

## Errata, Clarifications, and FAQ

**Spellcaster** – This term is used throughout the book to refer to situations that are true for both wizards and apprentices.

### Chapter 1: Wizards and Warbands

**Shooting Stat** – The shooting stat is NOT used for spell attacks (e.g. a wizard casting Elemental Bolt rolls his shooting attack at +8 regardless of his shooting skill). However, other shooting modifiers, such as those for movement and cover ARE applied to spells that make shooting attacks).

**Choosing Spells** – Wizards MUST begin with 3 spells from their own school, 1 spell from each of the 3 aligned schools, and 2 spells from different neutral schools.

**Apothecaries** – If an apothecary is in base contact with a figure, it may use one action to use its healing potion on that figure. Apothecaries may carry 1 item in addition to their free healing potion.

### Chapter 2: Playing the Game

**Line of Sight** – All models in the game are assumed to be able to see in all directions.

**Activation** – During the Wizard and Apprentice phases, a player has two options:

1) Normal Activation in which the spellcaster activates and has the choice to activate up to three soldiers who are within 3" of the spellcaster at the beginning of the phase. Then, one at a time, each figure completes its two actions. The player may activate these figures in whatever order he wishes. (e.g. you can activate two soldiers, then your wizard, then another soldier).

2) A player may use 'Group Activation' where he again activates the spellcaster and up to three soldiers who are within 3" of the spellcaster at the beginning of the phase. In this case, all four figures move as their first action, in whatever order the player wishes, and then they all take their second action in whatever order the player wishes. When using group activation, all figures must move as their first action. The figures' second actions can all be different if the player wishes (e.g. after all four have moved, the player has two figures shoot, another move again, and the wizard cast a spell).

In order for a soldier to activate in the Wizard or Apprentice phase, it must be able to draw line-of-sight to the activating spellcaster.

All figures that can legally activate in a turn, must be activated in the turn. They can choose to do nothing when activated.

In the soldier phase, one player activates ALL of his remaining soldiers. Then the next player, and so on.

Uncontrolled creatures never leave the table do to random movement. They will stop at the edge of the table.

**Controlled Creatures** – Creatures that are part of a wizard’s warband, or temporarily controlled, activate in the same way that soldiers do, including being eligible for activation during the Wizard or Apprentice phases.

**Picking Up Treasure** – Constructs and Demons can pick up treasure. Undead can pick up treasure as long as they are not Immaterial. Animals cannot pick up treasure. Treasure does not take up an item slot. Carrying treasure and items have nothing to do with one another.

**Moving Off the Board** – A figure may only be moved off the board by the player who controlled him at the beginning of the game – with one exception. A figure that is carrying treasure may be moved off the board by a player that has taken temporarily control of that figure. In this case, the player who has temporary control gets the treasure, while the figure returns to its original warband.

**Jumping** – All distance jumped as part of a jump is counted towards the total movement allowed for a figure during its activation. A figure can combine two move activations for a jump. Thus a figure movement 6 could move 4”, jump 3”, and then move an additional 2”. A figure may ‘fall’ intentionally. All distance covered by an intentional fall is also counted as movement. The only exception is when a figure falls a greater distance than it has movement remaining. In which case, the additional distance is ‘free’. Figures still take damage, even if falling intentionally.

**Combat** – Follow these steps in this order:

- a) Both players roll a die.
- b) Both figures add their Fight stat and any other Fight bonuses (e.g. from Spells or friendly figures also in combat).
- c) Determine the winner of the combat.
- d) Add any damage bonuses for two-handed or magic weapons to the winner’s final Fight roll.
- e) Subtract the opponent’s armour from this total.
- f) Apply any damage multipliers (such as the Ice Toad’s x3 damage).
- g) If this final total is positive, subtract that many points from the loser’s Health. If it is 0 or negative, no damage is done.

**Shooting While in Combat** – A figure In Combat may NOT make a shooting attack. Nor may he reload a crossbow.

**Shooting Into Combat** – When shooting into combat, roll for which figure is the actual target of the attack, then make the attack roll. When making a shooting attack with a spell, the spellcaster must decide whether or not to empower the spell before rolling for the actual target.

**Casting Spells into Combat** – A spell MAY be cast on a figure In Combat as long as the spell doesn’t expressly prohibit it and it doesn’t violate any of the basic rules of spellcasting.

**Death by Spellcasting** – If a wizard dies because the successful casting of a spell causes damage, the spell does succeed.

**Forcing Combat** – If figure A wins combat and pushes figure B back the figure B may only force combat with figure A if figure moves closer to figure B.

**Magical Bow and Crossbow Attacks** – Attacks from magic bows and crossbows do NOT count as magic attacks. Attacks with magic ammunition for these weapons do count as Magic attacks.

**Leaving the Table** – Any figure may leave the table at any time unless some other rule specifically prohibits it. Figures that leave the table may not return. In the case of figures such as zombies, demons, and those under Mind Control that are not part of the permanent warband, these spell may be cast again to once the figure has left the table.

### **Chapter 3: The Campaign**

**Spending Experience** – If a wizard has enough experience to gain a new level he must do so. This experience cannot be saved.

**Improving a Known Spell**—a wizard may reduce the casting number of any spell down to 5 regardless of what school the spell comes from.

**Scrolls** – Scrolls work in two completely different ways based on whether or not the spellcaster who is using the scroll knows the spell.

If the wizard **DOES NOT** know the spell on the scroll, he may spend an action to cast the spell on the scroll. It is automatically successful, and if a casting roll is needed, use the base casting number listed for the spell in the book.

If the spellcaster **DOES** know the spell on the scroll, he may **NOT** use it according to the above rules. Instead the spellcaster rolls to cast the spell normally. If the roll fails, the spellcaster may use the scroll. In this case the casting number needed for the spell to succeed is lowered to whatever roll the spellcaster just made. (e.g. a wizard wants to cast Mind Control. He knows the spell at 12, but also carries a scroll of Mind Control. He attempts to cast the spell rolling a 7 – he now has a choice. He can let the spell fail, or he can use the scroll, meaning the spell succeeds with a casting roll of 7).

No experience is gained for casting a spell using a scroll.

**Magic Weapons and Armour** – Magic weapons or armour may only be given to a soldier who carries a weapon or armour of that type normally. In this case the magic weapon or armour replaces the normal version and **DOES** count as an item.

A figure may only receive a bonus from one magical weapon at a time. Thus a figure equipped with a hand weapon with +1 Fight and a dagger with +1 fight, would receive only a +1 magical bonus. (Though he would also receive the normal +1 fight bonus for using two weapons). If equipped with one weapon with a fight bonus and another with a damage bonus, he must decide which to use before he makes any combat roll.

**Demon in a Bottle** – The demon generated by this magic item is ‘bound’ to the warband as a whole and thus does not count towards any spellcaster’s limit of one bound demon.

**Establishing a Base** – a wizard may abandon his base after any game and choose another one. However, he may gain no benefit from having a base between the games in which it happens. Additionally, all upgrades made to a base are lost if it is abandoned. All bonuses to spellcasting provided by a base only apply to Out of Games spells unless specifically noted otherwise.

### **Chapter 4: Spells**

**Out of Game** – These spells may be cast directly before the first game a wizard plays. However, this occurs after all soldiers have been bought. Each Out of Game spell may be attempted once by each

spellcaster in the warband. It is legal to cast a an out of game spell that momentary takes your warband over its limit, but in this case, a soldier must me dismissed immediately after the spell is cast.

**Animal Companion** – This spell is independent of Control Animal. An Animal Companion is NOT assumed to be under a Control Animal spell. Animal Companion may not be countered with Dispel or Spelleater. That said, an Animal Companion is subject to the Control Animal spell cast by another spellcaster.

**Animate Construct** – Animated Constructs stay with the warband until killed or dismissed. There is no limit to the number of constructs in a warband other than normal warband limits. Constructs in the warband roll for the effects of being knocked out of the game the same as for a soldier.

**Beauty** – Warhounds are immune to this spell. A Will roll is required to attempt any action which would have an immediate potential negative impact on a target with a Beauty spell. This includes anything that would cause and attack roll against the target, or immediate damage, or any reduction of the Beauty's stats or fighting ability. Thus you cannot Curse the Beauty, nor cast any spell which would potential cause damage with the in the radius of effect such as Grenade or Elemental Ball unless you pass a Will roll. **You must pass a Will roll against this spell to Force Combat with someone under the effects of Beauty. You can shoot into a Combat with a Beauty without making the Will roll.**

**Bind Demon** – This death of the caster does not end this spell.

**Dispell** – Cancels **one** casting of any given spell.

**Decay** –Pick a single, non-magic weapon carried by the target. That specific weapon is useless for the rest of the game. Thus a figure who only carries one hand-to-hand weapon will count as unarmed for the rest of the game. The weapon is replaced for free after the game. A figure carrying a hand weapon and a dagger, such as the treasure hunter, will have his Fight reduced by 1 if one of his weapons is decayed.

**Elemental Hammer** – A normal weapon with this spell on it, may do a maximum of 5 points of damage to a creature that is immune to non-magical weapons.

**Elemental Shield** – Does not stop damage a spellcaster suffers from empowering spells, failing to cast spells, or successfully casting spells that cause damage to the caster.

**Enchant Armour** – A figure must be wearing armour for it to be enchanted. Magic armour may not be enchanted.

**Enchant Weapon** – A figure must be carrying a weapon for it to be enchanted. Magic weapons may not be enchanted.

**Glow** – The +3 bonus is applied to the Shooting Roll of anyone shooting at the figure subject to the Glow spell.

**Grenade** – Make a separate attack roll against each target.

**Illusionary Soldier** – Officially, you must tell your opponent the identity of an illusionary soldier in your warband. However, I encourage anyone playing in a campaign to discuss this spell beforehand and decided this issue for themselves. It is more fun to keep the illusionary soldier a secret and the

above ruling only exists to avoid potential arguments. An illusionary soldier apothecary does not have a healing potion. You can cast enchantments and other spells on an illusionary soldier, but none will change his specific rules limitations.

**Invisibility** – This spell ends as soon as a figure is In Combat. A figure may only enter into Combat with an invisible figure if it can see invisible.

**Leap** – Leap can only be cast on a figure that is controlled by the casting player. It can be used to leap a figure off of the board, including one carrying treasure. A figure that has already activated can have Leap cast on it, but he can never take any actions in a turn after having Leap cast on him. **You do not have to leap the full 10" if you don't want to. You can Leap out of combat. You can Leap down and do not take damage unless the distance is greater than 10" (in which case you take damage for the entire fall).**

**Mind Control** – Can be cast on any figure except spellcasters and creatures that are specifically immune. **A figure under Mind Control cannot be forced to leave the table unless that figure is carrying treasure. In which case the treasure goes to the figure that cast Mind Control, but the figure returns to its original warband. Captains can be Mind Controlled but cannot use Tricks while under Mind Control. Mind Control remains even if the caster is killed or leaves the board.**

**Monstrous Form** – A figure that fails its Will roll when attempting to move into combat with a figure with Monstrous Form cast on it may not make a move that takes him closer to that figure for the rest of the turn. This spell has no other effect.

**Possess** – This may be cast on animals, undead, demons, constructs, and illusionary soldiers, provided they are permanent members of your warband.

**Power Word** – The effects of multiple castings of this spell do not stack, even if cast by different spellcasters.

**Push** – ignore rough terrain when calculating movement from this spell.

**Reveal Secret** – Treasure from this spell must be placed at least 6" from any other treasure.

**Scatter Shot** – Should read 'Thespellcastermay make a +0 **shooting** attack...'

**Selleater**– The 1 point of damage is suffered by whoever cast the Spelleater spell, not the caster of the spell being eaten. Cancels **one** casting of any given spell.

**Summon Demon** –Should read '**0-5 Imp**'. If a spellcaster already has a Bound Demon, he may not cast this spell.

**Steal Health** – May be cast against a figure with only 1 or 2 Health. In this case, that figure dies, and the wizard regains 3 Health.

**Teleport** – A figure that casts teleport may take no other actions AFTER casting the spell. (e.g. a spellcaster may move and then cast Teleport). You may not teleport off the board, although you can teleport right to the edge.

**Wall** – A wall created by the Wall spell may be climbed the same as any other piece of terrain. The wall has no appreciable thickness. Only one point of the Wall needs to be within 6” of the spellcaster.

**Wizard Eye** – a spellcaster may only use a Wizard Eye that he himself cast. Thus, an apprentice may NOT use one cast by his wizard, or vice versa. A wizard must have line-of-sight to the point where he will place the Wizard Eye. If Crumble is cast on the point of terrain containing the Wizard Eye, the Wizard Eye is destroyed. When casting a spell using wizard eye, draw line of sight and calculate range from the Wizard Eye, not the spellcaster. **You cannot use Wizard Eye to cast Touch spells.**

## **Chapter 6: Bestiary**

**Immune to Non-Magic Weapons** – Creatures with this ability suffer no damage when in combat with a figure wielding a non-magic weapon. They can still lose the combat and be pushed back. They can be harmed by any spell that includes making an attack roll with the exception of Bones of the Earth and spells that specifically say the attack is non-magic. Creatures summoned by magic do not make magic attacks unless they are specifically stated to do so.

**Weapons** – For game purposes, animals, undead, demons, and constructs are NOT assumed to be carrying weapons, and thus spells that target weapons cannot be used on them.

### **Thaw of the Lich Lord**

**Lichdom** – May never be cast from a scroll. Ever.

**Crow Master** – An Illusionary Soldier of a Crow Master will not have the crow.