



## MALIGN SORCERY

Designers' Commentary, December 2018

The following commentary is intended to complement *Malign Sorcery*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

Our commentaries are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the stated date has a note, e.g. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

*Q: Some abilities allow a model to know additional spells, including additional endless spells. In a Pitched Battle, can you use these abilities to cast endless spells if you did not spend the points for those endless spells? In addition, can these abilities be used to cast endless spells that can normally only be cast by **WIZARDS** that have a specific keyword?*

**A: No to both questions.**

*Q: Do things that increase the range of a caster's spells also apply to the distance at which an endless spell can be set up from the caster?*

**A: No.** Things that increase the range of a spell's effects do not apply to the distance at which an endless spell can be set up. By the same token, things that allow you to measure the range of a spell from a different location to the caster cannot be used when setting up an endless spell.

*Q: Sometimes an ability will allow a model to attempt to unbind a spell. Does this also allow them to dispel an endless spell?*

**A: No.** It will allow them to attempt to unbind the endless spell when it is cast, but has no effect on endless spells that are on the battlefield unless specifically noted otherwise.

*Q: Do abilities that modify or re-roll an unbinding roll have any effect on a dispel roll?*

**A: No.**

*Q: If a **WIZARD** has an ability that increases the number of mortal wounds inflicted by the spells they cast, does this ability also apply to the abilities of any endless spells that the wizard casts?*

**A: No.**

*Q: Do abilities that provide protection against the effects of spells, or wounds inflicted by spells, also provide protection against the effects or wounds inflicted by an endless spell?*

**A: Yes.**

*Q: Do models that are slain by endless spells at the start of the battle round count as casualties inflicted in the first turn of that battle round for battleshock tests? Do they count towards the number of wounds inflicted on Morathi (both versions) in the first turn?*

**A: No to both questions.**

*Q: Can the Aethervoid Pendulum move both forwards and backwards?*

**A: No.** It always moves in the same direction.

*Q: Does the Purple Sun of Shyish only do 2D6 mortal wounds to units with a Wounds characteristic of 6 or more if you first roll a 6+?*

**A: Yes.**

*Q: If the range of a spell is measured from an Umbral Spellportal, is the range for unbinding measured to the caster or the portal?*

**A: It is measured to the caster.**

*Q: Some spells require you to pick a point on the battlefield within a certain distance of the caster, and then draw a line from that point back to the caster. Can this point be measured from an Umbral Spellportal, and if it can, is the line drawn back to the caster?*

**A: Yes to both questions.**