

Name	Type	Shoot	Armor	Will	Health	Current	Weapon	Armor	Notes
Quaiche Von HackleHaver	Favored of the Foul Summoner	+0	10	+4	14		Staff	-	-1 Damage in Fight
Clavain	Apprentice	-2	10	+2	10		Staff	-	-1 Damage in Fight
Placus	Archer	+2	11	+0	10		Bow, Dagger	Leather	
Velius	Crossbowman	+2	11	+0	10		XBow, Dagger	Leather	+2 Damage, Slow Reload
Brutus	Man-at-Arms	+0	12	+1	12		HW, Shield	Leather	
Gorgonius	Man-at-Arms	+0	12	+1	12		HW, Shield	Leather	
Equitus	Thief	+0	10	+0	10		Dagger	-	
Vopiscus	Thief	+0	10	+0	10		Dagger	-	
Imp		+0	10	+4	6				
Minor Demon		+0	11	+4	12				
Major Demon		+0	12	+6	15				Large

Spell	TN	Range	Effect
Bone Dart	10	Line of Sight	This spell fires a small, sharp shard of bone at a target. The spellcaster may make an immediate +5 shooting attack against any figure in line of sight. This does not count as a magic attack.
Decay	16	Line of Sight	The spellcaster selects and attacks a target's weapon, causing it to decay and fall apart, rendering it useless for the rest of the game. This spell has no effect on magic weapons (even those only temporarily enchanted).
Elemental Shield	12	Self Only	The spellcaster forms a floating shield to protect himself. This shield absorbs the next 3 points of damage against the spellcaster from any source. Once 3 points have been absorbed the shield vanishes. A spellcaster may only have one Elemental Shield active at any time.
Enchant Weapon	12	Line of Sight	A target weapon is given a temporary magic boost by the spellcaster. Melee weapons affected by this spell count as magic weapons and give their users +1 Fight for the rest of the game. Bows and crossbows targeted by the spell give +1 Shoot instead, but do not count as magic weapons. Multiple castings of this spell on the same weapon have no effect. Alternatively, the spell can be used to enchant one arrow or quarrel. This gives +1 Shoot and counts as a magic weapon, but only for the next shot. A bow or crossbow boosted by Enchant Weapon may be used to fire arrows or quarrels similarly enchanted, and the bonuses stack.
Leap	8	Line of Sight	The target makes an immediate 10" move in any direction, including vertically. This move is not hindered by any terrain unless that terrain is over 10" high. Target may take no other action this turn. This spell cannot be used to move a figure into combat.
Poison Dart	12	Line of Sight	The spellcaster flings a small dart coated in a potent poison. The spellcaster makes an immediate +5 shooting attack against any figure in line of sight. If the attack beats the target's Armour it causes no damage, but he loses one of his two standard actions per activation for the rest of the game, or until healed by either a Heal spell or a Healing Potion. The remaining action does not have to be the otherwise compulsory movement. Multiple Poison Darts against the same figure have no effect.
Possess	12	Line of Sight	This spell may only be cast on a member of the spellcaster's own warband. The target is possessed by a demon and gains +2 Fight, +2 Armour, and -2 Will for the remainder of the battle and counts as a demon for all intents and purposes (e.g. Banish, Bind Demon). If removed from the game for any reason (such as being hit by a Banish spell), check for the character's survival as normal. A spellcaster may only have one Possess spell active at a time.
Summon Demon	12	Touch	If successfully cast, a demon is immediately placed on the table within 1" of the spellcaster. It may not be placed straight into combat. The demon is treated as though it is already subject to a Bind Demon spell. A spellcaster may only have one bound demon at a time. The type of demon summoned depends on the amount by which the spellcaster succeeded on his casting roll: 1-5 Imp, 6-12 Minor Demon, 13+ Major Demon. If a spellcaster rolls a 1 while attempting to cast this spell, a demon is placed on the table and immediately attacks the summoner.

Name	Type	Move	Fight	Shoot	Armor	Will	Health	Current	Weapon	Armor	Notes
Matthew Hopkins	Witchfinder General Sigilist	6	+2	+0	10	+4	14		HW	-	
Pyewackett	Apprentice	6	+0	-2	10	2	10		HW	-	
Quintin	Infantryman	6	+3	+0	11	+0	10		2HW	Leather	+2 Damage
Osforth	Infantryman	6	+3	+0	11	+0	10		2HW	Leather	+2 Damage
Abraham	Infantryman	6	+3	+0	11	+0	10		2HW	Leather	+2 Damage
Johann	Crossbowman	6	+2	+2	11	+0	10		XBow, Dagger	Leather	+2 Damage, Slow Reload
Sir Cawdon	Man-at-Arms	6	+3	+0	12	+1	12		HW, Shield	Leather	
Jack	Thief	7	+1	+0	10	+0	10		Dagger	-	

Spell	TN	Range	Effect
Dispel	14	Line of Sight	Immediately cancels the ongoing effect of any one spell. It cannot unsummon a creature, but it can cancel the control of a creature.
Draining Word	14	Area Effect	This spell draws a bright rune of power in the sky. The spellcaster may choose one spell for the Draining Word to affect. All rolls to attempt to cast that particular spell are at -3 for the rest of the game. A spellcaster may only have one Draining Word spell in effect at any given time.
Elemental Hammer	14	Line of Sight	This spell is cast upon a weapon. The next time this weapon causes at least 1 point of damage, it inflicts an additional 5 points of damage.
Grenade	12	Line of Sight	The spellcaster takes an object, commonly a simple rock, imbues it with magic energy and throws it at his target, whereupon it explodes into hundreds of fragments. The caster picks a target point within 12". Every figure, including allies, within 1.5" of that point immediately suffers a +3 shooting attack.
Power Word	14	Area Effect	This spell draws a bright rune of power in the sky. The spellcaster may pick one spell for the Power Word to affect. All rolls to cast that particular spell are at +3 for every spellcaster for the rest of the game. Each spellcaster may have only one Power Word in effect at any given time.
Push	8	Line of Sight	The target suffers an immediate +10 attack. Instead of taking damage from this attack, the target is moved 1" directly away from the spellcaster for every point of damage he would have taken. If this pushes the target into a piece of terrain or the edge of the board, he stops immediately. Other figures do not stop (or get hit by) a pushed figure – they are assumed to step out of the way. If the target is pushed off a height, he suffers falling damage as normal.
Transpose	14	Line of Sight	This spell switches the position of two figures on the board. The two figures being transposed must be within 10" of each other and both must be within line of sight of the spellcaster. The spellcaster may cast Transpose to switch himself with another figure. If he attempts to transpose an enemy figure (either a creature or member of a rival warband), they may each make a Will roll versus the casting roll. If even one succeeds with this Will roll, the spell fails. This spell may target figures in combat.
Wizard Eye	12	Line of Sight	This spell may be cast on any terrain feature within 12" that has a flat side, such as most ruins. Place a token next to the terrain feature to represent the Wizard Eye. For the rest of the game, the spellcaster may choose to draw line of sight from the Wizard Eye instead of from his figure when casting spells. The Wizard Eye has 180-degree field of vision. A spellcaster may only maintain one Wizard Eye at a time.

Name	Type	Move	Fight	Shoot	Armor	Will	Health	Current	Weapon	Armor	Notes
Trakkarl Ravnson	Tribal Goði Witch	6	+2	+0	10	+4	14		Staff	-	-1 Damage in Fight
Frodwine	Apprentice	6	+0	-2	10	2	10		Staff	-	-1 Damage in Fight
Surt	Archer	6	+2	+2	11	+0	10		Bow, Dagger	Leather	
Gris	Infantryman	6	+3	+0	11	+0	10		2HW	Leather	+2 Damage
Engli	Man-at-Arms	6	+3	+0	12	+1	12		HW, Shield	Leather	
Halfdan	Man-at-Arms	6	+3	+0	12	+1	12		HW, Shield	Leather	
Isi	Thief	7	+1	+0	10	+0	10		Dagger	-	
Thorvald	Thief	7	+1	+0	10	+0	10		Dagger	-	
Honey Badger		3	+2	+0	10	+2	5				Damage x3

Spell	TN	Range	Effect
Animal Companion	8	Out of Game	The spellcaster summons an animal companion of his choice from the following options to join his warband: Bear, Wolf, Snow Leopard, Ice Toad (see Chapter 6: Bestiary). The animal takes the place of a soldier for the purposes of maximum warband size. Animal companions may not collect treasure or carry items. They may be controlled by another spellcaster using the Control Animal spell, although they will re-join their original warband after the game. Animal companions are more strong-willed than wild examples of their species – give them +2 to the Will stat found in the appropriate Bestiary entry. A spellcaster may only have one animal companion at any time.
Bone Dart	10	Line of Sight	This spell fires a small, sharp shard of bone at a target. The spellcaster may make an immediate +5 shooting attack against any figure in line of sight. This does not count as a magic attack.
Fleet Feet	14	Line of Sight	Target receives +2 Move for the rest of the game. Multiple castings of Fleet Feet on the same target have no effect.
Heal	12	Touch	This spell restores 5 points of Health to the target model. This spell cannot take a model above its starting health.
Imp	12	Line of Sight	An imp immediately appears, anywhere within the spellcaster's line of sight, but no closer than 3" to another figure. The imp follows the normal rules for creatures and will act in the next creature phase. If the same spellcaster casts this spell a second time, the first imp will immediately vanish.
Mud	10	Line of Sight	All ground within a 3" radius of a target point becomes rough ground for the rest of the game.
Poison Dart	10	Line of Sight	The spellcaster flings a small dart coated in a potent poison. The spellcaster makes an immediate +5 shooting attack against any figure in line of sight. If the attack beats the target's Armour it causes no damage, but he loses one of his two standard actions per activation for the rest of the game, or until healed by either a Heal spell or a Healing Potion. The remaining action does not have to be the otherwise compulsory movement. Multiple Poison Darts against the same figure have no effect.
Telekinesis	8	Line of Sight	The spellcaster may move any currently unclaimed treasure within 24" by up to 6" in any direction. As long as he can maintain line of sight to the treasure, he can move it over any terrain or obstacle. If the treasure moves out of line of sight, it immediately falls straight to the ground.

Name	Type	Move	Fight	Shoot	Armor	Will	Health	Current	Weapon	Armor	Notes
Ilemauzar	Warlock Engineer Elemental	6	+2	+0	10	+4	14		Staff	-	-1 Damage in Fight
Flickit	Apprentice	6	+0	-2	10	2	10		Staff	-	-1 Damage in Fight
Skrotch	Man-at-Arms	6	+3	+0	12	+1	12		HW, Shield	Leather	
Snikk	Thief	7	+1	+0	10	+0	10		Dagger	-	
Klikk	Thief	7	+1	+0	10	+0	10		Dagger	-	
Rabb	Thief	7	+1	+0	10	+0	10		Dagger	-	
Skrun	Treasure Hunter	7	+4	+0	11	+2	12		HW, Dagger	Leather	
Znotch	Treasure Hunter	7	+4	+0	11	+2	12		HW, Dagger	Leather	

Spell	TN	Range	Effect
Call Storm	12	Area Effect	If this spell is successfully cast, all bow and crossbow attacks are -1 for the rest of the game. This spell may be cast multiple times (and by multiple spellcasters), with each additional casting increasing the penalty by a further -1, up to a maximum penalty of -10.
Crumble	12	Line of Sight	This spell only works against man-made structures such as buildings and walls. The spellcaster rapidly speeds up the passing of time in a small area of the structure, causing it to collapse. This can effectively create a doorway-sized hole through any wall, which should be indicated on the table somehow. The spell can also be used to collapse a section of floor beneath a figure standing on a level above the ground. In this case, the figure about to be affected must pass a Will roll versus the casting roll, or fall to the next level down and taking damage appropriately.
Elemental Ball	12	Line of Sight	The spellcaster chooses an enemy figure within 24" and line of sight and hurls a ball of destructive elemental energy at it. The target, and every figure (including friendly ones) within 1.5" and line of sight of the target, immediately suffers a +5 shooting attack (roll each attack separately). This spell may not target an enemy figure that is even partially obscured by another figure.
Elemental Bolt	12	Line of Sight	The spellcaster may make an immediate +8 shooting attack against any figure in line of sight.
Fleet Feet	12	Line of Sight	Target receives +2 Move for the rest of the game. Multiple castings of Fleet Feet on the same target have no effect.
Leap	10	Line of Sight	The target makes an immediate 10" move in any direction, including vertically. This move is not hindered by any terrain unless that terrain is over 10" high. Target may take no other action this turn. This spell cannot be used to move a figure into combat.
Strength	12	Line of Sight	The target receives +2 Fight for the rest of the game. Multiple Strength spells on the same target have no effect.