

## WIZARDS FACTION RULES (JUNE 2022)

“In the depths of the Mildaark, reachable only via the country of Larginturi, sits the immense spire of Mt Orion. Carved into its alabaster peaks is the Great College of Mt Orion, where the Wizards of Upper ArcWorlde unravel the secrets of magic.

A protectorate of the Albionnic Empire for centuries, the Wizards of Mt Orion chose to keep themselves separate from the petty squabbles of other nations. However, in recent years the Grand Council decided it was time for the mages to use their vast power to further their own agenda. Using an immense amount of magical energy, the entirety of the vast mountain was torn from the clutches of the earth, born aloft and unreachable by any but the Wizards who dwell there.

The Wizards, beholden to none but their own, now venture into ArcWorlde to seek ways to increase their knowledge and power. Accompanied by their magical servants and warriors, they search far and wide for artefacts and magical tomes. All ties with the rest of humanity are broken, and they will stop at nothing to further their own mysterious ends.”

### FACTION SPECIFIC RULES:

#### Thing of Magic

Characters with this Ability are not deployed on the battlefield. A Character with the Mage Type may attempt to bring them to ‘life’ on the battlefield by casting the Conjure Sprites Spell.

Things of Magic may not be equipped with Items or Equipment before the game. If a Thing of Magic is ever Knocked Out, they may be re-conjured in the following Turn.

#### Fae Beings

Wizards have dedicated their lives to the practice of magic, and on occasion temporarily ally with those whose magical prowess they respect. Rogue Wizards often make pacts with Dark Lords, and the Elves of Mildaark will lend their swords if the fickle creatures are impressed by a Wizard’s arcane mastery. When constructing your Warband, you may use Characters from the Dark Lords and Wild Elven Factions.



In addition to the Items and Equipment found in the Common Armoury (see the Common Armoury list), the Wizards have their own supplies which they have taken upon their travels.



## WIZARD ARMOURY

NAME	TYPE	COST	DESCRIPTION
VITALITY GEM	Item	10GP	<p>Wizards often use magic to increase their lives beyond those of regular men. These spells, stored in Arcanite amulets, can also help to heal wounds sustained in battle.</p> <p>One use only. If consumed, a Character regains D6HP. A Character can use a Vitality Gem to heal a friendly Character in base contact.</p>
WIZARD RANGED WEAPON	Equipment	15GP	<p>Wizards often carry wands or staffs that have pre-charged magical missiles stored inside – handy in a pinch where there’s no time to cast a spell.</p> <p>May only be used by Wizards or Apprentices. If equipped, a Character may make this Attack:</p> <ul style="list-style-type: none"> <li>• <b>(Ranged) Shot: Power – 5</b></li> </ul> <p><b>Special Rules:</b> 14” range.</p>
WIZARD MOUNT	Equipment	30GP	<p>Wizards may utilise many methods of travel, from enchanted carpets to summoned creatures of magic.</p> <p>May only be used by Wizards or Apprentices. If mounted, a Character gains +5HP and +4 Movement. They are Agile (see Bestiary rules) and now have a 40mm base size.</p>
PILFERED TOME	Item	10GP	<p>Although tutored in their own Lore of magic, many Wizards steal magical tomes from their rivals in a bid to gain their secrets.</p> <p>May only be used by Wizards or Apprentices. This item allows a Character to choose from another College’s Lore when casting a Spell. This Lore must be chosen when the player is constructing their Army List before the game. Once used, or if the Spell fails and is not cast for any reason, the Pilfered Tome bursts into magical flames and is destroyed.</p>

## THE COLLEGES OF MT ORION

Mt Orion is split into six Colleges, each with their own types of magic. Choose the College that your Warband is from before the game and cast any Spells from their Lore



### THE LORE OF THE CRIMSON COLLEGE

Masters of the art of manipulating fire, Crimson Wizards are passionate and quick to anger over the merest perceived slight. Many a tavern in Mildaark has been set ablaze by a furious Wizard after a ruffian looked at them the wrong way.

SPELL NAME	REQUIRED DRAW	DESCRIPTION
CONJURE CRIMSON SPRITES	14	<p>With a flick of the wrist, Sprites of flickering flame are brought to life. Place D3 Sprites within 3” of the caster. The Sprites may be Activated as normal. Sprites conjured by this Spell have +1 Power on all Attacks, +2 if the Target is Flammable.</p> <p>If this Spell isn’t successfully cast, the caster loses 1HP.</p>
SWORD OF EMBERS	16	<p>A blade of pure flame appears in the hand of the caster.</p> <p>All Melee Attacks made by the Character are at +3 Power, and Characters who are Flammable must re-roll all Successful Defends against this weapon. The Sword of Embers may not be given or taken and is active until the Character casts another Spell.</p> <p>If this Spell isn’t successfully cast, the caster loses 1HP.</p>
FIREBALL	18	<p>A classic spell, and one that any self-respecting Crimson Mage is all too eager to use.</p>

		<p><b>(Ranged) Fireball: Power - 6</b></p> <p><b>Special Rules:</b> Ignores Armour. Roll an additional Fireball Attack against every Character in base contact with the target. Characters who are Flammable must re-roll all Successful Defends.</p> <p>If this Spell isn't successfully cast, the caster loses 1HP.</p>
FLAME BLAST	21	<p>With a shout, the Mage's body exudes a wall of fire, scorching all around them.</p> <p>All Characters within 4" of the caster suffer D6 Wounds. Characters who are Flammable roll 2D6 and choose the highest value</p> <p>If this Spell isn't successfully cast, the caster loses 1HP.</p>



## THE LORE OF THE SAPPHIRE COLLEGE



Proud and adventurous, Sapphire Wizards study the mysteries of the oceans, rivers and poles of ArcWorlde. They are found throughout the globe, sailing to uncharted waters, undiscovered coves and frozen wastes.

SPELL NAME	REQUIRED DRAW	DESCRIPTION
CONJURE SAPPHIRE SPRITES	14	<p>With a flick of the wrist, Sprites of shimmering liquid are brought to life.</p> <p>Place D3 Sprites within 3" of the caster. The Sprites may be Activated as normal. Sprites conjured by this Spell are difficult to catch, and may re-roll failed attempts to leave Combat.</p>
BRIDGE OF ICE	16	<p>A crackling structure of ice extends from the Mage's boots, allowing them to travel where they wish.</p> <p>The caster may move over any terrain or Character for the rest of their Activation. In addition, the caster may</p>

		re-roll any failed attempts to leave base contact with an enemy Character.
<b>STORM CLOUD</b>	<b>18</b>	The Mage curses an enemy to be pursued by a miniature storm cloud, crackling with lightening. Choose an enemy Character anywhere on the board. Every time the enemy Character is Activated, they take D3 Hits that ignore Armour. This Spell lasts until the caster attempts another Spell or is Knocked Out.
<b>TIDAL WAVE</b>	<b>21</b>	Drawing upon stores of water from deep within the ground, the mage hurls a great wave at their foes. Measure a line D6” from the caster. Any Characters within 2” of this line take 4 Hits. If the caster is within 3” of a piece of water terrain, the line distance is increased to 2D6 inches.



## THE LORE OF THE EMERALD COLLEGE



Emerald Wizards are recluses, mainly preferring the company of the beasts of ArcWorlde than others of their kind. These wandering hermits study the natural world, and the wild places are where they feel most at home.

<b>SPELL NAME</b>	<b>REQUIRED DRAW</b>	<b>DESCRIPTION</b>
<b>CONJURE EMERALD SPRITES</b>	<b>14</b>	With a flick of the wrist, Sprites of sparkling furs and feathers are brought to life. Place D3 Sprites within 3” of the caster. The Sprites may be Activated as normal. Sprites conjured by this Spell blend into the underbrush, so all attempts to Shoot them are at -1.

<p><b>HEALING TOUCH</b></p>	<p><b>16</b></p>	<p>Soft ferns extend from the caster’s fingertips and soothe the wounds of their allies. A single Character within 3” of the caster (or the caster themselves) regains D6 HP.</p>
<p><b>WINGED SWARM</b></p>	<p><b>18</b></p>	<p>A cacophonous deluge of birds and flying insects swarm around the caster’s foes, making it impossible for them to see. Choose a point on the board. Any Characters within 4” of this point have their Movement and any Leg It rolls reduced by 2” and may not make Ranged Attacks. This Spell lasts until the caster casts another Spell or is Knocked Out.</p>
<p><b>SOUL OF THE BEAST</b></p>	<p><b>21</b></p>	<p>The caster reaches out to the soul of a wild creature, befriending it for a short while. The player may Activate one enemy Beast, Monster or Titan within 8” of the caster and spend 3AP however they wish. If the Beast/Monster/Titan has spent all its AP this turn, they may not be targeted by this Spell.</p>



## THE LORE OF THE OCHRE COLLEGE

Ochre Wizards are solid, stubborn folk who delve into the very earth to study its secrets. They explore the deepest caverns and the darkest caves and have the strength and magical prowess to fight off anything they find dwelling down there.

<p><b>SPELL NAME</b></p>	<p><b>REQUIRED DRAW</b></p>	<p><b>DESCRIPTION</b></p>
<p><b>CONJURE OCHRE SPRITES</b></p>	<p><b>14</b></p>	<p>With a flick of the wrist, Sprites of glinting precious ores are brought to life. Place D3 Sprites within 3” of the caster. The Sprites may be Activated</p>

		as normal. Sprites conjured by this Spell are hardy and have 1 Armour.
<b>ROCK WALL</b>	<b>16</b>	The ground swells and cracks, jutting forth an impenetrable wall of stone. Place a 6” long barrier up to 2” wide within 2” of the caster. This counts as Impassable Terrain and remains until the end of the Turn.
<b>STONE ARMOUR</b>	<b>18</b>	The robes of the caster stiffen and crystalise, protecting them from enemy blows. The caster has Heavy Armour that lasts until the end of the Round.
<b>ARCWORLDE’S BOUNTY</b>	<b>21</b>	The very realm gifts her treasures to the caster and their allies. Place D3 Arcanite Tokens at a point at least 8” away from the caster.



## THE LORE OF THE BRONZE COLLEGE



Bronze Mages delight in alchemy and the invention of mechanical things. Their workshops are filled with the most arcane of equipment, and their expeditions are oftentimes to seek out new materials and ingredients for their experiments.

<b>SPELL NAME</b>	<b>REQUIRED DRAW</b>	<b>DESCRIPTION</b>
<b>CONJURE EMERALD SPRITES</b>	<b>14</b>	With a flick of the wrist, Sprites of glittering metals are brought to life. Place D3 Sprites within 3” of the caster. The Sprites may be Activated as normal. Sprites conjured by this Spell tend to repair themselves, so regain D3HP at the end of each Round.
<b>TRANSFIGURATION</b>	<b>16</b>	Materials blend and change, making something new out of something old. A friendly Character within 12” may opt to change one Item or Equipment

		into another from their Faction’s armoury of the same or lesser gp value.
ALCHEMICAL BLAST	18	The Mage hurls a bolt of warping energy at their foe, which moulds their equipment into bizarre shapes. <b>(Ranged) Alchemical Blast:</b> <b>Power- 5</b> <b>Special Rules:</b> On a Crit, one piece of Equipment or Item carried by the target is useless until the following Turn after this Attack has been completed.
AVATAR OF GOLD	21	The caster’s skin shimmers, turning into pure gold. Whilst in this form the caster counts as having Heavy Armour and has +2 Power to any of their Melee Attacks. However, they may not cast Spells in this state, and it lasts until the end of the Turn.



## THE LORE OF THE OPAL COLLEGE

The most mysterious of the Colleges of Mt Orion, the Opal Mages delve into the secrets of the spiritual world. They are otherworldly and aloof, communing with the souls of both the living and the dead.

SPELL NAME	REQUIRED DRAW	DESCRIPTION
CONJURE OPAL SPRITES	14	With a flick of the wrist, Sprites of ethereal fog are brought to life. Place D3 Sprites within 3” of the caster. The Sprites may be Activated as normal. Sprites conjured by this Spell float along the ground, and therefore can Fly (see Bestiary rules).



<p><b>UNNATURAL AURA</b></p>	<p><b>16</b></p>	<p>The Mage exudes a spooky aura, unnerving all those around them. All enemy Characters within 6” must re-roll successful Bravery Tests. This Spell lasts until the end of the Turn.</p>
<p><b>SPIRIT LEECH</b></p>	<p><b>18</b></p>	<p>The mage draws spiritual power from the target, leaving them drained of life. A target within 6” of the caster must pass a Bravery Test, or lose D3 HP. Any HP taken is given to the caster. The caster may not increase their HP above their original number.</p>
<p><b>SPECTRAL HOST</b></p>	<p><b>21</b></p>	<p>The Mage calls upon the spirits of their enemies’ ancestors and turn them against them. The caster summons D3 beings that have the same stats and base size as the Unit Type of the enemy Faction, and places them within 1”. These beings are activated as normal and are Fearsome towards enemy Characters. These beings are removed from the board at the end of the Turn.</p>

## WIZARDS

“A Wizard is the product of a lifetime of dedication to studying the secrets of magic. Hailing from all over ArcWorlde, these master spellcasters congregate at the Grand College of Mt Orion to increase their magical knowledge and prowess.

It is common for the more adventurous Wizards to lead expeditions into ArcWorlde to seek out knowledge and artifacts that will further their research and increase their power. Accompanied by a team of Apprentices, they use their magical might to summon minions to aide them in their adventures and protect them from harm if put in danger. Although oftentimes not physically able to fight, their wielding of magic makes them an extremely dangerous foe for those who stand in their way of a relic, or a discovery that they want to claim for themselves.”



### WIZARD – 100GP

CLASS	AP	MOVEMENT	BRAVERY	HP
COMMANDER/MAGE	4	4	9	9

#### ATTACKS:

- (1AP) Staff Thwack: Power – 5  
Special Rules: Crits ignore Armour.

Traits & Equipment –

## APPRENTICES

“There are those in ArcWorlde who are born with a natural aptitude for magic. These children are often discovered quickly and are taken from their parents to Mt Orion to study to become Wizards. It takes a long time to train, and it is common for Apprentices to join older Wizards on their expeditions into ArcWorlde.

Oftentimes way out of their depth on the field of battle, Apprentices learn quickly and use their burgeoning magical powers to protect themselves and the Wizard they serve. However, they aren’t full spell casters yet, and have a lot to learn before they may call themselves Wizards.”



### APPRENTICE – 60GP

CLASS	AP	MOVEMENT	BRAVERY	HP
UNIT/MAGE	2	4	7	5

### ATTACKS:

- (1AP) Whack: Power – 3

### Traits & Equipment –

#### Conduit

A Character with this Ability may channel their magical powers into another. Instead of casting a Spell this Turn, the Character may spend the AP to instead generate 1 Arcanite Token that is equipped to their Commander.

#### Student of Magic

Apprentices are only just learning how to cast magical spells. They may cast Spells from the Lore of their College, however they may only ever draw 2 cards when casting.

## SPRITES

“The conjuring of magical creatures is a skill learned very early in a Wizard’s training. Most of the manual labour at the Grand College is done by these beings, who scurry around independently, but always obediently, from their caster.

The smaller of these beasts, known as Sprites, can take whatever form the mage can think of. Oftentimes they reflect the personalities of the caster and take the forms of many weird and wonderful creatures. In the dangerous wilds of ArcWorlde, a Wizard may conjure up a whole army of these creatures, who obediently leap into battle to defend their master.”



### SPRITE – 25GP

CLASS	AP	MOVEMENT	BRAVERY	HP
BEAST	2	5	5	4

#### ATTACKS:

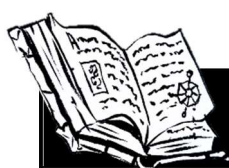
- (2AP) Sparkle: Power – 5  
Special Rules: Every time this Attack is used, the Sprite loses 1AP.
- (1AP) Nibble: Power – 3

Traits & Equipment – Thing of Magic.

## ENSORCELLED BEAST

“Particularly powerful Wizards may bind creatures of magic to items, books or magical charms. If the correct incantation is performed, these Ensorcelled Beasts roar to life under the command of the caster.

Taking the forms of majestic and formidable beasts, these majestic creatures need huge amounts of magical energy to sustain themselves. Outside of the thrumming magical fields of the Colleges of Mt Orion, Wizards oftentimes resort to feeding them their own magical creations in order to satiate their bestial hunger.”



### ENSORCELLED BEAST – 200GP

CLASS	AP	MOVEMENT	BRAVERY	HP
HEAVY/MONSTER	7	7	7	24

#### ATTACKS:

- **(2AP) Pounce: Power – 7**  
**Special Rules:** If a Crit is rolled, the target must re-roll any successful Feats to leave base contact.
- **(2AP) Crackle: Power – 5**  
**Special Rules:** Affects all Characters without the ‘Thing of Magic Trait within 2’’. Ignores Armour.
- **(1AP) Chomp: Power – 4**

**Traits & Equipment – Gobble, Split Activation, Fearsome, Dwindling Strength, Death Throes – See Bestiary Ruleset.**

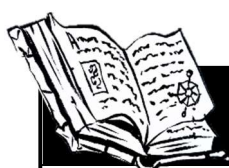
#### Feast of Magic

An Ensorcelled Beast is a creature of magic and sustains its form by feeding upon magical creatures. For an Easy Feat an Ensorcelled Beast may consume a friendly Sprite in base contact and regain D3HP. In addition, for the rest of the Round it gains the additional rules of the Sprites from the College Lore they were summoned from.

## SENTINEL

“A common sight in the corridors of the Grand College, these enchanted suits of armour silently stand guard, ready to leap into action at the merest hint of danger.

Many wandering Wizards borrow these automatons to keep them safe on their adventures, or else construct them themselves from materials they find in the field. If damaged, or destroyed, they often pull themselves back together again in time.”



### SENTINEL – 80GP

CLASS	AP	MOVEMENT	BRAVERY	HP
ELITE	3	4	9	8

### ATTACKS:

- **(2AP) Heavy Strike: Power – 7**  
**Special Rules:** A Critical Hit knocks the target Prone if they are on a 30mm base.
- **(1AP) Thrust: Power – 4**  
**Special Rules:** A Critical Hit knocks the target Prone if they are on a 30mm base

### Traits & Equipment –


#### Enchanted Armour

Sentinels are enchanted suits of armour, tasked to protect the Wizards upon their adventures. They have +2 Armour, and automatically pass all Bravery Tests. In addition, if they are Knocked Out, they leave behind a suit of Heavy Armour (Equipment).

## CHARMED BOOKCASE

“A Wizard collects many scrolls, tomes and other magical literature over the course of their travels. These are often contained within an enchanted bookcase, which keeps them safe and stores them for when they are needed. These bookcases have a life of their own, and fuss over their collection like a protective mother hen.

When in battle the Charmed Bookcases select the most powerful of spell books to tentatively give to their masters, though in the heat of battle it can be a random bet which ones they receive.”



<b>CHARMED BOOKCASE – 80GP</b>				
CLASS	AP	MOVEMENT	BRAVERY	HP
IRREGULAR	2	4	8	10

### ATTACKS:

- (1AP) Jostle: Power – 3

**Traits & Equipment – Flammable.**

### Collection of Tomes

Travelling Wizards collect their ‘discovered’ objects in enchanted cases and none are so precious as magical books. The Charmed Bookcase generates D3 Pilfered Tomes at the start of its Activation. Roll a D6 for each Pilfered Tome to see which it is:

1. Lore of the Crimson College
2. Lore of the Sapphire College
3. Lore of the Emerald College
4. Lore of the Ochre College
5. Lore of the Bronze College
6. Lore of the Opal College

These Pilfered Tomes can be used by any Wizard or Apprentice within 3”.