

THE IX AGE

FANTASY BATTLES

Arcane Compendium

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The 9th Age: Fantasy Battles is a community-made miniatures wargame.
All rules and feedback can be found and given at: the-ninth-age.com
All changes are listed on: the-ninth-age.com/archive.html

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How to Use this Document

This document describes the different Paths of Magic and Special Items available for The 9th Age: Fantasy Battles and as such is to be used in conjunction with the main Rulebook. For convenience, we repeated the main rules related to spells and Special Items from the Rulebook in the corresponding sections below, along with the information needed to read the Paths.

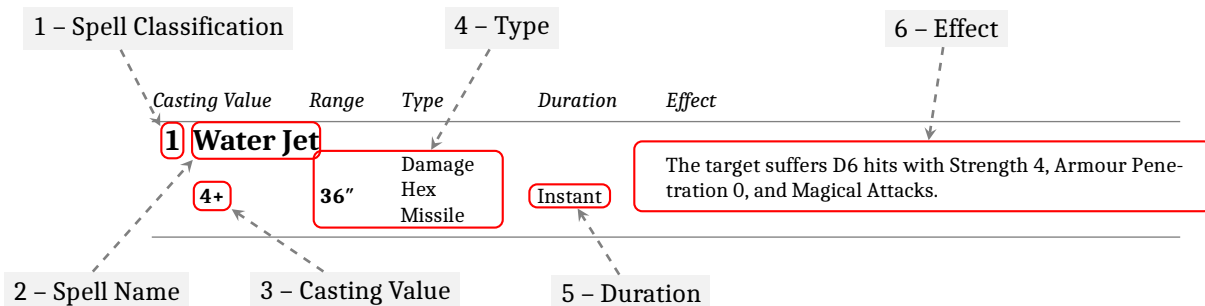
Paths of Magic

Spells are cast during the Magic Phase. Most spells belong to a specific Path of Magic.

Spell Properties

All spells are defined by the following 6 properties (see the figure below):

- 1 – Spell Classification** Spells are classified into the different categories Learned Spells, Attribute Spells, and Hereditary Spells by letters or numbers.
- 2 – Spell Name** Use the spell name to state which spell you intend to cast.
- 3 – Casting Value** The Casting Value is the minimum value you need to reach to succeed a Casting Attempt. Spells may have different Casting Values available (see “Boosted Spells”).
- 4 – Type** The spell type describes how the spell’s targets have to be chosen.
- 5 – Duration** The duration of a spell determines how long the effects of the spell are applied.
- 6 – Effect** The effect of a spell defines what happens to the target of the spell when the spell is successfully cast. Spell effects are never affected by Special Items, Model Rules, other spell effects, or similar abilities affecting the Caster, unless specifically stated otherwise.



Spell Properties as presented in this document.

Boosted Spells

Some spells have two Casting Values, with the greater Casting Value being referred to as the Boosted version of the spell. Boosted versions may have their type (range, target restrictions) modified, and/or the effects of the spell changed. Declare if you are trying to cast the Boosted version before rolling any dice. If no declaration is made, the basic version for the chosen target is assumed to be used.

The differences between the spell versions are signified by using the following colour coding: **<non-Boosted version>**, **{Boosted version}**, and, in some rare cases, **<<amplified version>>**.

Spell Classification

All spells are part of one or more of the following categories:

Learned Spells

All spells labelled with a number are Learned Spells, which are the main spells of a Path. They are usually numbered from 1 to 6, which is relevant for the Spell Selection rules.

Each player may only attempt to cast each Learned Spell once per Magic Phase, even if it is known by different Wizards (unless the spell is Replicable, see below).

Hereditary Spells

Most Army Books contain a Hereditary Spell, which is labelled “**H**” instead of a number. Hereditary Spells follow all the rules for Learned Spells.

Attribute Spells

Attribute Spells are labelled “**A**”. All Wizards that know at least one spell from a Path of Magic automatically know the Attribute Spell from that Path if there is any.

Path Attribute Spells are special spells that cannot be cast independently. Instead, the Caster may cast the Attribute Spell automatically each time it successfully casts a non-Attribute Spell from the corresponding Path. This means that an Attribute Spell can be cast more than once by the same Caster, and also by different Casters during a Magic Phase. Attribute Spells cannot be dispelled.

Replicable Spells

Some Learned Spells are Replicable Spells and are labelled “**rep**”. The player may attempt to cast Replicable Spells multiple times in the same Magic Phase, but each Wizard may only make a single attempt.

Bound Spells

Some spells are classified as Bound Spells, which follow different rules than the above (see the main Rulebook).

Spell Selection

- **Wizard Apprentices** know **1 spell** selected between **1** and **H**.
- **Wizard Adepts** know **2 different spells** selected from **1, 2, 3, 4**, and **H**.
- **Wizard Masters** know **4 different spells** selected from **1, 2, 3, 4, 5, 6**, and **H**.

Spell Types

The spell type describes which targets can be chosen for the spell. Unless specifically stated otherwise, a spell may only have a single target and the target must be a single unit. If a spell has more than one type, apply all the restrictions of each type.

For example, if a spell has the types Direct, Hex, and Range 12”, the target must be in the Caster’s Front Arc, be an enemy unit, and be within 12” of the Caster.

- Augment** The spell may only target friendly units (or friendly models inside units if Focused).
- Aura** This spell has an area of effect. Its effects are applied to all possible targets, according to the rest of the spell types, within "X" of the Caster. For example, a spell with Augment, Aura, and Range 12" targets all friendly units within 12" of the Caster.
- Caster** The spell targets only the model casting the spell (unless Focused, all model parts are affected).
- Caster's Unit** The spell targets only the Caster's unit.
- Damage** The spell may only target units and/or models not currently Engaged in Combat.
- Direct** The spell may only target units and/or models in the Caster's Front Arc.
- Focused** The spell may only target single models (including a Character inside a unit). If the target is a Multipart Model (such as a chariot with riders and pulling beasts, or a knight and its mount), only one model part may be targeted.
- Ground** The spell doesn't target units or models. Instead, the target is a point on the Battlefield.
- Hex** The spell may only target enemy units (or enemy models inside units if Focused).
- Missile** The spell may only target units and/or models within the Caster's Line of Sight. It cannot be cast if the Caster (or its unit) is Engaged in Combat.
- Range X"** The spell has a maximum casting range. Only targets within "X" can be chosen. This casting range is always indicated in the corresponding column in the spell's profile. Note that any effects that alter a spell's range do not affect any other distance specifications that may be part of the spell's effect.
- Universal** The spell may target both friendly and enemy units (or models inside units if Focused).

Spell Duration

The spell duration specifies how long the effects of the spell are applied. A spell duration can either be Instant, One Turn, or Permanent as described below:

Instant

The effect of the spell has no lasting duration: effects are applied when the spell is cast. Afterwards the spell ends automatically.

One Turn

The effect of the spell lasts until the start of the Caster's next Magic Phase. If an affected unit is divided into several units (the most common example being a Character leaving its unit), each of the units formed this way keeps being affected by the spell effects. Characters that join a unit affected by One Turn spells are not affected by these spells, and likewise, units joined by Characters affected by One Turn spells are not affected either.

Permanent

The effect of the spell lasts until the end of the game or until a designated ending condition (as detailed in the spell effect) is met. The spell can only be removed by the method described in the spell. If an affected unit is divided into several units, follow the same restrictions as for One Turn spells.



Alchemy

Casting Value	Range	Type	Duration	Effect
A Alchemical Fire	18"	Hex	One Turn	The target gains Flammable against Melee Attacks.
1 Quicksilver Lash	24"	Damage Hex Missile	Instant	The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.
2 Word of Iron	24"	Augment	One Turn	The target gains <+1> {+2} Armour.
3 Glory of Gold	18"	Augment	One Turn	The target gains +1 Armour Penetration, Flaming Attacks, and Magical Attacks.
4 Molten Copper	24"	Damage Hex Missile	Instant	The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
5 Corruption of Tin	36"	Hex	Permanent	The target suffers -1 Armour.
6 Silver Spike	18" 36"	Damage Hex Missile	Instant	The target suffers 1 hit with Strength 3 [6], Armour Penetration 10, Magical Attacks, Multiple Wounds (D3), and Area Attack (1×5).



Cosmos

Cosmology

Chaos

Duality: All Cosmology spells are divided into two versions, representing opposing aspects: **Cosmos** and **Chaos**. When casting Cosmology spells, always declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.

Type	Duration	Casting Value	Range
1 Altered Sight		5+	24"
Augment	One Turn	The target gains +1 Offensive Skill and +1 Defensive Skill, and has its weapons' Aim improved by 1.	
Hex		The target suffers -1 Offensive Skill and -1 Defensive Skill, and has its weapons' Aim worsened by 1.	
2 Truth of Time		5+	24"
Augment	One Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll.	
Hex		Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll.	
3 Ice and Fire		7+	24"
Damage Hex Missile	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks. Successful Special Saves against wounds caused by this spell must be rerolled.	
Hex		The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks. Successful Armour Saves against wounds caused by this spell must be rerolled.	
4 Perception of Strength		8+	24"
Augment	One Turn	The target gains +1 Strength and +1 Armour Penetration.	
Hex		The target suffers -1 Strength and -1 Armour Penetration.	
5 Unity in Divergence		10+	24"
Augment	One Turn	All models in the target unit gain Aegis (5+) .	
Damage Direct Hex	Instant	Each model in the target unit suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks .	
6 Touch the Heart		7+	24"
Augment Focused	Instant	The target Recovers 1 Health Point.	
Damage Hex Focused Missile		The target suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.	





Divination

The Conclave: Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster.

Casting Value	Range	Type	Duration	Effect
A Guiding Light	12"	Augment	One Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
1 Know Thine Enemy <7+> {12+}	<18"> {6" Aura}	Augment	One Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
2 Fate's Judgement <5+> {9+}	18"	Damage Hex Missile	Instant	The target suffers <D3> {D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).
3 Scrying <7+> {12+}	<18"> {6" Aura}	Augment	One Turn	The target gains Distracting and Hard Target (1).
4 The Stars Align <8+> {12+}	<18"> {6" Aura}	Augment	One Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat (<and Shooting>) Attacks.
5 Unerring Strike <9+> {12+}	18"	Damage Hex Missile	Instant	The target suffers 2D6 {with Maximised Roll} hits that wound on 4+ with Armour Penetration 1, Divine Attacks, and Magical Attacks.
6 Portent of Doom 9+	18"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.



Druidism

Nature's Call: All Wizards that know at least one non-Bound Druidism spell know the Learned Spell *The Oaken Throne* in addition to their other spells.

Casting Value	Range	Type	Duration	Effect		
A	Fountain of Youth	12"	Augment Focused	Instant	The target or its unit <Recovers> <<Raises>> 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.	
0 <i>rep</i>	The Oaken Throne	4+	Caster	Permanent	If the Caster is affected by <i>The Oaken Throne</i> , certain spells are cast with an amplified version. Use any text marked with <<>> and ignore any <red text> . Successfully casting <i>The Oaken Throne</i> does not trigger the Attribute Spell. This spell ends if the Caster attempts to cast <i>The Oaken Throne</i> again, or if the opponent removes one dice from their Magic Dice pool at the end of step 3 of any Magic Phase sequence (after Siphon the Veil).	
1	Healing Waters	<7+> <<6+>>	12"	Augment	One Turn	The range of this spell can be measured from the Caster or from any Water Terrain Feature on the board. The target gains Fortitude <(5+)> <<(4+)>> .
2	Master of Earth	<6+> <<5+>>	18"	Direct Damage Hex	Instant	The range of this spell can be measured from the Caster or from any Impassable Terrain Feature on the board. The target suffers D6 hits with Strength <4> <<5>> , Armour Penetration <1> <<2>> , and Magical Attacks.
3	Entwining Roots	<6+> <<5+>>	12"	Hex	One Turn	The range of this spell can be measured from the Caster or from any Forest Terrain Feature on the board. The target suffers <-1> <<-2>> Offensive Skill, <-1> <<-2>> Defensive Skill, and <-1> <<-2>> to hit with Shooting Attacks.
4	Summer Growth	<11+> <<10+>>	24"	Augment	Instant	This spell has different effects depending on the target: Standard Infantry/Beast ¹ : Raise <4> <<6>> Health Points. Towering Presence ² : Raise <1> <<1>> Health Point. Anything else ³ : Raise <2> <<3>> Health Points. ¹ More than half of the models in the unit are both Standard Height and either Type Infantry or Beast. ² More than half of the models in the unit have Towering Presence. ³ Use this if neither of the above applies.
5	Stone Skin	<10+> <<9+>>	12"	Augment	One Turn	The range of this spell can be measured from the Caster or from any Hill Terrain Feature on the board. The target gains <+2> <<+3>> Resilience.
6	Spirits of the Wood	<7+> <<6+>>	12"	<Augment> <<Universal>>	One Turn	Place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker or the spell card next to the unit). This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation). <<If the target is a friendly unit, it gains Strider (Forest).>>



Evocation

Casting Value	Range	Type	Duration	Effect
A Evocation of Souls			Instant	If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.
1 Spectral Blades <6+> {9+}	18"	Augment	One Turn	The target must reroll failed to-wound rolls with its Melee Attacks {and gains Lethal Strike}.
2 Whispers of the Veil 8+	24"	Hex	One Turn	The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.
3 Hasten the Hour <7+> {10+}	<24"> {18"}	Damage Direct Hex	Instant	Choose <1> {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
4 Ancestral Aid <6+> {7+}	<12"> {18"}	Augment	One Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
5 Touch of the Reaper <7+> {9+}	24"	Damage Direct Hex {Focused} {Missile}	Instant	The target suffers D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.
6 Danse Macabre <5+> {10+}	<12"> {9" Aura}	Augment	Instant	The target may perform an <8"> {6"} Magical Move and gains Ghost Step during this move.



Occultism

The Sacrifice: When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispelling Attempt, the Active Player may choose the Caster's unit or another friendly unengaged unit within 24". A unit may only be chosen once per phase. The chosen unit suffers X hits that wound automatically with Armour Penetration 10 and Magical Attacks, and with no saves of any kind allowed, where X is determined by the Discipline value of the largest fraction of models in the unit, ignoring all Discipline modifiers. In case of a tie, use the lower value:

- 0 to 4: 3 hits
- 5 to 7: 2 hits
- 8 to 10: 1 hit

Any Health Point loss from The Sacrifice that would remove the last model of the chosen unit as a casualty is discarded. These Health Point losses never cause Panic Tests.

If at least one Health Point loss was caused, the spell is cast with the **⟨amplified⟩** version. In that case, use any text marked with **⟨⟨⟩⟩**.

Casting Value	Range	Type	Duration	Effect
1 Pentagram of Pain				
⟨5+⟩ {6+}	⟨24"⟩ {12" Aura}	⟨Damage⟩ ⟨Direct⟩ ⟨Hex⟩ {Universal}	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. {The Caster's unit is unaffected.} ⟨⟨If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.⟩⟩
2 Hand of Glory				
⟨6+⟩ {8+}	⟨Caster⟩ {12"}	{Augment} {Focused}	One Turn	The target ⟨and all models in its unit when the spell is cast⟩ gain Aegis (6+) and Aegis (+1, max 3+). {This spell may only target Characters, Champions, and single model units.}
3 The Rot Within				
6+	18"	Hex	Permanent	The target suffers -1 Offensive Skill and -1 Defensive Skill. ⟨⟨The Caster gains +1 Offensive Skill and +1 Defensive Skill.⟩⟩
4 Breath of Corruption				
⟨5+⟩ {8+}	⟨Caster⟩ {12"}	Focused {Augment}	One Turn	The target gains Breath Attack (Magical Attacks, Toxic Attacks). {This spell may only target Characters, Champions, and single model units.} ⟨⟨If the Breath Attack is used as a Shooting Attack, its range is increased to 18".⟩⟩
5 Marked for Doom				
9+	24"	Damage Direct Hex	Instant	The target suffers 1 hit with Strength 10, Armour Penetration 10, Magical Attacks, and Multiple Wounds (D3). ⟨⟨If the target is within 12" of the Caster, choose a single Character or Champion joined to the target unit. That model suffers the hit.⟩⟩
6 The Grave Calls				
11+	12"	Damage Direct Hex	Instant	The target suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. ⟨The hits gain +1 Strength and +1 Armour Penetration.⟩





Pyromancy

<i>Casting Value</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
A Blaze				
	24"	Damage Hex Missile	Instant	The target suffers D3 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
1 Fireball				
4+	36"	Damage Hex Missile	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
2 Cascading Fire				
<5+> {8+}	<24"> {12"}	Hex	Instant	The target suffers <D6> {2D6} hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
3 Flaming Swords				
<8+> {11+}	<18"> {6" Aura}	Augment	One Turn	The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.
4 Pyroclastic Flow				
<7+> {10+}	<24"> {12"}	Damage Hex Missile	Instant	The target suffers <2D6> {3D6} hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
5 Scorching Salvo				
8+	24" Aura	Damage Hex	Instant	The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
6 Enveloping Embers				
10+	24"	Damage Direct Hex	Instant	Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.



Shamanism

Casting Value	Range	Type	Duration	Effect
A Scarification				
	Caster		One Turn	Melee Attacks against the target can never wound on better than 5+.
1 Awaken the Beast				
<6+> {7+}	18"	Augment	One Turn	The target gains <+1 Strength and +1 Armour Penetration> {+1 Resilience} .
2 Swarm of Insects				
<5+> {8+}	<24"> {48">	Damage Hex Missile	Permanent	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell immediately ends when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.
3 Savage Fury				
<5+> {8+}	<9"> {18">	Universal	One Turn	The target gains Battle Focus, Fearless, and Frenzy.
4 Chilling Howl				
<6+> {10+}	36"	Hex	One Turn	All units within <6"> {12"> of the target when the spell is cast suffer a -1 to-wound modifier on their <Shooting> {Ranged} Attacks {including effects of spells cast while affected by Chilling Howl} .
5 Totemic Summon				
<10+> {12+}	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within <1"> {10"> of the Board Edge.
6 Break the Spirit				
<8+> {11+}	<18"> {36">	Hex	One Turn	The target suffers a -1 to-hit modifier and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).

Totemic Beast

single model

Height Large
Type Beast
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	3D6"	-	7	Fearless, Random Movement (3D6")		
Defensive	HP	Def	Res	Arm		
	3	3	5	0		
Offensive	Att	Off	Str	AP	Agi	
Totemic Beast	4	3	5	2	3	Breath Attack (Str 3, AP 0)





Thaumaturgy

Judgement on High: When casting non-Bound Spells from this Path, all Magic Dice that result in '1' must be rerolled. Dice causing a Miscast cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Miscast Modifier.

Casting Value	Range	Type	Duration	Effect
1 Hand of Heaven				
<5+> {8+}	24"	Damage Hex Missile	Instant	The target suffers <D6> {D6+1} hits with Strength <D6> {D6+1} , Armour Penetration <2> {3} , and Magical Attacks.
2 Smite the Unbeliever				
<6+> {9+}	24"	Hex	One Turn	<Immediately after successfully casting this spell, roll a D6.> {Choose which effect to apply when casting the spell.} <ul style="list-style-type: none"> <If 1-3 is rolled,> the target suffers -1 Resilience. <If 4-6 is rolled,> the target suffers -1 Strength and -1 Armour Penetration.
3 Speaking in Tongues				
<8+> {8+}	18"	Hex	One Turn	Units with at least one model affected by the spell cannot benefit from <Commanding Presence> {Rally Around the Flag} .
4 Cleansing Fire				
<5+> {8+}	<Caster> {24"}	Focused {Augment}	One Turn	The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) {This spell may only target Characters, Champions, and single model units.}
5 Wrath of God				
12+	96"	Ground	Permanent	Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it Flees directly away from the marked point. The spell then ends, remove all counters.
6 Trial of Faith				
<7+> {10+}	<24" > {18"}	Damage Direct Hex {Focused} {Missile}	Instant	The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.



Witchcraft

Casting Value	Range	Type	Duration	Effect
A Evil Eye	24"	Universal	One Turn	<p>If this spell targets a friendly unit, the target gains +1" Advance Rate and +2" March Rate.</p> <p>If this spell targets an enemy unit, the target suffers -1" Advance Rate and -2" March Rate, to a minimum of 3" and 6" respectively.</p> <p>A unit cannot be affected by this spell more than twice in the same Magic Phase.</p>
1 Raven's Wing <7+> {9+}	24"	Augment	Instant	<p>The target may perform an <8"> {12"} Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.</p>
2 Deceptive Glamour <4+> {6+}	24"	Hex	One Turn	<p>The target suffers <-1> {-2} Offensive Skill, <-1> {-2} Defensive Skill, and <-1> {-2} Agility.</p>
3 Twisted Effigy <5+> {7+}	36"	Hex	One Turn	<p>The target cannot use Shooting Attacks {and suffers a -2 modifier to its casting rolls}.</p>
4 The Wheel Turns <8+> {10+}	24"	Hex	One Turn	<p>Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.</p>
5 Will-o'-the-Wisp <8+> {8+}	18"	Universal	One Turn	<p>The target gains Random Movement (<2D6> {3D6}").</p>
6 Bewitching Glare <6+> {9+}	24"	Hex	One Turn	<p>Melee {and Shooting} Attacks against the target gain Battle Focus.</p>

Special Items

When building their armies, players have the option to individually upgrade the mundane equipment of certain models, usually Characters and Standard Bearers, by buying Special Items for these models. Some Special Items are shared by most armies of T9A (see the list of Common Special Items below), while army-specific Special Items can be found in the corresponding Army Books.

All Special Items are **One of a Kind** unless specifically stated otherwise.

Special Item Categories

All Special Items belong to one of the following categories:

- Weapon Enchantments
- Armour Enchantments
- Banner Enchantments
- Artefacts

Each category of Special Items is subject to the rules below.

Weapon Enchantments

Weapon Enchantments are upgrades to weapons. The upgraded mundane weapon is referred to as enchanted weapon and follows all rules for both the original weapon and the Weapon Enchantment. The following rules apply to Weapon Enchantments and enchanted weapons:

- A model may only have a single Weapon Enchantment.
- If a model has more than one weapon, it must be noted on the Army List which weapon has been enchanted (remember that all models are equipped with a Hand Weapon).
- Each Weapon Enchantment applies to a specific weapon (e.g. a Great Weapon) or a category of weapons (e.g. Close Combat Weapons). Note that Shooting Weapons that count as a Close Combat Weapon in close combat (such as a Brace of Pistols from the Empire of Sonnstahl Army Book) cannot normally be Enchanted with a Close Combat Weapon enchantment.
- A model armed with an enchanted weapon (including a Hand Weapon) must use it.

Armour Enchantments

Armour Enchantments are upgrades to Armour Equipment. The upgraded mundane armour is referred to as enchanted armour and follows the rules for both the original Armour Equipment and the Armour Enchantment. The following rules apply to Armour Enchantments and enchanted armour:

- Each piece of armour a model is carrying may be enchanted with a single Armour Enchantment.
- If the wearer has more than one piece of armour that could be enchanted, it must be noted on the Army List which one has been enchanted. If a model has no Armour Equipment, it cannot take Armour Enchantments.
- Each Armour Enchantment applies to a specific piece of armour (e.g. Heavy Armour) or a category of armour (e.g. Suits of Armour).

Banner Enchantments

Banner Enchantments are upgrades to Standard Bearers and Battle Standard Bearers. The upgraded banner is referred to as enchanted banner. Each banner may normally only have a single Banner Enchantment, except for Battle Standard Bearers, who may take up to two Banner Enchantments.

Artefacts

A model may have up to two Artefacts.

Properties of Special Items

Dominant

A model may only have a single Dominant Special Item.

Who is Affected

Special Items may affect different targets:

- The wielder, wearer, or bearer: these terms mean the same thing for rules purposes and refer to the model part the Special Item was bought for (and don't affect its mount).
- Models, the wearer's model, or the bearer's model: these terms refer to all model parts of the models, including their mounts (note that these terms override the Massive Bulk rules).
- Units, the wearer's unit, or the bearer's unit: this type of Special Item affects all model parts in the target unit or in the same unit as the wearer/bearer of the Special Item (including mounts and the wearer/bearer itself).

One Use Only

These effects can only be used once per game.

List of Common Special Items

The Special Items listed below are considered Common Special Items and are available to all models and units who have the option to buy Special Items from the corresponding category. They are often bought in addition to army-specific Special Items.

Weapon Enchantments

Blessed Inscriptions Enchantment: Close Combat Weapon. Attacks made with this enchanted weapon become Divine Attacks and Magical Attacks , and failed to-wound rolls must be rerolled.	65 pts	Touch of Greatness Enchantment: Close Combat Weapon. Attacks made with this enchanted weapon gain +1 Strength, +1 Armour Penetration, and become Magical Attacks . Strength modifiers from this weapon (combining both mundane and Weapon Enchantment modifiers) cannot exceed +2 (but can exceed +2 through modifiers from other sources, such as spells).	50 pts
Hero's Heart Enchantment: Hand Weapon and Paired Weapons. The wielder of this enchanted weapon gains +1 Attack Value while using it. Attacks made with this enchanted weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3.	60 pts	Shield Breaker Enchantment: Close Combat Weapon. Attacks made with this enchanted weapon gain +6 Armour Penetration, become Magical Attacks , and can never wound on to-wound rolls better than 3+.	35 pts
King Slayer Enchantment: Close Combat Weapon. The wielder of this enchanted weapon gains +X Strength, +X Armour Penetration, +X Attack Value, and Magical Attacks while using it, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.	50 pts	Supernatural Dexterity Enchantment: Close Combat Weapon. The wielder of this enchanted weapon gains +2 Offensive Skill and +2 Agility while using it, and attacks made with it become Magical Attacks .	25 pts
Titanic Might Enchantment: Close Combat Weapon. Attacks made with this enchanted weapon gain +3 Strength and become Magical Attacks .	50 pts	Cleansing Light Enchantment: Close Combat Weapon. At the start of each Round of Combat, the wielder may choose to have attacks made with this enchanted weapon become Flaming Attacks and Magical Attacks .	20 pts

Armour Enchantments

Death Cheater 100 pts
Enchantment: Suit of Armour.
The wearer gains +1 Armour and **Fortitude (4+)**.

Destiny's Call 70 pts
Standard Height models only.
Enchantment: Suit of Armour.
The wearer gains **Aegis (4+)** and its Armour is **set** to 3 and cannot be improved beyond this.

Dusk Forged 55 pts
Enchantment: Shield.
The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special Saves.

Essence of Mithril 50 pts
Standard Height models only.
Enchantment: Suit of Armour.
The wearer's Armour is **set** to 5 and cannot be improved beyond this.

Basalt Infusion 35 pts
Enchantment: Suit of Armour.
The wearer gains +1 Armour and **Aegis (3+, against Flaming Attacks)**. The wearer automatically fails all Fortitude Saves.

Ghostly Guard 35 pts
Enchantment: Heavy Armour and Plate Armour.
The wearer gains +2 Armour against non-Magical Attacks.

Alchemist's Alloy 15 pts
Enchantment: Suit of Armour.
The wearer gains +1 Armour and suffers -2 Offensive Skill.

Willow's Ward 15 pts
Models on foot only.
Enchantment: Shield.
While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

Banner Enchantments

Banner of Speed 50 pts

0–3 per Army.

A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

Rending Banner 50 pts

0–3 per Army.

One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

Banner of the Relentless Company 40 pts

0–3 per Army.

One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit **always** have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

Stalker's Standard 40 pts

0–3 per Army.

The bearer's unit gains **Strider**.

Flaming Standard 35 pts

0–3 per Army.

One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains **Flaming Attacks**. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

Banner of Discipline 30 pts

0–3 per Army.

The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

Legion Standard 20 pts

0–3 per Army.

A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

Aether Icon 10 pts

0–3 per Army.

The bearer gains **Magic Resistance (1)**. If the unit contains other instances of Magic Resistance, it increases those Magic Resistance values by 1 instead.

Artefacts

Book of Arcane Mastery 75 pts

Dominant. Wizard Apprentices and Adepts only.

The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

Crown of Autocracy 65 pts

The bearer gains +1 Discipline. If taken by the General, the opponent is awarded an additional +200 Victory Points if the bearer is removed as a casualty.

Binding Scroll 55 pts

0–2 per Army.

One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence). When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

Crown of the Wizard King 50 pts

Cannot be taken by Wizards.

During Spell Selection, randomise a Magic Path (from all Paths in this book). The bearer is a **Wizard Apprentice** using the randomised Path. It cannot select the Hereditary Spell. The bearer cannot take any enchantments that are restricted to Wizards (or any types of Wizards).

Magical Heirloom 50 pts

Dominant. Wizards only.

The bearer **always** knows the Hereditary Spell in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Talisman of Shielding 50 pts

The bearer gains **Aegis (5+)**.

Talisman of the Void 50 pts

The bearer gains **Channel (1)**.

Essence of a Free Mind 40 pts

Dominant. Wizards only.

The bearer may choose up to two Paths on the Army List instead of one (from the ones normally available to it). During Spell Selection, choose which one of the two Paths to use. The bearer cannot select from the Learned Spells 5 and 6 of its chosen Path.

Sceptre of Power 40 pts

One use only. A Wizard with this Artefact may add a single Magic Dice from its Magic Dice pool to one of its casting rolls or dispelling rolls, after seeing the casting or dispelling roll (note that casting rolls cannot exceed the limit of max 5 Magic Dice).

Crystal Ball 35 pts

After Spell Selection (at the end of step 7 of the Pre-Game Sequence), mark a single enemy model on the opponent's Army List. All Dispelling Attempts of spells cast by that model gain a +1 Dispelling Modifier, provided the bearer is on the Battlefield.

Lightning Vambraces 35 pts

The bearer can cast a Bound Spell, Power Level (4/8): Type: Hex, Missile, Damage. Range 24". Duration: Instant. The target suffers 2D6 hits with Strength 3, Armour Penetration 0, and **Magical Attacks**.

Rod of Battle 35 pts

The bearer can cast a Bound Spell, Power Level (4/8): Type: Augment. Range 12". Duration: One Turn. The target gains +1 to hit with its Close Combat Attacks.

Dragon Staff 30 pts

The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

Ranger's Boots 30 pts

Standard Height models on foot only.

The bearer gains **Strider** and, unless using Flying Movement, +2" Advance Rate up to a maximum of 10", and +4" March Rate up to a maximum of 20".

Obsidian Rock 25 pts

The bearer gains **Magical Resistance (2)**.

Dragonfire Gem 20 pts

The bearer gains **Aegis (2+, against Flaming Attacks)**. The bearer automatically fails all Fortitude Saves.

Potion of Swiftess 20 pts

One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.

Lucky Charm 10 pts

One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

Potion of Strength 10 pts

Cannot be taken by models with Towering Presence.

One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn the bearer gains **Crush Attack**.

Magic Phase Summary

Magic Phase Sequence

- 1 Start of the Magic Phase
- 2 Draw a Flux Card
- 3 Siphon the Veil
- 4 Cast a spell with one of your models (see "Spell Casting Sequence")
- 5 Repeat step 4 for each spell the Active Player wishes to cast
- 6 End of the Magic Phase

Spell Casting Sequence

- A Casting Attempt. If failed, skip steps B-F
- B Dispelling Attempt. If successful, skip steps C-F
- C In case of Broken Concentration, skip steps D-E and go directly to step F
- D Resolve the spell effect
- E If applicable, choose target(s) for the Attribute Spell and resolve its effect
- F If applicable, apply the Miscast effect

Casting Attempt

- 1 The Active Player declares which Wizard is casting which spell and how many Magic Dice will be used. If applicable, they also declare which version of the spell is used and what its targets are. Between 1 and 5 dice from the Active Player's Magic Dice pool must be used.
- 2 The Active Player rolls the chosen number of Magic Dice from the Magic Dice pool and adds the results of the rolled dice and any Casting Modifiers together (see "Casting and Dispelling Modifiers"). This total is referred to as the total casting roll.
- 3 The Casting Attempt is passed if the total casting roll is **equal to or greater** than the spell's Casting Value. The Casting Attempt fails if the total casting roll is less than the spell's Casting Value. Note that the Casting Attempt may Fizzle if 2 or more dice were used (see "Fizzles").

Dispelling Attempt

- 1 The Reactive Player declares how many Magic Dice will be used from their pool. The Reactive Player must use at least 1 dice for a Dispelling Attempt. Note that there is no maximum number of Magic Dice allowed to be used for a Dispelling Attempt.
- 2 The Reactive Player rolls the chosen number of dice and adds the results of the rolled dice and any Dispelling Modifiers together (see "Casting and Dispelling Modifiers"), to get the total dispelling roll.
- 3 The Dispelling Attempt is successful if the total dispelling roll is **equal to or greater** than the total casting roll. If so, the spell is dispelled and the spell is not cast. The Dispelling Attempt fails if the total dispelling roll is less than the total casting roll. If so, the spell is successfully cast. Note that the Dispelling Attempt may Fizzle if 2 or more dice were used (see "Fizzles").

Bound Spell Casting Attempt

- 1 The Active Player declares which model will cast which Bound Spell, and whether they will use 2 or 3 Magic Dice. If applicable, the Active Player also declares the targets of the spell. The spell is always cast with the basic version as Bound Spells cannot be Boosted.
- 2 The Active Player removes the chosen number of Magic Dice (2 or 3) from their Magic Dice pool (do not roll them).
- 3 The Casting Attempt is always passed.

Fizzle

When a Casting Attempt or Dispelling Attempt is failed for which 2 dice or more were used, any Magic Dice that rolled a natural '1' are returned to the Magic Dice pool they were taken from. Note that this does not apply to passed Casting Attempts that are then dispelled.

Flux Cards

Flux Card	1	2	3	4	5	6	7	8
Magic Dice	4	5	5	5	5	6	6	7
Veil Tokens	3	2	5	7	9	5	7	7
Miscast Modifiers	+1							-1

Miscast

Three of a kind:	Miscast Effects (after resolving the spell and Attribute effects, unless 111)
000 or lower	No additional effects.
111	Broken Concentration The Casting Attempt fails (apply Fizzle as normal).
222	Witchfire The Caster's unit suffers 1D6 hits with Armour Penetration 2, Magical Attacks, and a Strength equal to the number of Magic Dice that were used for the casting roll.
333	Magical Inferno The Caster's unit suffers 2D6 hits with Armour Penetration 2, Magical Attacks, and a Strength equal to the number of Magic Dice that were used for the casting roll.
444	Amnesia The Caster cannot cast the Miscast spell anymore this game.
555	Backlash The Caster suffers 2 hits that wound on 4+ with Armour Penetration 10 and Magical Attacks.
666	Implosion The Caster suffers 4 hits that wound on 4+ with Armour Penetration 10 and Magical Attacks.
777 or higher	Breach in the Veil The Caster's model is removed as a casualty (no saves of any kind allowed).

Paths

TYPES A: Augment – Da: Damage – Di: Direct – F: Focused – G: Ground – H: Hex – M: Missile – U: Universal.

RANGE A: Aura. DURATION Inst: Instant – OneT: One Turn – Perm: Permanent.

ALCHEMY	A	Alchemical Fire	18"	H	OneT	Flammable against Melee Attacks	
	1	Quicksilver Lash	7+	24"	Da, H, M	Inst D3+1 hits with Flaming, Magical, AP 10, always wound on "7 – target's Arm"+	
	2	Word of Iron	5+/9+	24"	A	OneT <+1> {+2} Armour	
	3	Glory of Gold	8+	18"	A	OneT +1 AP, Flaming, Magical	
	4	Molten Copper	7+	24"	Da, H, M	Inst D3+3 hits Str as target's Arm, AP 4, Flaming, Magical	
	5	Corruption of Tin	8+	36"	H	Perm -1 Armour	
COSMOLOGY	6	Silver Spike	6+/9+	18"/36"	Da, H, M	Inst 1 hit Str 3 [6], AP 10, Magical, MW (D3), Area Attack (1x5)	
		Duality	Two versions: Cosmos (first) and Chaos (second). If spell successful, next Cosmo spell, if opposite version, gets CV -1				
	1	Altered Sight	5+	24"	A/H	OneT +1/-1 Off and Def, Aim improved/worsened by 1	
	2	Truth of Time	5+	24"	A/H	OneT Charge, Flee, Pursuit, Overrun: 2 times Maximised/Minimised Roll	
	3	Ice and Fire	7+	24"	Da, H, M	Inst 2D6 hits Str 4, AP 0, Magical, reroll successful Special/Armour Saves	
	4	Perception of Strength	8+	24"	A/H	OneT +1/-1 Str and AP	
DIVINATION	5	Unity in Divergence	10+	24"	A	OneT All models in the unit: Aegis (5+)	
	6	Touch the Heart	7+	24"	Da, Di, H	Inst Each model in the unit: 1 hit Str 3, AP 0, Magical	
		The Conclave	Divination Spells: +3" (up to +9") range for each add. friendly Wizard within 12" of the Caster				
	A	Guiding Light	12"	A	OneT	Discipline Tests: Minimised Roll (only one instance per Magic Phase)	
	1	Know Thine Enemy	7+/12+	18"/6"A	A	OneT +2 Off, +2 Def, +2 Agi	
	2	Fate's Judgement	5+/9+	18"	Da, H, M	Inst <D3> {D6} hits that wound automatically, AP 0, Magical, no Special Saves allowed	
DRUIDISM	3	Scrying	7+/12+	18"/6"A	A	OneT Distracting and Hard Target (1)	
	4	The Stars Align	8+/12+	18"/6"A	A	OneT Divine, must reroll failed to-hit rolls with Close Combat (and Shooting) Attacks	
	5	Unerring Strike	9+/12+	18"	Da, H, M	Inst 2D6 {with Maximised Roll} hits that wound on 4+, AP 1, Divine, Magical	
	6	Portent of Doom	9+	18"	H	Perm -X Combat Score with X = number of Characters in + 1 if at least a R&F	
		Nature's Call	Wizards that know at least one non-Bound Druidism spell know the 0 spell in addition to their other spells				
	A	Fountain of Youth	12"	A, F	Inst	<Recovers> <<Raises>> 1 HP (max. 1 HP per model and per phase)	
EVOCATION	0	The Oaken Throne	4+	Caster	rep	Perm Use <<>> and ignore <>. No attribute. Remove a dice after Siphon the Veil to dispel	
	1	Healing Waters	7+/6+	12"	A	OneT Fortitude (<5+> <<4+>>). Can cast from Water Terrain	
	2	Master of Earth	6+/5+	18"	Da, Di, H	Inst D6 hits Str <4> <<5>>, AP <1> <<2>>, Magical. Can cast from Impassable Terrain	
	3	Entwining Roots	6+/5+	12"	H	OneT <-1> <<-2>> Off, <-1> <<-2>> Def, <-1> <<-2>> to hit with Shooting. Can cast from Forest	
	4	Summer Growth	11+/10+	24"	A	Inst Raise <4> <<6>> HP if Standard Inf/Beast, 1 HP if Towering, <2> <<3>> HP else	
	5	Stone Skin	10+/9+	12"	A	OneT <+2> <<+3>> Res. Can cast from Hill	
OCCULTISM	6	Spirits of the Wood	7+/6+	12"	A, <<U>>	OneT Forest on the target's Unit Boundary. <<Strider (Forest)>>	
	A	Evocation of Souls			Inst	Gain 1 Veil Token if you have less than 3 in pool (max. 1 per phase)	
	1	Spectral Blades	6+/9+	18"	A	OneT Reroll failed to-wound with Melee Attacks (and gain Lethal Strike)	
	2	Whispers of the Veil	8+	24"	H	OneT -1 Res and -1 Dis (for one or more instance)	
	3	Hasten the Hour	7+/10+	24"/18"	Da, Di, H	Inst <1> {up to 3} models in target unit: 1 hit that wounds automatically, AP 10, Magical	
	4	Ancestral Aid	6+/7+	12"/18"	A	OneT Reroll failed to-hit with Close Combat Attacks	
PYROMANCY	5	Touch of the Reaper	7+/9+	24"	Da, Di, H, {F, M}	Inst D3 hits Str 10, AP 10, Magical, wound against Discipline	
	6	Danse Macabre	5+/10+	12"/9"A	A	Inst <8"> {6"} Magical Move with Ghost Step	
		The Sacrifice	Sacrifice X HP in a unit within 24" to get <<>> (before Dispelling Attempt). X = 3/2/1 if Dis without modifiers = 0-4/5-7/8-10				
	1	Pentagram of Pain	5+/6+	24"/12"A	<Da, Di, H>, {U}	Inst D6 hits Str 4, AP 1, Magical. {Caster's unit unaffected.} <<Caster Recovers 1 HP if unsaved wounds caused>>	
	2	Hand of Glory	6+/8+	Cast./12"	F, {A}	OneT Target: {1 model unit/Char./Champ.} <<all models>>. Aegis (6+) and (+1, max. 3+)	
	3	The Rot Within	6+	18"	H	Perm -1 Off and Def. <<Caster +1 Off and Def>>	
SHAMANISM	4	Breath of Corruption	5+/8+	Cast./12"	F, {A}	OneT Breath Attack (Magical, Toxic) <<18" range>>. {Target: 1 model unit/Char./Chp.}	
	5	Marked for Doom	9+	24"	Da, Di, H	Inst 1 hit Str 10, AP 10, Magical, MW (D3). <<Within 12": choose a Char./Champ. in unit: he suffers the hit>>	
	6	The Grave Calls	11+	12"	Da, Di, H	Inst 2D6 hits Str 5 <<+1>>, AP 2 <<+1>>, Magical	
	A	Blaze	24"	Da, H, M	Inst	D3 hits Str 4, AP 0, Flaming, Magical	
	1	Fireball	4+	36"	Da, H, M	Inst D6 hits Str 4, AP 0, Flaming, Magical	
	2	Cascading Fire	5+/8+	24"/12"	H	Inst D6/2D6 hits Str 4, AP 0, Flaming, Magical	
SHAMANISM	3	Flaming Swords	8+/11+	18"/6"A	A	OneT Gains Flaming and Magical. Melee and Shooting Attacks: +1 to-wound modifier	
	4	Pyroclastic Flow	7+/10+	24"/12"	Da, H, M	Inst 2D6/3D6 hits Str 4, AP 0, Flaming, Magical	
	5	Scorching Salvo	8+	24"A	Da, H	Inst D3+1 hits Str 4, AP 0, Flaming, Magical	
	6	Enveloping Embers	10+	24"	Da, Di, H	Inst Each model: 1 hit Str 3, AP 0, Flaming, Magical	
	A	Scarification	Caster		OneT	Can never be wounded on better than 5+ by Melee Attacks	
	1	Awaken the Beast	6+/7+	18"	A	OneT Gains <+1 Str and AP> {+1 Res}	
2	Swarm of Insects	5+/8+	24"/48"	Da, H, M	Perm 5D6 hits Str 1, AP 0, Magical. If unsaved wounds, -1 to hit with Shooting until move		
3	Savage Fury	5+/8+	9"/18"	U	OneT Gains Battle Focus, Fearless, and Frenzy		
4	Chilling Howl	6+/10+	36"	H	OneT Units within <6"> {12"} when spell cast: -1 to wound with <Shooting> {Ranged}		
5	Totemic Summon	10+/12+	96"	G	Inst Summon a Totemic Beast within <1"> {10"} of the Board Edge		
6	Break the Spirit	8+/11+	18"/36"	H	OneT -1 to-hit modifier, treats all Terrain (including Open) as DT (2)		

		Judgement on High	Casting non-Bound Thaumaturgy spells: reroll Magic Dice resulting in '1' (unless causing Miscast), +1 Miscast modifier			
THAUMATURGY	1	Hand of Heaven	5+/8+	24"	Da, H, M	Inst <D6> {D6+1} hits Str <D6> {D6+1}, AP <2> {3}, Magical
	2	Smite the Unbeliever	6+/9+	24"	H	OneT <Randomise> {Choose} -1 Res OR -1 Str and AP
	3	Speaking in Tongues	8+/8+	18"	H	OneT Cannot benefit from <Commanding Presence> {Rally Around the Flag}
	4	Cleansing Fire	5+/8+	Cast./24"	F, {A}	OneT Breath Attack (Str D3+2, AP 1, Magical). {Target: 1 model unit/Char./Champ.}
	5	Wrath of God	12+	96"	G	Perm Place a counter. End of each subsequent Magic Phase: 1-3 add counter, 4-6 all units within (2D6+X)": 2D6 hits Str 5, AP 2, Magical. X = number of counters
	6	Trial of Faith	7+/10+	24"/18"	Da, Di, H, {F, M}	Inst Caster rolls D3+1, target rolls D3. If Caster rolls higher, difference = number of hits that wound automatically with AP 10, Magical
WITCHCRAFT	A	Evil Eye		24"	U	OneT Friend: +1 Adv, +2 Mar. Enemy: -1 Adv, -2 Mar (min. 3/6). Two max. per unit
	1	Raven's Wing	7+/9+	24"	A	Inst <8"> {12"} Magical Move with Fly and Light Troops. Sweeping Attack: D6 hits Str 4, AP 1, Magical
	2	Deceptive Glamour	4+/6+	24"	H	OneT <-1> {-2} Off, Def, and Agi
	3	Twisted Effigy	5+/7+	36"	H	OneT Target cannot use Shooting Attacks {and -2 to its casting rolls}
	4	The Wheel Turns	8+/10+	24"	H	OneT Melee Attacks from {and against} R&F in target are set to wound on 4+, CC Attacks from {and against} R&F in target are set to hit on 4+ (before any modifiers)
	5	Will-o'-the-Wisp	8+/8+	18"	U	OneT Target gains Random Movement ((2D6) {3D6})"
6	Bewitching Glare	6+/9+	24"	H	OneT Melee {and Shooting} Attacks against the target gain Battle Focus	

Hereditary Spells

BH	Echoes of the Dark Forest	5+/9+	18"/36"	A	OneT	The target gains Fear, Fearless, and Terror. Enemy units in base contact with the target suffer -1 Dis
DL	Spear of Infinity	4+	24"	Da, H, M	Inst	Target suffers 1 hit Str 2 [5], AP 2, Area Attack (1x5), [Multiple Wounds (2)]. Hits gain +1 Str for each previous non-Attribute Spell successfully cast
DE	Crippling Fatigue	8+/12+	18"	H	OneT	Failed to-wound rolls with <Melee Attacks> {Ranged Attacks} against the target must be rerolled
EoS	Liberal Magics	Learned Spell #1 from a Path available other than the chosen one				
HE	Favour of Meladis	10+	Caster	F	OneT	Gain one Veil Token. When a friendly unit within 18" of the Caster would lose a Health Point, you may discard a Veil Token instead (before Special Saves): the loss is ignored. Attack with Multiple Wounds inflict one less wound. For Standard Infantry, 2 HP losses are ignored per token (if they are simultaneous). Max. 2 per phase. Max. 1 per Character and Gigantic model per phase
ID	Haze of Magnesia	5+	24"	H	Perm	Target gains Flammable. At the end of a phase, if target has suffered at least one hit with Flaming while affected, additional D3+1 hits Str 4, AP 0, Flaming and spell ends
KoE	Breath of the Lady	9+/11+	18"/36"	A	OneT	Target rerolls to-hit and to-wound rolls of '1' with Melee Attacks and Armour Save rolls of '1'
OK	Children of Umi	7+/10+	18"	A	OneT	All Melee Attacks against the target suffer -1 to wound. {In addition, all Shamans in the target unit gain +1 Res}
OnG	Bring the Pain	8+	18"	H	OneT	Failed to-hit rolls with CC Attacks against the target must be rerolled
SA	Spark of Creation	6+/9+	30"/18"	Da, H, M	Inst	Target suffers D6 hits Str (5) {6}, AP (2) {3}, Magical
SE	Forest Embrace	4+/7+	18"	A	OneT	Place a Forest underneath the target. This Forest always extends to the edges of the target's Unit Boundary. {Enemy units in base contact with the target must reroll natural to-hit rolls of '6'}
VS	The Awakened Swarm	7+/10+	12"/24"	Da, Di, H	Inst	Target suffers 2D6 hits Str 4, AP 2, Magical
UD	Death is only the Beginning		Special	A	Inst	Attribute Spell cast when a non-Attribute non-Bound Spell of type Augment is successfully cast and augmented. Same target as trigger spell. Target Raises the Res value of the R&F models of the unit in HP. Or a Character in the unit Recovers its Res value in HP. No more than 2 HP per phase for Characters and models with Towering Presence
VC	Arise!	4+/8+ 11+	18"/6"A 12"A	A	Inst	Either the R&F part of target Raises its Res value in HP, either one Character within target Recovers its Res value in HP. Models with Towering Presence cannot Recover more than 2 HP per phase
WDG	Hellfire	6+/10+	18"	Da*, Di, H	Inst	Target suffers (2D3) {2D6} hits Str 6, AP 0, Magical. *Can target enemy in base contact with Caster's Front Facing

DH Battle Runes

Battle Runes are Bound Spells with Power Level (5/8). If taken by a Runic Smith they have Range 12", and if taken by an Anvil of Power they have Range 36".

BATTLE RUNES	Rune of Revocation	5/8	12"/36"	U	OneT	The effects of all other spells with duration One Turn affecting the target immediately come to an end. In addition, the next successfully cast enemy spell which targets the unit, including Aura and Attribute Spells, is auto. dispelled
	Rune of Reckoning	5/8	12"/36"	A	OneT	Target must reroll failed to-hit rolls with its CC Attacks
	Rune of Oaths	5/8	12"/36"	A	OneT	Target must reroll failed to-wound rolls with its Melee Attacks
	Rune of Resolve	5/8	12"/36"	A	Inst	Target may perform a 6" Magical Move
	Rune of Gleaming	5/8	12"/36"	A	OneT	Target gains Distracting and Hard Target (1)
	Rune of Resilience	5/8	12"/36"	A	OneT	All to-wound rolls against the target suffer a -1 modifier