



## MALIGN SORCERY

Errata, July 2018

The following errata correct errors in *Malign Sorcery*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the 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.

### Page 78 – Spells of Hysh, Banishment

Change the rules text to:

'Banishment has a casting value of 8. If successfully cast, pick 1 enemy unit within 12" of the caster that is visible to them. Your opponent must remove that unit from the battlefield and then set it up again, anywhere on the battlefield more than 24" from the caster and more than 9" from any other models from the caster's army.'

### Page 81 – Artefacts of Power, Relics of Chamon, Hydroxskin Cloak

Change the rules text to:

'The bearer can fly. After the bearer has made a normal move, you can pick 1 unit that has any models that the bearer has passed across and roll a dice. On a 3+ that unit suffers D3 mortal wounds.'

### P85 – Artefacts of Power, Relics of Hysh, Lens of Refraction

Change the rules text to:

'Once per battle round, the first time a friendly unit within 6" of the bearer suffers any mortal wounds inflicted by a spell or endless spell, roll a D3 and reduce the number of mortal wounds suffered by the roll.'

### Umbral Spellportal warscroll card, Arcane Passage

Change the rules text to:

'If a Wizard successfully casts a spell while they are within 1" of an Umbral Spellportal model, the range and visibility of the spell can be measured from the other Umbral Spellportal model from this endless spell. After the range and visibility for a spell has been measured from an Umbral Spellportal, you cannot use the Arcane Passage ability again for that Umbral Spellportal in that phase.'

If a predatory endless spell finishes a move within 6" of an Umbral Spellportal model, remove it from the battlefield and set it up again anywhere within 6" of the other Umbral Spellportal model from this endless spell. After an endless spell finishes a move within 6" of an Umbral Spellportal and is set up again, it cannot move again in that phase, and you cannot use the Arcane Passage ability again for that Umbral Spellportal in that phase.'

### Geminids of Uhl-Gysh card, Tendrils of Shadow and Light

Change the rules text to:

'After the Shadow Geminid model has moved, each unit that has any models it passed across suffers D3 mortal wounds. In addition, subtract 1 (to a minimum of 1) from the Attacks characteristic of melee weapons used by each unit that has any models it passed across until the end of the battle round. A unit is not affected by the Shadow Geminid model if it has been passed across by the Light Geminid model earlier in the same battle round. After the Light Geminid model has moved, each unit that has any models it passed across suffers D3 mortal wounds. In addition, subtract 1 from hit rolls for each unit that has any models it passed across until the end of the battle round. A unit is not affected by the Light Geminid model if it has been passed across by the Shadow Geminid model earlier in the same battle round (a unit can be affected by one or other of the models each battle round, but not both).'