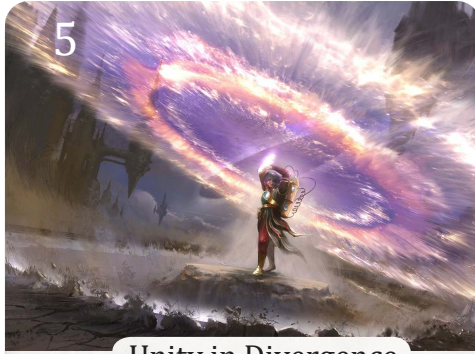
The target gains Flammable against Melee Attacks.






### Cosmos


The last spell cast by this model was Cosmos

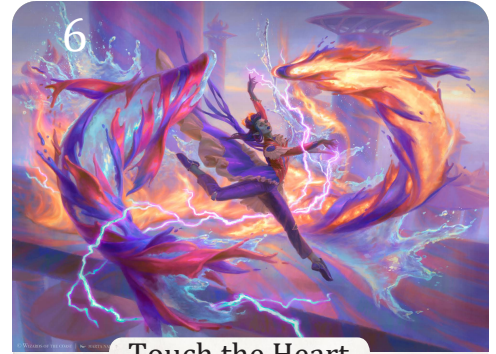


### Unity in Divergence

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


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


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

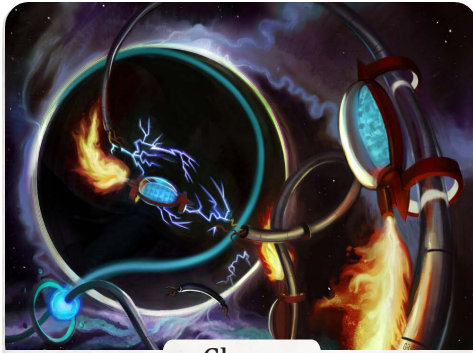


### Touch the Heart

(7+) (24") Instant

 The target Recovers 1 Health Point.  
Augment Focused

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




### Chaos


The last spell cast by this model was chaos

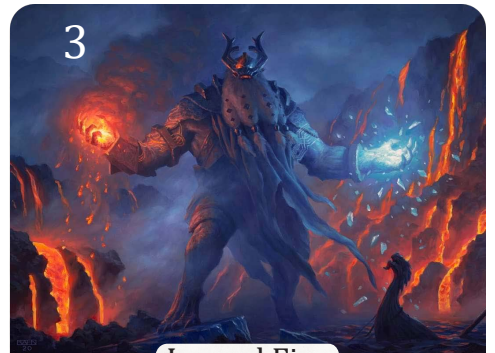


### Truth of Time

(5+) (24") One Turn


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


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

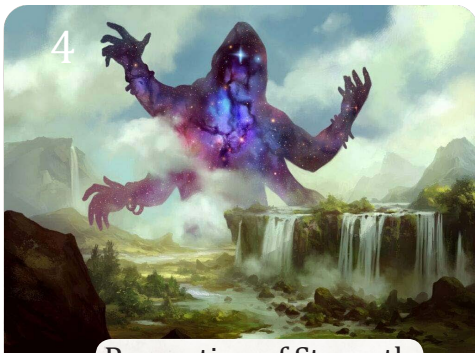


### Ice and Fire

(8+) (24") Instant


 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.  
Damage Hex Missile

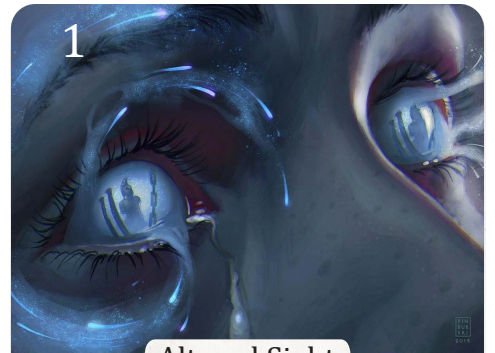


### Perception of Strength

(8+) (24") One Turn


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


 The target suffers -1 Strength and -1 Armour Penetration  
Hex



### Altered Sight

(5+) (24") One Turn

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

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

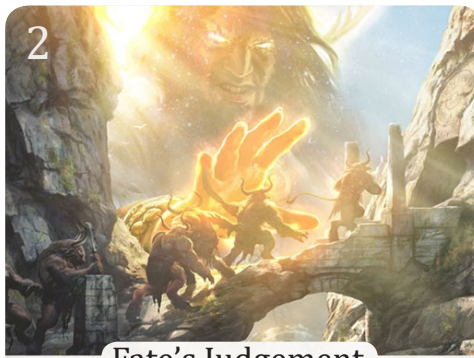


1

### Know the Enemy

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

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

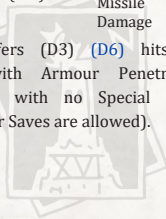


2

### 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

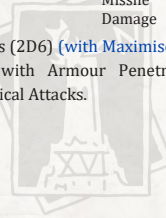


5

### 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.

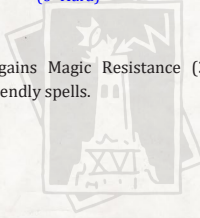


6

### Portent of Doom

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

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

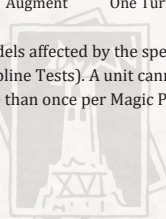


A

### 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

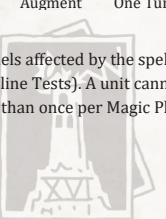


A

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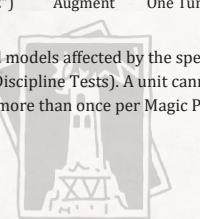


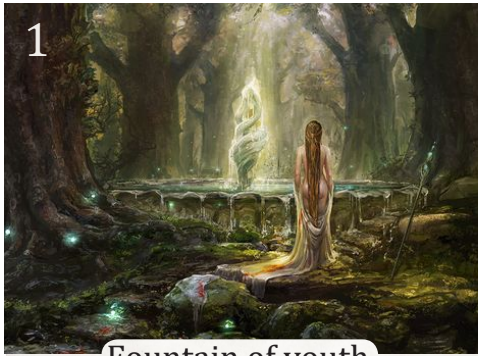
A

### 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

(5+) (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  
{5+}

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



H

## Death is only the beginning

(+2 Casting Value) Augment Instant

The target Raises a number of Health Points equal to the Resurrected value of the R&F models in the unit. If the target unit contains any Characters, you may instead choose a single Character in it. This Character Recovers a number of Health Points equal to its Resurrected value.

Characters and models with Towering Presence cannot Recover more than 2 Health Points in each Magic Phase from Death is Only the Beginning.



3

## 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



6

## Danse Macabre

(6+) (12") Augment Instant  
{9+} {9" Aura}

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



4

## 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).



1

## Ancestral Aid

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

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



BS

## Phatep's Curse

Bound Spell (6/6) (36") Damage, Hex Instant

The target must take a Discipline test rolling an additional D6. If failed the target suffers a number of hits equal to the amount by which the test was failed. Hits are resolved with Armour Penetration 10 and wound automatically.



2

## 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.



5

## Touch of the Reaper

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

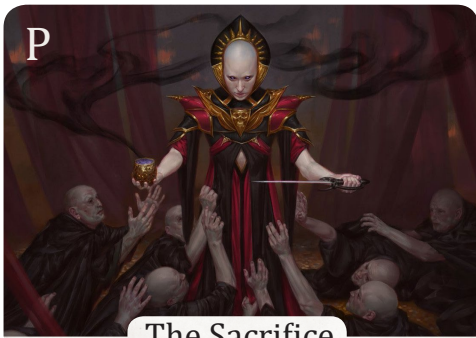
The target suffers D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.



A

## 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.



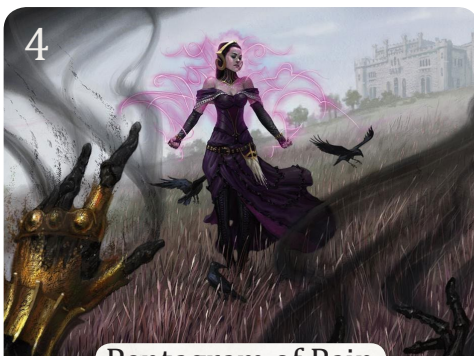
P

### 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

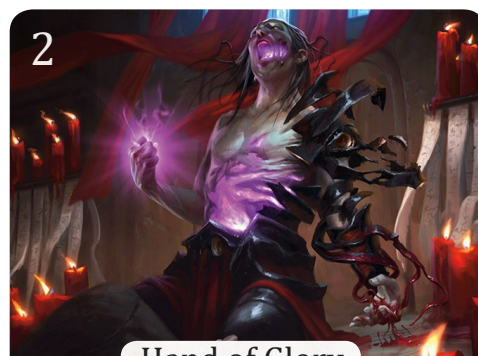
### Pentagram of Pain

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

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.>>



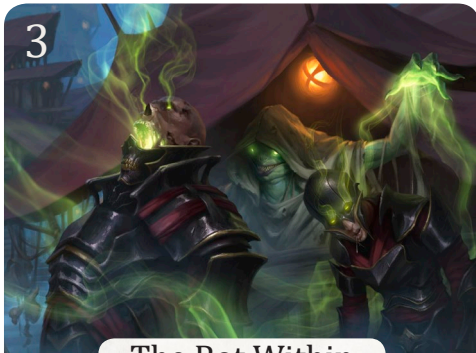
2

### Hand of Glory

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

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+) (18") Hex Permanent

The target suffers -1 Offensive Skill and -1 Defensive Skill.

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



4

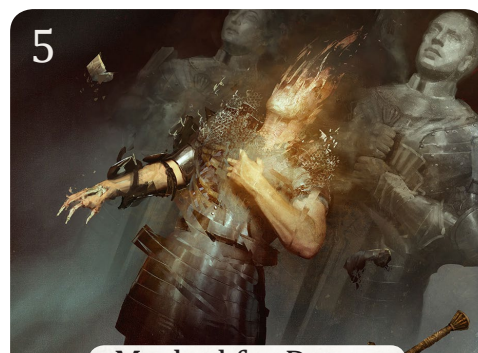
### Breath of Corruption

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

The target gains a 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" >>



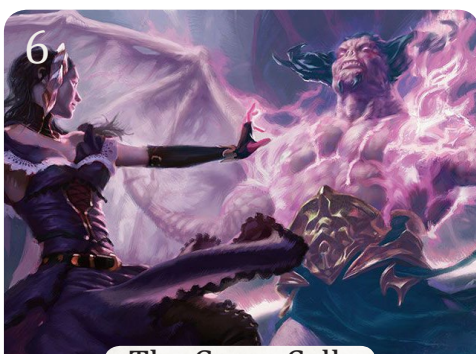
5

### Marked for Doom

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

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.>>



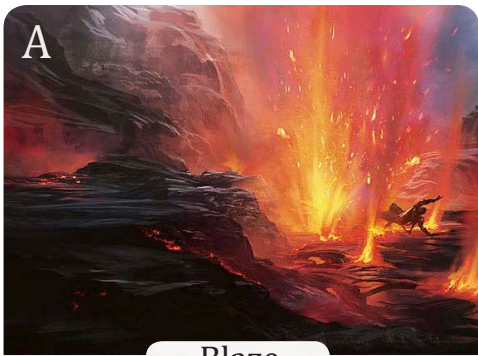
6

### The Grave Calls

(11+) (12") Hex  
Damage Instant  
Direct

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

<<The hits gain +1 Strength and +1 Armour Penetration.>>

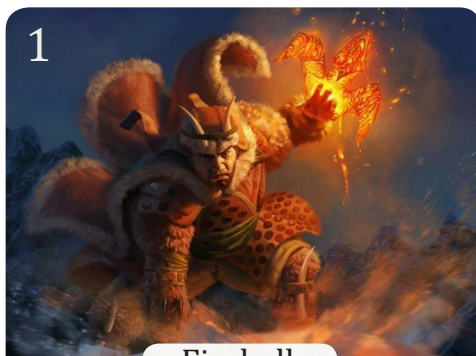
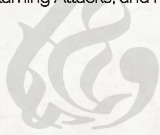


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### Blaze

(18") Hex  
Missile Instant  
Damage

The target suffers 1 hit with Strength 6 Armour Penetration 2, Flaming Attacks, and Magical Attacks.

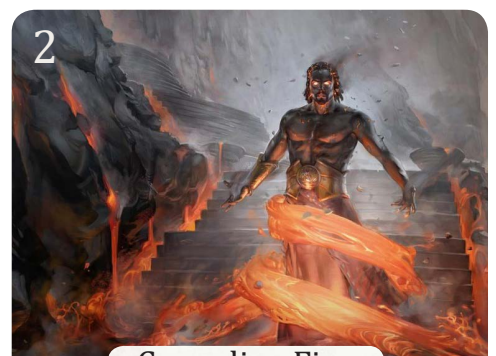
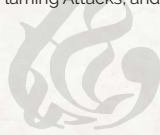


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### Fireball

4+ (36") Hex  
Damage Instant  
Missile

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

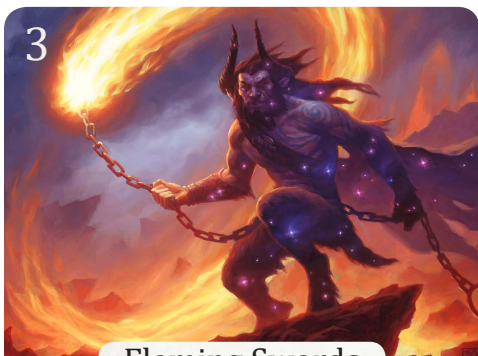


2

### Cascading Fire

(5+) (24") Hex Instant  
(8+) (12")

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



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.

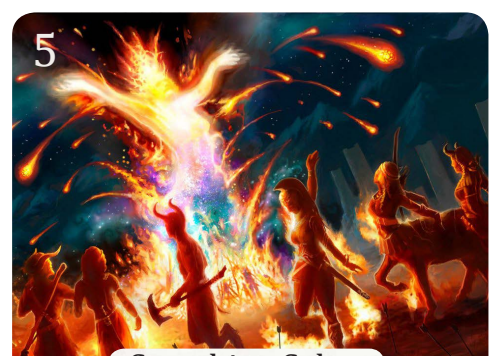


4

### Pyroclastic Flow

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

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

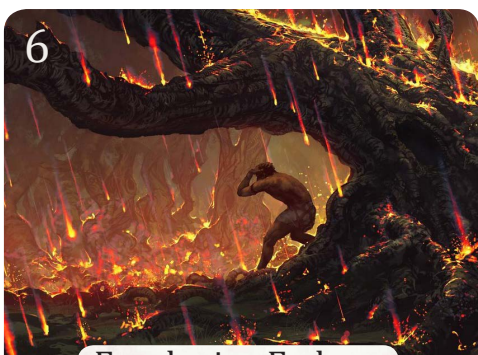


5

### Scorching Salvo

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

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

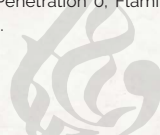


6

### Enveloping Embers

10+ (24") Hex Instant  
Damage Direct

Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.



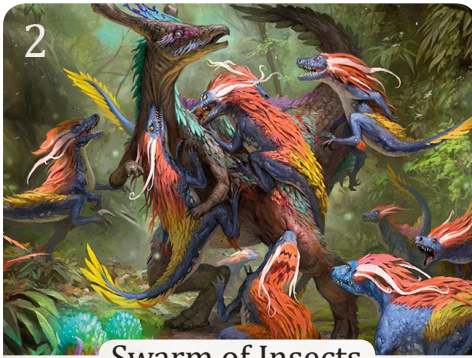


1

### Awaken the Beast

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

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



2

### Swarm of Insects

(5+) (24") Hex  
(8+) (48") Missile Damag 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 is immediately ended when the target performs an Advance, March, Charge, or Pursuit Move.



3

### Savage Fury

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

The target gains Fearless, Frenzy and Battle Focus.



4

### 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).



5

### Totemic Summon

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

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



6

### 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).



A

### Scarification

Caster One Turn

Melee Attacks against the target cannot wound on better than 5+.



### 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
	Breath Attack (Str 3, AP 0)				



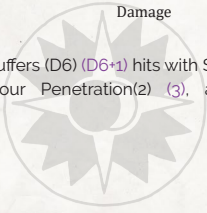


1

### Hand of Heaven

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

The target suffers (D6) (D6+1) hits with Strength (D6) (D6+1), Armour Penetration(2) (3), and Magical Attacks.



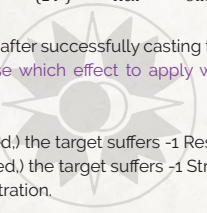
2

### 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.

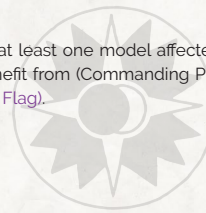


3

### Speaking in Tongues

(7+) (7+) (18") Hex One Turn

Units with at least one model affected by the spell cannot benefit from (Commanding Presence) (Rally around the Flag).

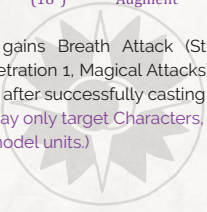


4

### Cleansing Fire

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

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.)

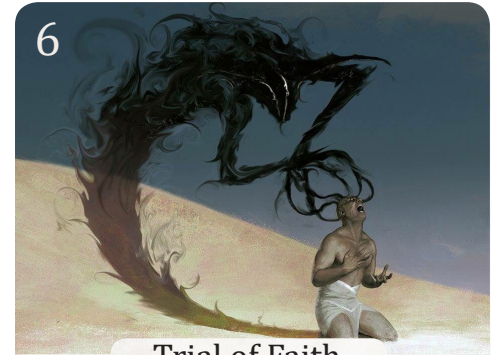
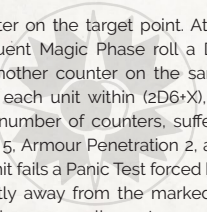


5

### 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, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X), where X is equal to the number of counters, 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. The spell then ends, remove all counters.

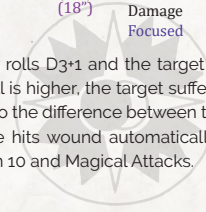


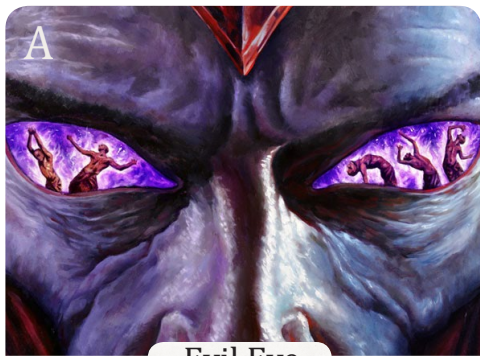
6

### Trial of Faith

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

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.

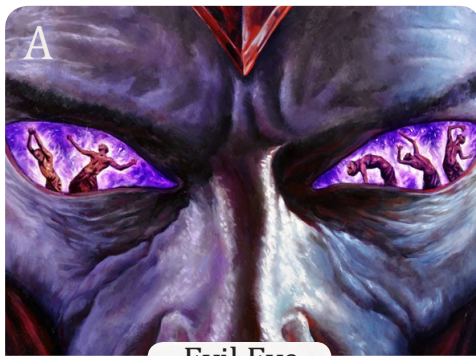




## Evil Eye

(24") Universal One Turn

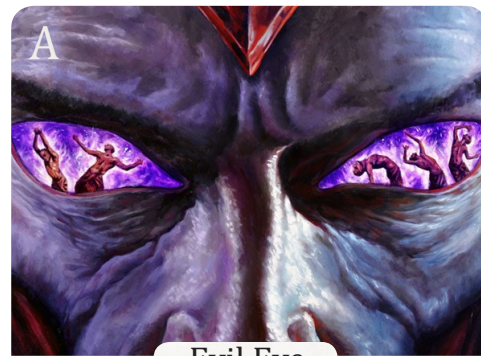
If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate.  
If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively.  
A unit cannot be affected by this spell more than twice in the same Magic Phase.



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(24") Universal One Turn

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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. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.



## Deceptive Glamour

(4+) (6+) (24") Hex One Turn

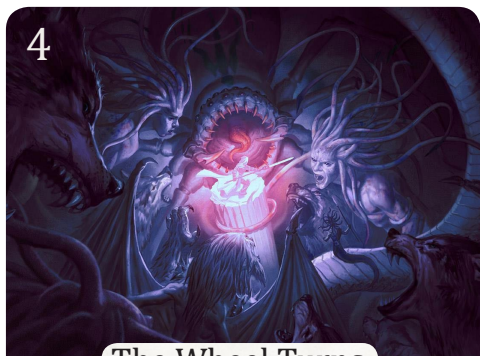
The target suffers (-1) (-2) Offensive Skill, (-1) (-2) Defensive Skill, and (-1) (-2) Agility.



## Twisted Effigy

(5+) (7+) (36") Hex One Turn

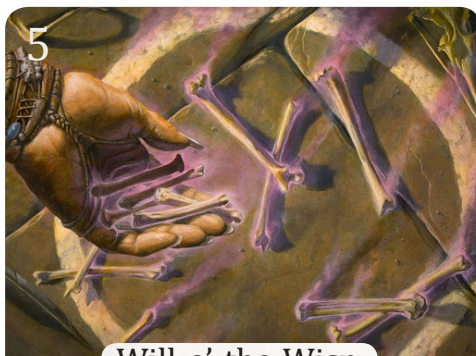
The target cannot use Shooting Attacks (and suffers a -2 modifier to its casting rolls).



## The Wheel Turns

(8+) (10+) (24") Hex One Turn

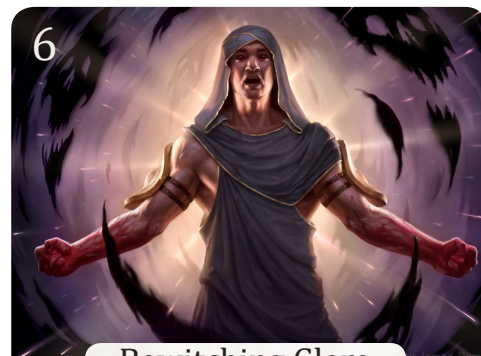
Melee Attacks made by (and distributed towards) R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by (and allocated against) R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.



## Will-o'-the-Wisp

(8+) (8+) (18") Universal One Turn

The target gains Random Movement (2D6) (3D6).



## Bewitching Glare

(8+) (12+) (24") Hex One Turn

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