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.

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 players 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 it 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.

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.

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.

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 total.
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.

Chapter 3: The Campaign

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).

Magic Weapons and Armour – Magic weapons or amour my 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.

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.

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 maybe 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.

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 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.

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.

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.

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

Scatter Shot – Should read 'The spellcaster may make a +0 **shooting** attack…'

Spelleater – The 1 point of damage is suffered by whoever cast the Spelleater spell, not the caster of the spell being eaten.

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.

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.

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.