

Diversified Spell lists for Coreheim

By popular demand!

Version 0.2

In pre-playtest phase. Still being researched and adjusted for balance and ideas.

We want your feedback

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Version History:

- Added Decree of Burning Iron to Hedge Magic
- Mind Twist range 12" (*was 6"*)
- Vermintide also makes Giant Rats' attacks poisonous
- Ritual of the Horned Rat replaces range: entire board with range: 30"
- Mork Save Uz! changed
- Foot of Gork is armour piercing 2 (*-2 to enemy save*)
- Drain Life ignores Armour Saves

Magic

Gaining Spells

Wizards start with one random spell from their list and may randomly generate a new spell instead of choosing a skill. If you roll a spell that you already have, you may roll again, or lower the Difficulty by 1 (*choose which*).

Casting Spells

Spells are cast in the Shooting Phase. To cast a spell, the wizard must roll equal to or greater than the spell's Difficulty on 2D6. If he fails, he cannot cast a spell that turn.

- If successfully cast, spells automatically hit their target.
- All spells require line of sight. (*Including 'Shockwave', 'Shroud' and 'Resolve'.*)
- Spells can be cast while the wizard is involved in close combat.
- Wizards may run and cast spells.
- Wizards **cannot** cast spells and fire missile weapons the same turn. (*Pistols fired in close combat are exempt from this.*)
- Wizards **cannot** cast spells if they are wearing armour.
- Each Wizard may only attempt to cast one spell per turn.

Prayers

Prayers are treated in exactly the same way as spells with the following exceptions:

- Priests may wear armour and cast prayers.
- Prayers are not spells; things that protect from or bolster spells do not protect or bolster prayers and vice versa. (*Power Scrolls, Talismans, and the 'Arcane Lore' skill have no effect on prayers.*)

Magic Missile Spells

Some spells are marked with the words 'Magic Missile'. Such spells are subject to the following rules:

- Wizard must target the closest enemy, but may ignore enemies *knocked down or stunned*.
- When casting from a position elevated 2" or more above ground level he may fire at any visible target unless there is a visible enemy within 3". (*In which case he must target the closest enemy.*)
- Magic Missiles may be cast into close combat involving friendly warriors. If successfully cast, they will automatically hit their intended target.
- If the wizard is engaged in close combat he must target one of the enemies he is fighting.

Damage

Where spells cause damage, the following rules apply:

- Spells **never** cause critical wounds.
- Enemies always take armour saves as normal unless the spell specifically notes otherwise.
- If an enemy makes a successful save from the effects of a spell, other warriors may still be affected.

Splash Damage

Some spells deal Splash Damage. In such cases, all warriors, including friendly warriors, within 2" of the spell's target will take the designated amount of damage. (*The wizard himself will also be affected by Splash Damage if he is within 2" of the target.*)

Hedge Magic

Mockingbird	D 6+	Fireball of U-Zhul	D 7+
<p>Range: 6" or caster</p> <p>Effect: Enemies wishing to charge warrior, or target him with missile fire must pass an Initiative test or forfeit that action.</p> <p>Lasts until: Caster is <i>knocked down</i>, stunned or taken out of action.</p>	<p>Magic Missile Range: 12"</p> <p>Effect: 1 Strength 3 <i>flaming</i> hit.</p> <ul style="list-style-type: none"> • Splash damage: All warriors within 2" of target take 1 Strength 3 <i>flaming</i> hit. (<i>Friendly warriors are also affected, including caster.</i>) 		
Decree of Burning Iron	D 7+	Speed of Shemtek	D 6+
<p>Range: 6" or caster</p> <p>Effect: Target gains +1 Strength on profile.</p> <ul style="list-style-type: none"> • All hits he inflicts are <i>flaming</i>. • All wounds he inflicts are critical. • No effect on warriors fighting unarmed. <p>Lasts until: The beginning of your next turn.</p>	<p>Range: 6" or caster</p> <p>Effect: Warrior may immediately move again. (<i>He may climb, run or charge as opportunity permits.</i>)</p>		
Rezhebels Lightning	D 8+	Silver Arrows	D 7+
<p>Magic Missile Range: 6"</p> <p>Effect: 2 Strength 4 hits.</p> <ul style="list-style-type: none"> • Splash damage: All warriors within 2" of target take 1 Strength 3 hit. (<i>Friendly warriors are also affected, including caster.</i>) 	<p>Magic Missile Range: 12"</p> <ul style="list-style-type: none"> • Effect: X Strength 3 hits, where X is caster's WS. (<i>So a Wizard with WS 3 would inflict 3 S3 hits, a Wizard with WS4 would inflict 4 S4 hits, and so on.</i>) 		

Eshin Lore

Skitterleap	D 6+	Warp Lightning	D 7+
<p>Range: 12"</p> <p>Effect: One friendly warrior is immediately moved to anywhere within 1" of caster.</p> <ul style="list-style-type: none"> • Target may not be placed into close combat. • Cannot target warriors currently engaged in Close Combat. • <i>(Mounts and Animals never leave ground level.)</i> 		<p>Magic Missile</p> <p>Range: 6"</p> <p>Effect: 4 S3 hits</p> <ul style="list-style-type: none"> • Each hit must target a different warrior. • If there are not enough enemies within range, the remaining hits must target friendly warriors instead. <i>(But will never target caster.)</i> 	
Vermintide	D 6+	Tangling Darkness	D 9+
<p>Range: 6" radius</p> <p>Effect: Friendly Giant Rats gain +1 Strength on profile and their attacks are <i>poisonous</i>.</p> <p><i>(Poisonous attacks may re-roll natural 1s 'to wound'.)</i></p> <p>Lasts until: The beginning of your next turn.</p>		<p>Range: 6" radius</p> <p>Effect: All enemies within 6" of caster suffer -1 Initiative on profile.</p> <p>Lasts until: Caster is <i>knocked down, stunned</i> or <i>taken out of action</i>.</p>	
Death Frenzy	D 7+	Ritual of the Horned Rat	D 11+
<p>Range: 6" or caster.</p> <p>Effect: Target gains +1 Attack on profile and is Immune to <i>fear</i> and <i>panic</i>.</p> <p>Lasts until: Caster is <i>knocked down, stunned</i> or <i>taken out of action</i>.</p> <ul style="list-style-type: none"> • Only one warrior can benefit from this spell at a time. <i>(It will always affect the newest target.)</i> 		<p>Range: 30"</p> <ul style="list-style-type: none"> • Does not require Line of Sight. <p>Effect: All members of the warband gain +1 Movement on profile.</p> <ul style="list-style-type: none"> • Does not require Line of Sight. <p>Lasts until: Caster is <i>knocked down, stunned</i> or <i>taken out of action</i>.</p>	

Night Goblin Waaagh!

Fungus Breath	D 8+	Eye of Mork	D 6+
<p>Magic Missile Range: Flamer Template</p> <p>Effect: All warriors under the template take one <i>poisonous S1 hit. (Warriors immune to poison take a normal S1 hit instead.) // (Friendly warriors may also be affected.)</i></p>		<p>Range: 24" radius</p> <p>Effect: All <i>hidden</i> enemies are immediately <i>un-hidden</i>.</p> <ul style="list-style-type: none"> • Does not require line of sight. <p>Exploration: A Wizard with this spell always rolls two dice when exploring and picks either as his result.</p>	
Brain Bursta	D 6+	Mork Save Uz!	D 10+
<p>Range: 3" radius</p> <p>Effect: All enemies within 3" of caster take one S3 hit. <i>(Friendly warriors are also affected, excluding caster.)</i></p> <ul style="list-style-type: none"> • Wizards and Priests take one S6 hit instead. 		<p>Range: 6" radius</p> <p>Effect: All missile fire targeted at casters and friendly warriors within 6" suffers -1 Strength.</p> <ul style="list-style-type: none"> • <i>(An S3 shot becomes an S2 shot etc.)</i> <p>Lasts until: Caster is <i>knocked down, stunned</i> or <i>taken out of action</i>.</p>	
'Ere we Go!	D 7+	Foot of Gork	D 10+
<p>Range: 6"</p> <p>Effect: Up to two target Goblins <i>(not Squigs or Trolls)</i> may immediately move again.</p> <ul style="list-style-type: none"> • <i>(They may climb, run or charge as opportunity permits.)</i> 		<p>Magic Missile Range: 6"</p> <p>Effect: Target takes one S10 hit with Armour Piercing 2. <i>(-2 save modifier)</i></p> <ul style="list-style-type: none"> • Foot of Gork cannot target enemies not under an open sky. <i>(That are below a bridge, under a roof etc.)</i> 	

Cultist Rituals

Wings of Darkness	D 6+	Word of Command	D 6+
<p>Effect: Caster may immediately fly to anywhere within 8".</p> <ul style="list-style-type: none"> Caster may use this ability to move into close combat, in which case he counts as charging. Caster may not use this ability to leave close combat. 		<p>Magic Missile Range: 6"</p> <p>Effect: Target may not fight in Close Combat this turn.</p>	
Daemonic Ward	D 8+	Mind Twist	D 7+
<p>Effect: Caster gains a 5+ armour save that is modified as normal.</p> <p>Lasts until: Caster is <i>knocked down, stunned</i> or <i>taken out of action</i>.</p>		<p>Magic Missile Range: 12"</p> <p>Effect: 3 Strength 3 hits.</p> <ul style="list-style-type: none"> Heroes successfully wounded by this spell lose all skills, spells and prayers for the remainder of this battle. 	
Cabal Ritual	D 6+	Gleaning Eye	D 8+
<p>Effect: Caster gains +1 to all spell casting rolls. (<i>Cumulative with other modifiers.</i>)</p> <p>Lasts until: Caster is <i>knocked down, stunned</i> or <i>taken out of action</i>.</p> <p>Post-game Injuries: A Wizard with this spell always adds +2 to his post game injury rolls.</p>		<p>Range: 30"</p> <ul style="list-style-type: none"> Does not require Line of Sight. <p>Effect: Caster can cast the spells of other Wizards in play as if they were his own.</p> <ul style="list-style-type: none"> (<i>Including any reduced difficulties other casters may have acquired.</i>) (<i>Prayers are not spells.</i>) <p>Lasts until: Caster is <i>knocked down, stunned</i> or <i>taken out of action</i>.</p>	

Necromancy

Call of Vanhel	D 6+	Re-Animation	D 9+
<p>Range: 6"</p> <p>Effect: One Dire Wolf, or up to two target Zombies immediately move again.</p> <ul style="list-style-type: none"> • <i>(They may climb, run or charge as opportunity permits.)</i> • <i>(Animals never leave ground level.)</i> 		<p>Effect: If this spell is active at the end of the battle, Zombies in the warband will automatically survive their post-game injury rolls.</p> <ul style="list-style-type: none"> • Additionally, Dire Wolves in the warband will only be lost on post-game injury rolls of 1. <i>(As opposed to the normal 1-2.)</i> <p>Lasts until: Caster is <i>knocked down, stunned</i> or <i>taken out of action</i>.</p>	
Whispering Wind	D 9+	Curse of Years	D 6+
<p>Range: 6" radius</p> <p>Effect: Enemies suffer -1 Leadership on profile.</p> <p>Lasts until: Caster is <i>knocked down, stunned</i> or <i>taken out of action</i>.</p>		<p>Magic Missile Range: 6"</p> <p>Effect: Target's Initiative is reduced to 1, regardless of all bonuses and modifiers.</p> <ul style="list-style-type: none"> • If cast on a target <i>knocked down</i> target immediately becomes <i>stunned</i> instead. <p>Lasts until: The beginning of your next turn.</p>	
???	???	Drain Life	D 9+
<p>???</p>		<p>Magic Missile Range: 6"</p> <p>Effect: Target takes one S5 hit.</p> <ul style="list-style-type: none"> • There is no armour save. • If target is successfully wounded, caster gains a Wound. <p><i>(Cannot take caster above the number of Wounds on his profile.)</i></p>	

Vampiric Lore

- A Vampire may take one of these spells instead of a skill. This will make him a Wizard.
- Non-Vampires may never learn these spells.

Bat Flight	D 6+	<p>Effect: Caster may immediately fly to anywhere within 8".</p> <ul style="list-style-type: none"> • Caster may use this ability to move into close combat, in which case he counts as charging. • Caster may not use this ability to leave close combat. 	Nightshroud	D 7+
Dark Majesty	D 6+	<p>Range: 6" radius</p> <p>Effect: Enemies taking <i>fear</i> tests caused by the Vampire suffer -1 Leadership when doing so.</p> <ul style="list-style-type: none"> • <i>(Cumulative with other modifiers.)</i> <p>Lasts until: The beginning of your next turn.</p> <p>Post-game Injuries: A Vampire with this Spell adds +2 to his post game injury rolls whenever at least one friendly Ghoul was not taken <i>out of action</i>.</p>	Ghoulkin	D 8+
		<p>Range: 3" radius</p> <p>Effect: Ghouls gain +1 Movement on profile.</p> <ul style="list-style-type: none"> • In addition, Ghouls' unarmed attacks are <i>poisonous</i>. <i>(Poisonous attacks may re-roll natural 1s 'to wound'.)</i> <p>Lasts until: Caster is <i>knocked down, stunned</i> or taken <i>out of action</i>.</p>		

Prayers of Sigmar

Might of Sigmar	D 7+	Healing Hands	D 6+
<p>Effect: Caster gains +2 Strength on profile.</p> <p>Lasts until: The beginning of your next turn.</p>		<p>Range: 3" radius</p> <p>Effect: All friendly warriors that are <i>knocked down</i> or <i>stunned</i> immediately stand up.</p> <ul style="list-style-type: none"> • (They may fire missile weapons or cast spells as normal this shooting phase.) • (If they stand up into close combat they will strike last, irrespective of Initiative.) 	
Halo of Light	D 8+	Shield of Faith	D 6+
<p>Range: 6" radius</p> <p>Effect: Friendly warriors become Immune to <i>fear</i> and <i>panic</i>.</p> <ul style="list-style-type: none"> • In addition, caster causes <i>fear</i>. <p>Lasts until: Caster is <i>knocked down</i>, <i>stunned</i> or taken <i>out of action</i>.</p>		<p>Range: 6" radius</p> <p>Effect: Warriors, both friendly and hostile, are unaffected by spells.</p> <ul style="list-style-type: none"> • (Prayers are not spells.) <p>Lasts until: Caster is <i>knocked down</i>, <i>stunned</i> or taken <i>out of action</i>.</p> <p>Post-game Injuries: A Priest with this Prayer always adds +2 to his post game injury rolls.</p>	
Soulfire	D 6+	Smite	D 9+
<p>Range: 3" radius</p> <p>Effect: All warriors within 3" of caster take one S3 hit. (Friendly warriors are also affected, excluding caster.)</p> <ul style="list-style-type: none"> • Vampires, Zombies, Dire Wolves and Possessed take one S5 <i>flaming</i> hit instead. 		<p>Magic Missile</p> <p>Range: 6"</p> <p>Effect: Target is <i>stunned</i> or <i>knocked down</i> if immune to stun.</p> <ul style="list-style-type: none"> • There is no armour save. 	

Appendix:

Heroes' Post-game Injury Chart

(11-14) Dead

All weapons, armour, and equipment is lost along with the hero. *(Mounts excluded.)*

(15) Captured

Warrior and all weapons, armour, and equipment is transferred to enemy warband's stash. *(Mounts excluded.)*

(16-22) Multiple Injuries

Roll three more times on this table, re-rolling 'Dead', 'Captured', 'Sold to the Pits' and further 'Multiple Injuries'.

(23) Chest Wound

-1 Toughness

(24) Arm Wound

-1 Strength

(25) Hand Injury

-1 Weapon Skill

(26) Eye Injury

-1 Ballistic Skill

(31-32) Melancholia

-1 Initiative

(33-35) Hysteria

-1 Leadership

(36-41) Robbed

All weapons, armour and equipment is lost. *(Mounts excluded.)*

(42-43) Smashed Leg

Miss next game *(Multiple rolls of 'Smashed Leg' are cumulative.)* // *(Warriors missing the game still add their rating to the total warband rating.)* // *(Warriors missing the game do not count towards the number of warriors deployed for the purposes of rout tests.)*

(44) Sold to the Pits

Hero must fight a Pit Fighter with Flail and Gauntlet. Initiative determines who charges. *(Mounts cannot be used in Pit Fights.)*

If warrior wins he gains 25gc and +1 experience.

If he loses, he is robbed of all weapons, armour and equipment. Then roll for injuries (D66) again.

(45-63) Full Recovery

(64) Bitter Enmity

Roll D6: (1-4) Warrior *hates* entire enemy warband, excluding Hired Swords. (5-6) Warrior *hates* all warbands of that type. *(e.g. Witch Hunters.)* // *(Mercenaries count as one type of warband, regardless of their home province.)*

(65) Seen it All

+1 Ld on profile when taking *fear* tests. *(Cumulative other modifiers.)* // *(Multiple rolls of 'Seen it All' are cumulative.)* // *(Leadership cannot be increased beyond 10.)*

(66) What does not Kill You...

Additional +1 experience