

Fire		492	
These spells also lower the casting difficulty of the next of these spells cast on the same target by D3.			
<b>Fireball</b>	5/10/18	24"/36"/48"	<i>Magic Missile</i>
Target unit takes [1/2/3]D6 S4 Flaming hits.			
<b>1. Cascading Fire-Cloak</b>	5	-	<i>Augment</i>
Each enemy unit in base contact with the caster or his unit at the end of each magic phase takes 2D6 S4 Flaming hits. <i>Remains in Play.</i>			
<b>2. Flaming Sword of Rhuin</b>	8/11	24"/48"	<i>Augment</i>
Target unit gains +1 to wound with shooting and close combat attacks, and counts those attacks as magical and Flaming. <i>Lasts one Game Turn.</i>			
<b>3. The Burning Head</b>	10/13	18"/36"	<i>Direct Damage</i>
Extend a straight line directly away from the caster through his front arc in the same way as a bouncing cannonball. Each model under takes a S4 Flaming hit. A unit that takes at least one casualty must test for Panic.			
<b>4. Piercing Bolts of Burning</b>	10/13	24"/48"	<i>Magic Missile</i>
Target unit takes D3 S4 Flaming hits for each rank of 5 or more models it has.			
<b>5. Fulminating Flame Cage</b>	11/14	24"/48"	<i>Hex</i>
Target unit takes D6 S4 Flaming hits. If it moves for any reason, each model in it takes a S4 Flaming hit and the spell ends prematurely. <i>Lasts one Game Turn.</i>			
<b>6. Flame Storm</b>	13/16	30"	<i>Direct Damage</i>
Place the [small/large] template anywhere within range and scatter it [1/2]D6". Each model under takes a S4 Flaming hit.			

Beasts		493	
These spells have their casting difficulty reduced by -1 when targeted on war beasts, cavalry, monstrous beasts, monstrous cavalry, chariots, monsters, swarms or any unit from the Beastmen army book.			
<b>Wyssan's Wildform</b>	10/13	12"/24"	<i>Augment</i>
Target unit gains +1 Strength and +1 Toughness. <i>Lasts one Game Turn.</i>			
<b>1. The Flock of Doom</b>	5/8	24"/48"	<i>Magic Missile</i>
Target unit takes 2D6 S2 hits.			
<b>2. Pann's Impenetrable Pelt</b>	8/16	12"	<i>Augment</i>
[Target friendly character/all target friendly characters currently in range] gains +3 Toughness. <i>Lasts one Game Turn.</i>			
<b>3. The Amber Spear</b>	9/15	24"	<i>Magic Missile</i>
Target unit takes 1 S[6/10] hit, no armour saves, Multiple Wounds([D3/D6]), penetrates ranks like a bolt thrower.			
<b>4. The Curse of Anraheir</b>	10/13	36"/72"	<i>Hex</i>
Target unit suffers -1 to hit with shooting and close combat attacks, treats all non-impassable terrain as Dangerous Terrain and fails Dangerous Terrain tests on a roll of 1-2. <i>Lasts one Game Turn.</i>			
<b>5. The Savage Beast of Horros</b>	10/20	12"	<i>Augment</i>
[Target friendly character/all target friendly characters currently in range] gains +3 Strength and +3 Attacks. <i>Lasts one Game Turn.</i>			
<b>6. Transformation of Kadon</b>	16/20	-	<i>Augment</i>
Caster on foot only. The caster is transmogrified into a [Feral Manticore, Black Hydra or Horned Dragon/Mountain Chimera or Fire Dragon] and cannot cast spells, channel or benefit from his magic items or equipment. Wounds suffered are carried over. <i>Remains in Play.</i>			

Metal		494	
These spells roll to wound using the target's unmodified armour save roll.			
<b>Searing Doom</b>	10/20	24"	<i>Magic Missile</i>
Target unit takes [1/2]D6 Flaming hits, no armour saves.			
<b>1. Plague of Rust</b>	7/10	24"/48"	<i>Hex</i>
Target unit's armour save is permanently made worse by one point.			
<b>2. Enchanted Blades of Aiban</b>	9/12	24"/48"	<i>Augment</i>
Target unit gains +1 to hit with shooting and close combat attacks, and counts those attacks as magical and Armour Piercing. <i>Lasts one Game Turn.</i>			
<b>3. Glittering Robe</b>	9/16	12"	<i>Augment</i>
[Target unit/all target units currently in range] gains Scaly Skin (5+). <i>Lasts one Game Turn.</i>			
<b>4. Gehenna's Golden Hounds</b>	9/12	12"/24"	<i>Direct Damage</i>
Target single model takes D6 Flaming hits, no armour save. A character in a unit of 5+ models may make a Look Out Sir roll for each hit.			
<b>5. Transmutation of Lead</b>	12/15	24"/48"	<i>Hex</i>
Target unit suffers -1 Weapon Skill, -1 Ballistic Skill and -1 armour save. <i>Lasts one Game Turn.</i>			
<b>6. Final Transmutation</b>	15/18	18"/36"	<i>Direct Damage</i>
Each model in target enemy unit must roll a D6. On 5+ (6+ for models with more than one wound) they die, no saves. At the start of their following turn, the target and each enemy unit within 12" of it must test for Stupidity.			

Light		495	
These spells cause an additional D6 hits against Undead and Demons.			
<b>Shem's Burning Gaze</b>	5/15	24"/48"	<i>Magic Missile</i>
Target unit takes D6 S[4/6] Flaming hits.			
<b>1. Phâ's Protection</b>	6/12	24"/12"	<i>Augment</i>
[Target unit/all target units currently in range] is -1 to be hit with shooting and close combat attacks. Non-BS shooting attacks directed against them must roll 4+ on a D6 to shoot. <i>Lasts one Game Turn.</i>			
<b>2. The Speed of Light</b>	8/16	24"/12"	<i>Augment</i>
[Target unit/all target units currently in range] gains Weapon Skill 10 and Initiative 10. <i>Lasts one Game Turn.</i>			
<b>3. Light of Battle</b>	9/18	12"	<i>Augment</i>
[Target unit/all target units currently in range] rallies immediately if fleeing, and automatically passes all Leadership tests. <i>Lasts one Game Turn.</i>			
<b>4. Net of Amyntok</b>	10/13	24"/48"	<i>Hex</i>
Target unit must pass a Strength test whenever it moves for any reason, shoots or casts spells. If failed it may not do so and suffers D6 S4 hits instead. <i>Lasts one Game Turn.</i>			
<b>5. Banishment</b>	10/13	24"/48"	<i>Magic Missile</i>
Target unit takes 2D6 S4 hits, successful Ward saves must be rerolled. +1 Strength for each additional Wizard with Light spells within 12" of the caster.			
<b>6. Birona's Timewarp</b>	12/24	12"	<i>Augment</i>
[Target unit/all target units currently in range] gains double Movement Allowance, +1 Attacks and Always Strikes First. <i>Lasts one Game Turn.</i>			

Life		496	
These spells also regain a single lost wound on a friendly model within 12".			
<b>Earth Blood</b>	8	-	<i>Augment</i>
The caster and his unit gains Regeneration ({5+/4+}). <i>Lasts one Game Turn.</i>			
<b>1. Awakening of the Wood</b>	6	18"	<i>Direct Damage</i>
Target unit takes D6 S{4/6} hits. +D6 hits if the target touching a forest.			
<b>2. Flesh to Stone</b>	8	24"	<i>Augment</i>
Target unit gains +{2/4} Toughness. <i>Lasts one Game Turn.</i>			
<b>3. Throne of Vines</b>	8	-	<i>Augment</i>
The caster must roll a D6 whenever he miscasts, on 2+ the miscast is ignored. When the caster casts other spells from this lore their effects are increased. <i>Remains in Play.</i>			
<b>4. Shield of Thorns</b>	9	24"	<i>Augment</i>
Each enemy unit in base contact with the target unit at the end of each magic phase takes 2D6 S{3/4} hits. <i>Remains in Play.</i>			
<b>5. Regrowth</b>	12/15	24"/48"	<i>Augment</i>
Target unit regains {D3/D6}+1 Wounds' worth of slain models. Cavalry counts as 2 models. See the book for details on command groups, multiple wound models and ranks. Does not affect standard bearers, characters or their mounts.			
<b>6. The Dwellers Below</b>	18/21	12"/24"	<i>Direct Damage</i>
Each model in target unit must pass a Strength test or die, no saves.			

Heavens		497	
These spells cause an additional D6 S4 hits against targeted flying units.			
<b>Iceshard Blizzard</b>	7/10	24"/48"	<i>Hex</i>
Target unit suffers -1 to hit with shooting and close combat attacks and -1 Leadership. Non-BS shooting attacks must roll 4+ on a D6 to shoot. <i>Lasts one Game Turn.</i>			
<b>1. Harmonic Convergence</b>	6/12	24"/12"	<i>Augment</i>
[Target unit/all target units currently in range] must reroll to hit, to wound and armour save rolls of 1. <i>Lasts one Game Turn.</i>			
<b>2. Wind Blast</b>	7/14	24"	<i>Magic Missile</i>
Target unit is pushed [D3+1/D6+2]" directly away from the caster. If it hits anything or cannot move it suffers D6 S3 hits and stops 1" away. Another unit hit also suffers the hits.			
<b>3. Curse of the Midnight Wind</b>	10/20	24"/12"	<i>Hex</i>
[Target unit/all target units currently in range] must reroll to hit, to wound and armour save rolls of 6. <i>Lasts one Game Turn.</i>			
<b>4. Urannon's Thunderbolt</b>	10/13	24"/48"	<i>Magic Missile</i>
Target unit takes D6 S6 hits.			
<b>5. Comet of Cassandra</b>	12/24	-	
Place a marker anywhere on the battlefield. Roll a D6 at the start of each magic phase. On 1-3 add a marker to the pile. On 4+ the spell ends and each unit within 2D6" of the marker take 2D6 S4 hits, +1 hit and Strength for each marker. [Whenever you place a marker, place two instead.] Cannot be dispelled in subsequent turns. <i>Remains in Play.</i>			
<b>6. Chain Lightning</b>	15	24"	<i>Direct Damage</i>
D6 S6 hits. Then roll a D6, on 3+ another unit within 6" of the target is hit and roll again. A unit can only be affected once per Magic phase.			

Shadow		498
These spells also allow the caster to exchange places with another friendly character of the same troop type within 18".		
<b>Melkoth's Mystifying Miasma</b>	5/10	48" Hex
Target unit suffers [either/both] -D3 Weapon Skill, Ballistic Skill, Initiative [or/and] Movement (to a minimum of 1). <i>Lasts one Game Turn.</i>		
<b>1. Steed of Shadows</b>	5	12" Augment
Target character immediately makes a Fly move as if it were the Remaining Moves sub-phase.		
<b>2. The Enfeebling Foe</b>	10/13	18"/36" Hex
Target unit suffers -D3 Strength (to a minimum of 1). <i>Remains in Play.</i>		
<b>3. The Withering</b>	13/16	18"/36" Hex
Target unit suffers -D3 Toughness (to a minimum of 1). <i>Remains in Play.</i>		
<b>4. The Penumbral Pendulum</b>	13/18	- Direct Damage
Extend a [2x] 6D6" straight line directly away from the caster through his front arc in the same way as a bouncing cannonball. Each model under must pass an Initiative test or take a S10 hit, Multiple Wounds (D3).		
<b>5. Pit of Shades</b>	14/17	24" Direct Damage
Place the [small/large] template anywhere within range and scatter it [1/2]D6". Each model under must pass an Initiative test or die, no saves		
<b>6. Okkam's Mindrazor</b>	18/21	18"/36" Augment
Target unit uses their Leadership rather than their Strength in close combat, and ignores Strength bonuses from weapons. <i>Lasts one Game Turn.</i>		

Death		499
Roll a D6 for each unsaved wound caused by these spells (models slain outright count as their starting number of Wounds). On 5+ add a dice to the power pool.		
<b>Spirit Leech</b>	7/10	12"/24" Direct Damage
Target single model and the caster both roll a D6 and add their unmodified Leadership. For each point the caster rolls higher, the target takes a wound, no armour saves.		
<b>1. Aspect of the Dreadknight</b>	4/9	24" Augment
Target unit gains [Fear/Terror]. <i>Lasts one Game Turn.</i>		
<b>2. The Caress of Laniph</b>	6/12	12"/24" Direct Damage
Target single model takes 2D6 minus its Strength hits that wound on 4+, no armour saves.		
<b>3. Soulblight</b>	9/18	24" Hex
[Target unit/all target units currently in range] suffers -1 Strength and -1 Toughness (to a minimum of 1). <i>Lasts one Game Turn.</i>		
<b>4. Doom and Darkness</b>	10/13	24"/48" Hex
Target unit suffers -3 Leadership. <i>Remains in Play.</i>		
<b>5. The Fate of Bjuna</b>	13	12" Direct Damage
Target single model takes 2D6 minus its Toughness hits that wound on 2+, no armour saves. The target also suffers from Stupidity for the rest of the game.		
<b>6. The Purple Sun of Xereus</b>	15/25	- Magical Vortex
Place the [small/large] template in base contact with the caster, choose a direction, and move it 3x artillery dice" in that direction. On a misfire center the template on the caster instead and scatter it D6", counting hits as arrows. Each model under or passed over must pass an Initiative test or die, no saves. In subsequent turns it moves artillery dice" in a random direction. On a misfire the spell ends. <i>Remains in Play.</i>		

Athel Loren		79
<b>1. Tree Singing</b>	4	-
Either target wood within 18" with no enemies inside may move D3+1", or target enemy unit even partially inside any wooded feature takes D6 S5 hits.		
<b>2. Fury of the Forest</b>	6	18"
Target enemy unit takes D6 S4 hits. +1S if it is within 6" of a wood.		
<b>3. The Hidden Path</b>	7	18"
Target friendly unit treats all terrain as open ground for line of sight purposes, and cannot be harmed by non-magic missiles. Ends prematurely if engaged in combat. <i>Lasts one Game Turn.</i>		
<b>4. The Twilight Host</b>	8	18" Augment
Target unit gains Fear, or if it already has it, Terror. Cannot affect the same unit twice in the same phase. <i>Lasts one Game Turn.</i>		
<b>5. Ariel's Blessing</b>	9	18" Augment
Target unit gains Regeneration (4+). <i>Lasts one Game Turn.</i>		
<b>6. The Call of the Hunt</b>	11	18"
Target friendly unit [in combat gains +1 Attack (but not its mounts)/not in combat moves 2D6" towards the nearest enemy unit it can see, or straight forward if it can't see any. Enemies contacted can only chose to hold. Target can't shoot this turn.]		

Little Waaagh!		40
<b>1. Gaze of Gork</b>	5	18" Magic Missile
Target unit takes D6 S2 hits, no armour saves.		
<b>2. Brain Bursta</b>	8	24" Magic Missile
Target unit takes 2D6 S4 hits.		
<b>3. Gork' Il Fix It</b>	8	24" HtH, LoS
Target enemy unit's to hit, to wound, to armour save, to ward save and casting dice rolls of 6 count as 1s. <i>Lasts one Game Turn.</i>		
<b>4. Foot of Gork</b>	9	-
Target enemy unit anywhere on the battlefield takes D6 S6 hits.		
<b>5. Hand of Gork</b>	9	24"
Target friendly unit moves 2D6" directly towards nearest enemy unit in line of sight. Counts as a charge, the enemy may only chose to hold or flee.		
<b>6. Mork Wants Ya!</b>	10	18"
Target enemy model must pass an Initiative test or take D6 S10 hits.		

Big Waaagh!		41
<b>1. Gaze of Mork</b>	5	24" Magic Missile
Target unit takes D6 S4 hits.		
<b>2. ' Eadbutt</b>	6	24" LoS
Target enemy model takes a S5 hit, no armour save.		
<b>3. Bash 'em Ladz</b>	6	18" LoS
Target Orc unit in combat gains Always Strikes First and may reroll to hit in the next close combat phase.		
<b>4. Fists of Gork</b>	8	18" HtH
Each model in target enemy unit rolls a D6, on 4+ it takes a S4 hit.		
<b>5. Tappance of Gork</b>	10	-
Target enemy unit anywhere on the battlefield takes D6 S6 hits. Then roll a D6, on a 1 opponent chooses target and spell ends, on 2-4 spell ends, and on 5-6 a new unit is hit and roll again.		
<b>6. WAAAGH!</b>	12	-
All unbroken friendly units are affected by Hand of Gork and Bash 'em Ladz.		

High		47
<b>Drain Magic</b>	7	-
The casting value of all spells is increased by 3 for both friends and enemies. <i>Lasts one Game Turn.</i>		
<b>1. Shield of Saphery</b>	5	18" Augment
Target unit gains a 5+ Ward save. <i>Lasts one Game Turn.</i>		
<b>2. Curse of Arrow Attraction</b>	6	24"
Shooters firing at target enemy unit may reroll to hit during the next shooting phase.		
<b>3. Courage of Aenarion</b>	8	12"
Any friendly unit in range that has to take a Break test counts as having Stubborn. <i>Lasts one Game Turn.</i>		
<b>4. Fury of Khaine</b>	8	24" Magic Missile
Target unit takes 2D6 S4 hits.		
<b>5. Flames of the Phoenix</b>	11	24"
Each model in target enemy unit takes a S3 fire hit. At the start of the caster's magic phases, roll again at +1S. <i>Remains in Play.</i>		
<b>6. Vaul's Unmaking</b>	12	24" HtH
Target unit must reveal all magic items carried. The caster then chooses one of these items to lose all its magical properties for the rest of the game.		

Dark		63
<b>Power of Darkness</b>	4	-
The caster gains D3+1 special power dice.		
<b>1. Chillwind</b>	5	24" Magic Missile
Target unit takes D6 S4 hits. If the target takes any casualties it cannot shoot in its next turn.		
<b>2. Doombolt</b>	6	18" Magic Missile
Target unit takes D6 S5 hits.		
<b>3. Word of Pain</b>	7	24" Hex
Target unit has its Weapon Skill and Ballistic Skill reduced to 1. <i>Lasts one Game Turn.</i>		
<b>4. Bladewind</b>	8	24"
Target enemy unit suffers 3D6 WS4 S4 close combat attacks. One hit can be allocated against each character and champion in the unit.		
<b>5. Soul Stealer</b>	10	12" HtH
Each model in target enemy unit takes a S2 hit, no armour saves. For each wound caused, the caster gains one Wound up to 2x their starting total.		
<b>6. Black Horror</b>	11	18"
Place the center of the large template in range. Each model under must pass a Strength test or lose a wound, no armour saves. A unit that takes at least one wound must test for Panic.		

Tomb Kings			35
<b>1. Incantation of Vengeance</b>	-	18"	<i>Magic Missile</i>
Target unit takes D6 S4 hits.			
<b>2. Incantation of Righteous Smiting</b>	-	0"/6"/12"	<i>Augment</i>
Target own Undead unit [not in combat may shoot./in combat may make one normal attack as if it were the close combat phase.] Cannot affect a unit more than once per turn.			
<b>3. Incantation of Urgency</b>	-	0"/6"/12"	<i>Augment</i>
Target own Undead unit may move or declare a charge. Enemy can respond to the charge as normal. Cannot affect a unit more than once per turn.			
<b>4. Incantation of Summoning</b>	-	12"	<i>Augment</i>
Target own Undead unit has a number of wounds worth of models restored, up to its starting size. Skeleton Warriors regain 2D6 (pick the highest), Tomb Guard D6, and all other targets D3. Characters and their chariot mounts are targeted separately.			

Vampires			39
<b>Invocation of Nehek</b>	4	18"	<i>HtH</i>
Target own Undead unit or character regains either D6 wounds worth of models, or 1 wound if it is Vampire, Ethereal or non-infantry.			
<b>1. Raise Dead</b>	5	12"	
Choose a point after casting and place a Zombie model there, forming up the rest of a 5 wide unit of D3+4 models around it.			
<b>2. Vanhel' s Danse Macabre</b>	7	12"	
Target friendly Undead unit [not in combat may move or declare a normal charge of 8" total/in combat gains Always Strikes First and may reroll to hit this turn.] Cannot affect a unit more than once per turn.			
<b>3. Gaze of Nagash</b>	8	24"	<i>Magic Missile</i>
Target unit takes 2D6 S4 hits.			
<b>4. Curse of Years</b>	8	18"	<i>HtH</i>
Each model in target enemy unit rolls a D6. On 6+, the model takes a wound, no armour saves. At the end of every magic phase, roll again at +1. <i>Remains in Play.</i>			
<b>5. Wind of Undeath</b>	12	-	<i>HtH</i>
Each enemy unit on the table rolls a D6. On 4+ it takes a wound, no armour saves. Place a new Spirit Host unit within 12" of the caster with wounds equal to the wounds caused.			
<b>6. Summon Undead Horde</b>	12	-	
[Place a unit of 5D6 Zombies as per Raise Dead/Replenish 3D6 wounds across any number of friendly units or characters as per Invocation of Nehek. Vampires, Ethereals and non-infantry may only gain one wound per casting.]			

The Wild			37
<b>Bestial Surge</b>	7	6"	
Each friendly unit in range moves D6+1" towards the nearest visible enemy unit or straight ahead otherwise. Stops 1" away from other units.			
<b>1. Viletide</b>	7	24"	<i>Magic Missile</i>
Target unit takes 5D6 S1 hits.			
<b>2. Devolve</b>	9	12"	
Each enemy unit in range must pass a Leadership test or suffer a number of wounds equal to how much they failed the test by, no armour saves.			
<b>3. Bray-scream</b>	10	12"	
Target friendly character may make a breath weapon attack with S3, no armour saves.			
<b>4. Traitor-Kin</b>	10	12"	<i>HtH</i>
Each enemy model within range that is mounted, a chariot or monster handlers suffer attacks at their mounts' Attacks and Strength values, with no armour save bonus for being mounted, barding or similar.			
<b>5. Mantle of Ghorok</b>	13	6"	
Target friendly character gains +D6 Strength and +D6 Attacks, on a roll of 6 he also suffers a wound, no saves. <i>Lasts until the end of the following player turn.</i>			
<b>6. Savage Dominion</b>	16	-	
Place a new friendly Giant, Gorgon or Jabberslythe at any point on a table edge, counting as if it had returned from pursuing off the board. As long as it is in play the caster may not attack, cast or dispel spells. If the caster dies, remove it from play. If the monster takes a wound, the caster must pass a Toughness test or also take a wound, no saves. The monster counts for its normal VP value.			

Nurgle			107
<b>1. Magnificent Buboos</b>	5	24"	<i>LoS</i>
Target single enemy model takes a wound, no armour save.			
<b>2. Fleshy Abundance</b>	7	18"	<i>Augment</i>
Target unit gains Regeneration (4+). <i>Lasts one Game Turn.</i>			
<b>3. Plague Squall</b>	8	24"	<i>HtH</i>
The caster shoots a large template exactly like a stone thrower. On a misfire center the template on the caster. Each unit under the template takes 3D6 S1 hits, no armour saves. Does not affect units with the Mark of Nurgle.			
<b>4. Cloying Quagmire</b>	9	24"	<i>LoS</i>
Each model in target enemy unit must take an Initiative test. Those that do not pass must <u>fail</u> an armour save or die, no saves. Does not affect Flyers, Amphibians or Ethereals.			
<b>5. Curse of the Leper</b>	10	18"	<i>Hex</i>
Target unit suffers -1 Strength and -1 Toughness. At the beginning of every friendly magic phase they are reduced by an additional -1. Only affects the crew and mounts for war machines and chariots. <i>Remains in Play.</i>			
<b>6. Rot, Glorious Rot</b>	12	25"	<i>HtH</i>
Each enemy unit in range takes D6 S D6 hits, no armour saves.			

Tzeentch			108
<b>1. Flickering Fire of Tzeentch</b>	4	18"	<i>Magic Missile</i>
Target unit takes D6+1 S D6+1 Flaming hits.			
<b>2. Baleful Transmogrification</b>	7	24"	
Target enemy unit must pass a Leadership test or take a number of wounds equal to the amount failed by, no armour saves.			
<b>3. Pandaemonium</b>	8	-	<i>HtH</i>
Enemy units may not benefit from the Leadership of characters and all enemy Wizards Miscast on any double. <i>Remains in Play.</i>			
<b>4. Treason of Tzeentch</b>	9	24"	
Each model in target enemy unit not Immune to Psychology makes one attack against itself. Does not affect mounts or joined characters. Does not count as the first round of combat. May cause a Panic test.			
<b>5. Call to Glory</b>	12	18"	<i>HtH</i>
Target friendly rank and file model on foot is replaced with an Exalted Hero with Chaos armour and shield worth 100 VPs. Remove it without awarding VPs when the spell ends. <i>Remains in Play.</i>			
<b>6. Infernal Gateway</b>	15	25"	
Target enemy unit takes 2D6 S 2D6 hits. On a Strength of 11 or 12 remove the unit from play instead, no saves.			

Slaanesh			109
<b>1. Lash of Slaanesh</b>	5	24"	<i>Magic Missile</i>
Target unit takes D6 S3 hits. If the target takes any casualties it may not move in its next movement phase.			
<b>2. Hellshriek</b>	7	18"	
Each enemy unit in range must take a Panic test.			
<b>3. Hysterical Frenzy</b>	8	24"	<i>HtH</i>
Target unit not Immune to Psychology gains Frenzy and takes D6 S3 hits at the start of each player turn. <i>Remains in Play.</i>			
<b>4. Titillating Delusions</b>	8	24"	
In their Movement phase, target enemy unit that not Immune to Psychology must move directly towards a designated point anywhere in their LoS. If they move into contact with an enemy unit, they count as charging. Ends prematurely if the point is reached. <i>Remains in Play.</i>			
<b>5. Aura of Acquiescence</b>	9	18"	<i>Augment</i>
Target unit gains Fear, or if it already has it, Terror. Enemy models must also pass a Leadership test to allocate attacks against it. <i>Lasts one Game Turn.</i>			
<b>6. Ecstatic Seizures</b>	12	24"	
Each model in target enemy unit must pass a Toughness test or take a wound, no saves.			

Daemonic Tzeentch				61
<b>1. Flickering Fire of Tzeentch</b>	4	18"	<i>Magic Missile</i>	
Target unit takes D6+1 S D6+1 Flaming hits.				
<b>2. Boon of Tzeentch</b>	3	-		
The caster gains D3+1 power dice only he can use.				
<b>3. Glean Magic</b>	7	-	<i>LoS</i>	
Immediately cast one spell known by target enemy Wizard with casting level equal to its basic casting value. Cannot cast spells that summon new units.				
<b>4. Gift of Chaos</b>	9	12"	<i>HtH</i>	
Each enemy unit in range take D6 S D6 hits. Roll separately for each unit.				
<b>5. Bolt of Change</b>	12	18"	<i>Magic Missile</i>	
Target unit takes 2D6 S D6+4 hits.				
<b>6. Tzeentch's Firestorm</b>	13	24"		
Target enemy unit takes 2D6 S5 hits. Place a new Horror unit within 3" of the target, or where it was if it is dead or has fled, with one model per 3 wounds caused.				

Daemonic Nurgle				62
<b>1. Miasma of Pestilence</b>	3	-		
Each enemy model in base contact with the caster has its WS, S, T, I and A reduced to 1. <i>Lasts one Game Turn.</i>				
<b>2. Stream of Corruption</b>	6	-		
Breath weapon attack, each model hit must pass a Toughness test or take a wound, no armour save.				
<b>3. Pit of Slime</b>	7	24"		
Target enemy unit must pass a Strength test (at their lowest available S) or be unable to move or shoot. <i>Lasts one Game Turn.</i>				
<b>4. Rancid Visitation</b>	8	24"	<i>Magic Missile</i>	
Target unit takes D6 S5 hits. Then it must pass a Toughness test (at their lowest available T) or take D6 S5 hits. Repeat until it passes.				
<b>5. Shrivelling Pox</b>	9	24"	<i>LoS</i>	
Target single enemy model must pass a Toughness test or take D6 wounds, no armour save.				
<b>6. Plague Wind</b>	13	18"		
Each model in target enemy unit must pass a Toughness test or lose a wound, no armour saves. Place a new Nurgling unit within 3" of the target, or where it was if it is dead or has fled, with one base per 3 wounds caused.				

Daemonic Slaanesh				63
<b>1. Acquiescence</b>	5	18"		
Target enemy unit gains Stupidity for the rest of the game.				
<b>2. Cacophonous Caress</b>	6	-	<i>HtH</i>	
Each enemy unit within 2D6" takes D6 S3 hits, no armour save.				
<b>3. Succour of Chaos</b>	7	18"	<i>HtH</i>	
Target friendly unit in combat gains Always Strikes First and may reroll to hit in the next close combat phase.				
<b>4. Slicing Shards of Slaanesh</b>	7	24"	<i>Magic Missile</i>	
Target unit takes D6 S5 hits. Then it must pass a Leadership test or take D6 S5 hits. Repeat until it passes.				
<b>5. Pavane of Slaanesh</b>	8	24"	<i>LoS</i>	
Target single enemy model must pass a Leadership test or take D6 wounds, no armour save.				
<b>6. Phantasmagoria</b>	10	-		
All enemy units must roll an extra D6 on Leadership tests and discard the lowest dice. <i>Lasts one Game Turn.</i>				

Spell Types		31, 36
<i>Lasts one Game Turn</i> spells last until the start of the caster's next Magic phase. Cannot be dispelled in subsequent Magic phases, and does not end regardless of what happens to the caster.		
<i>Remains in Play</i> spells last until dispelled or until the caster chooses to end it (which he can do at any time), leaves the table or is slain. Can be dispelled in subsequent Magic phases, roll against the spell's lowest casting value.		
<i>Hex</i> spells target an enemy unit which may be in combat.		
<i>Magical Vortex</i> spells place a template in base contact with the caster and with its center in his forward arc.		
<i>HtH</i> spells may affect a unit in combat.		
<i>Magic Missile</i> spells target an enemy unit in line of sight and within the caster's forward arc. Cannot be cast while the caster or his unit is in combat.		
<i>Augment</i> spells target a friendly unit which may be in combat. Note that some spells can only affect targets engaged in combat.		
<i>LoS</i> spells target a unit within line of sight.		
<i>Direct Damage</i> spells target an enemy unit within the caster's forward arc. Templates cannot be placed initially so that they touch friendly units or units in combat.		

Ruin				78
<b>1. Skitterleap</b>	5	12"	<i>HtH</i>	
Caster or target friendly infantry character in range may move to anywhere on table that is more than 1" away from an enemy model. Does not affect a Verminlord.				
<b>2. Warp Lightning</b>	6	24"	<i>Magic Missile</i>	
Target unit takes D6 S5 hits. If a single hit is rolled the caster takes it instead.				
<b>3. Howling Wargale</b>	7	-		
Flying movement may not be used and all non-Skaven shooting suffers -1 to hit. <i>Lasts one Game Turn.</i>				
<b>4. Death Frenzy</b>	9	18"	<i>Augment</i>	
Target unit gains Frenzy but with an additional bonus attack. Replaces normal Frenzy. The unit suffers D6 wounds, no armour saves, at the end of each friendly turn. <i>Lasts until the target loses a round of combat.</i>				
<b>5. Scorch</b>	10	24"		
Place the small template anywhere within range. Each model under takes a S4 Flaming hit. Causes Panic in units that take wounds from it.				
<b>6. Cracks Call</b>	11	-		
Draw a straight line 4D6" away from the caster. Each model under must pass an Initiative test or die, no saves. War machines and chariots must instead roll 5+ or be destroyed. Buildings collapse on 5+.				

Plague				79
<b>1. Pestilent Breath</b>	5	-	<i>HtH, LoS</i>	
Place the narrow end of the teardrop template next to the caster and the wide end in his arc of sight. Each model under takes a S2 hit, no armour saves. If cast while in combat one enemy unit in base contact takes D6 hits instead.				
<b>2. Bless with Filth</b>	7	12"	<i>Augment</i>	
Target unit gains Poisoned Attacks in close combat, or if it already has that, it now activates on 5+. <i>Lasts one Game Turn.</i>				
<b>3. Wither</b>	8	12"	<i>Hex</i>	
Target unit permanently suffers -1 Toughness.				
<b>4. Vermintide</b>	8	-	<i>HtH</i>	
Move the large template 4D6" in a straight line away from the caster. Each unit under takes 3D6 S2 hits. Cannot cross impassable terrain or water features. If cast while in combat one enemy unit in base contact is hit instead.				
<b>5. Cloud of Corruption</b>	11	12"	<i>HtH</i>	
Each unit in range must roll a D6. On a roll of 5+ for Clan Pestilens units, 4+ for other friendly units and 2+ for other enemy units, it takes D6 S5 hits, no armour saves. Use the first category that applies.				
<b>6. Plague</b>	13	18"	<i>HtH</i>	
Each model in target unit must pass a Toughness test or lose a wound, no armour save. Then roll a D6, on a 1 the enemy may move the Plague to another unit within 12" of any previous target or end it, on 2-4 it ends, and on 5-6 the caster may move or end it. If targeted into combat, all units in the combat are affected. A unit may not be affected more than once per phase.				

The Dreaded Thirteenth Spell				79
<b>Curse of the Horned Rat</b>	25	24"	<i>LoS</i>	
Target enemy infantry unit has 4D6 of its models removed from play. If this removes the entire unit, replace it with a new unit of the same number of Clanrats under the caster's control.				

Miscast		34
Roll after resolving spell effects and lore abilities.		
<b>2-4</b>	Center the large template on the caster. Each model under takes a S10 hit, the caster may not roll for Look Out Sir. Then roll a D6. On 1-3 the caster dies, no saves. On 4+ remove D6 dice from the power pool.	
<b>5-6</b>	Center the small template on the caster. Each model under takes a S10 hit, the caster may not roll for Look Out Sir. Remove D6 dice from the power pool.	
<b>7</b>	Each model in base contact with the caster takes a S10 hit. Remove D6 dice from the power pool.	
<b>8-9</b>	The caster and each friendly model that can channel or generate power or dispel dice takes a S6 hit. Remove D6 dice from the power pool.	
<b>10-12</b>	The caster's Wizard level is reduced by -D3, he forgets one spell for each level lost and he cannot cast any more spells this phase. One forgotten spell is the spell just miscast, any others are random.	