

THE IX AGE

FANTASY BATTLES

Arcane Compendium

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The 9th Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are considered part of the Core Rules of T9A and should be available for use in any game. All rules and feedback can be found and given at: the-ninth-age.com.

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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

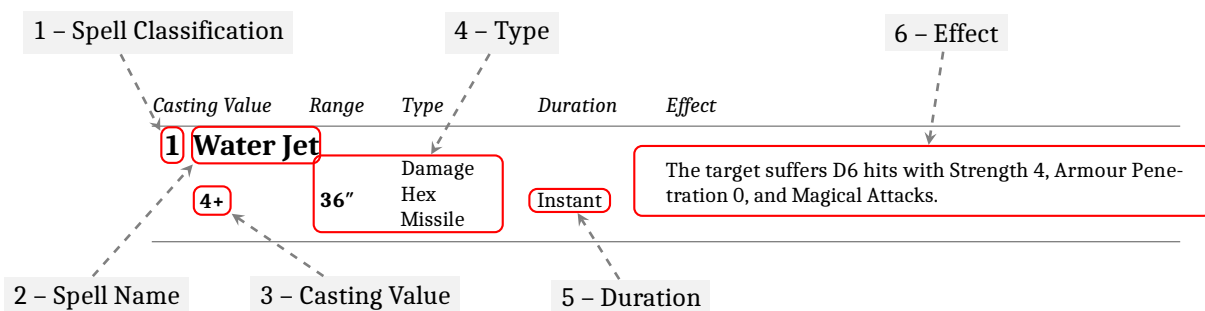
The spell type describes how the spell’s targets have to be chosen.

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 any effects affecting the Caster, including Special Items, Model Rules, other spell effects, or similar abilities, 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

The player who chose their Deployment Zone must select spells for their Wizards first. Afterwards, their opponent selects spells for their Wizards. All Magic Paths can be found below. Hereditary Spells can be found in the corresponding Army Books.

- **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**.
- **Wizard Conclave**: the Champion of a unit with Wizard Conclave is a Wizard Adept and gains +1 Health Point in addition to the normal Attack Value increase associated with being a Champion. This Champion may select up to two spells from predetermined spells given in the unit entry. This overrides the Spell Selection rules for Wizard Adepts.

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. Spell duration is not affected by the Caster being removed as a casualty or leaving the Battlefield, unless specifically stated otherwise.

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

<i>Casting Value</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
A Alchemical Fire				
	18"	Hex	One Turn	The target gains Flammable (against Melee Attacks).
1 Quicksilver Lash				
7+	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 Armour of the model that the hit is distributed onto". A natural '6' always wounds and a natural '1' always fails to wound.
2 Word of Iron				
<5+> {10+}	<24"> {18"}	Augment	One Turn	The target gains <+1> {+2} Armour.
3 Glory of Gold				
8+	18"	Augment	One Turn	The target gains +1 Armour Penetration, Flaming Attacks, and Magical Attacks.
4 Silver Spike				
<6+> {8+}	<18"> {36"}	Damage Hex Missile	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1×5).
5 Corruption of Tin				
8+	36"	Hex	Permanent	The target suffers -1 Armour.
6 Molten Copper				
7+	24"	Damage Hex Missile	Instant	The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the Armour of the model that the hit is distributed onto.



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			
Augment	One Turn	5+	24"
Hex			
The target gains +2 Offensive Skill and has its weapons' Aim improved by 1.			
The target suffers -2 Offensive Skill and has its weapons' Aim worsened by 1.			
2 Truth of Time			
Augment	One Turn	6+	24"
Hex			
The target gains +2" Advance Rate and +2 Agility.			
The target suffers -2" Advance Rate, to a minimum of 3", and -2 Agility, to a minimum of 1.			
3 Ice and Fire			
Damage	Instant	8+	24"
Hex			
Missile			
Hex			
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.			
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			
Augment	One Turn	8+	24"
Hex			
The target gains +1 Strength and +1 Armour Penetration.			
The target suffers -1 Strength and -1 Armour Penetration.			
5 Unity in Divergence			
Augment	One Turn	9+	24"
Direct			
Damage	Instant		
Hex			
All models in the target unit gain Aegis (5+) .			
The target suffers 1 hit with Area Attack (6×6), Strength 3, Armour Penetration 0, and Magical Attacks.			
6 Touch the Heart			
Augment	Instant	7+	24"
Hex			
Missile			
Hex			
The target Recovers 1 Health Point.			
The target suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.			





Divination

The Conclave: Spells from Divination gain +3" range for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

Casting Value	Range	Type	Duration	Effect
A Guiding Light	12"	Augment	One Turn	Units with all models affected by the spell gain Minimised (Discipline Tests). 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 Mirror of the Veil <7+> {10+}	<18"> {6" Aura}	Universal	One Turn	The target gains Magic Resistance (3) that is also applied to friendly spells.



Druidism

Ley Lines: Instead of measuring the range of Druidism spells from the Caster as normal, it can be measured from any Forest, Water, or Hill Terrain Feature on the Battlefield. If so, the range is **set** to 6". In addition, if the target is in contact with one or more Terrain Features that are Forest, Water, or Hill Terrain Features, the spell's Casting Value is reduced by 1.

Casting Value	Range	Type	Duration	Effect
<p>When resolving the spell, choose one of the following effects:</p> <ul style="list-style-type: none"> Recover 1 Health Point of a Character in the target unit. Raise 4 Health Points of Standard Height R&F models without Tall in the unit. Raise 2 Health Points of any other models in the unit. 				
1 Fountain of Youth 5+	12"	Augment	Instant	
2 Entwining Roots <5+> {8+}	18"	Hex	One Turn	The target suffers <-1> {-2} Offensive Skill, <-1> {-2} Defensive Skill, and <-1> {-2} to hit with Shooting Attacks.
3 Healing Waters 8+	18"	Augment	One Turn	The target gains Fortitude (6+) and Fortitude (+1, max 3+).
4 Master of Earth <7+> {8+}	<6"> {18"}	Damage Hex	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
5 Stone Skin 9+	18"	Augment	One Turn	Natural to-wound rolls of '1', '2', '3', and '4' with Melee Attacks against the target are always considered failed.
<p>When resolving the spell, choose one of the following effects for each friendly unit within 3" of the target point:</p> <ul style="list-style-type: none"> Recover 1 Health Point of a Character in the target unit. Raise 4 Health Points of Standard Height R&F models without Tall in the unit. Raise 2 Health Points of any other models in the unit. 				
6 Summer Growth 11+	12"	Ground	Instant	



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 Ancestral Aid <6+> {7+}	<12"> {18"}	Augment	One Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
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 Spectral Blades <6+> {9+}	18"	Augment	One Turn	The target must reroll failed to-wound rolls with its Melee Attacks {and gains Lethal Strike}.
5 Touch of the Reaper <7+> {9+}	<24"> {18"}	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 Discipline of the model that the hit is distributed onto instead of its Resilience.
6 Danse Macabre <6+> {9+}	<18"> {9" Aura}	Augment	Instant	The target may perform a <12"> {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 a friendly unengaged unit within 24" or the Caster's unit. A unit may only be chosen once per phase. The chosen unit suffers X hits that wound automatically with 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 {6+} {9+}	{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"»
2 {6+} {8+}	{Caster} {12"}	{Augment Focused}	One Turn	The target «, all models in its unit when the spell is cast, and Raised models in the unit» gain Aegis (6+ and Aegis (+1, max 3+). {This spell may only target Characters, Champions, and single model units.}
3 6+	24"	Hex	Permanent	The target suffers -1 Offensive Skill and -1 Defensive Skill. «The Caster gains +1 Offensive Skill and +1 Defensive Skill.»
4 {5+} {6+}	{24"} {12" Aura}	{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.»
5 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 11+	18"	Damage Direct Hex	Instant	The target suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. «If the target is within 12" of the Caster, 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 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
1_{rep} Fireball	36"	Damage Hex Missile	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks
2 Cloak of Cinders <7+> {9+}	18"	Augment	One Turn	Melee {and Ranged} Attacks against the target suffer -1 to wound.
3 Flaming Swords <8+> <18"> {11+} {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+> <24"> {10+} {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 9+ 24"		Damage Direct Hex	Instant	The target suffers 1 hit with Area Attack (6×6), Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.



Shamanism

Casting Value	Range	Type	Duration	Effect
A Scarification				
	Caster		One Turn	Natural to-wound rolls of '1', '2', '3', and '4' with Melee Attacks against the target are always considered failed.
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, Pursuit, or Overrun Move.
3 Savage Fury				
{5+} {8+}	{12"} {24"}	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				
{9+} {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				
{9+} {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 40x40 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





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. Roll once for the number of hits and once for the Strength and apply the rolled Strength value to all hits.
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 5+	24"	Hex	One Turn	The target must take a Discipline Test: <ul style="list-style-type: none"> If the test is passed, the target gains Fearless. If the test is failed, the target becomes Shaken.
4 Cleansing Fire <5+> {8+}	<Caster> {18"}	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: <ul style="list-style-type: none"> If 1-3 is rolled, nothing happens. If 4-6 is rolled, each unit within 2D6" 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 (for all other rules, the Caster is considered to be the attacker). The spell then ends.
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	If this spell targets a friendly unit, the target gains +1" Advance Rate and +2" March Rate. 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. A unit cannot be affected by this spell more than twice in the same Magic Phase.
1 Raven's Wing <7+> {9+}	18"	Augment	Instant	The target may perform an <8"> {12"} Magical Move and gains Fly and Light Troops until the end of the Player Turn. In addition, the target loses Scoring until the start of the next friendly Magic Phase.
2 Deceptive Glamour <5+> {8+}	24"	Hex	One Turn	The target suffers <-1> {-2} Offensive Skill, <-1> {-2} Defensive Skill, and <-1> {-2} Agility.
3 Twisted Effigy <6+> {8+}	36"	Hex	One Turn	The target cannot use Shooting Attacks {and suffers a -2 modifier to its casting rolls}.
4 The Wheel Turns <6+> {8+}	18"	Universal	One Turn	Natural <to-hit> {to-wound} rolls of: • '1', '2', and '3' with Melee Attacks against the target are always considered failed. • '4', '5', and '6' with Melee Attacks against the target are always considered successful.
5 Will-o'-the-Wisp 8+	18"	Universal	One Turn	Choose which effect to apply when casting the spell: • The target gains Random Movement (2D6") • The target gains Random Movement (3D6")
6 Bewitching Glare <8+> {12+}	18"	Hex	One Turn	Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.

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. In case of Multipart Models, these upgrades can only be bought for the model part with a Special Item allowance.

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 Close Combat Weapon (including a Hand Weapon) must use it when performing Close Combat Attacks if able to do so.
- A model armed with an enchanted Shooting Weapon must use it when performing a Shooting Attack if able to do so.

- Attacks made with an enchanted weapon become **Magical Attacks**.

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).

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

Hero's Heart 50 pts

Enchantment: Hand Weapon and Paired Weapons.
The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon **always** have at least Strength 5 and at least Armour Penetration 2.

King Slayer 50 pts

Enchantment: Close Combat Weapon.
The wielder gains +X Attack Value while using this weapon, and attacks made with this weapon gain +X Strength and +X Armour Penetration, 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.

Touch of Greatness 45 pts

Enchantment: Close Combat Weapon.
Attacks made with this weapon gain +1 Strength and +1 Armour Penetration. 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).

Eldritch Inscriptions 40 pts

Enchantment: Close Combat Weapon.
Failed to-wound rolls from attacks made with this weapon **must** be rerolled.

Shield Breaker 35 pts

Enchantment: Close Combat Weapon.
Attacks made with this weapon gain +6 Armour Penetration, and can **never** wound on natural to-wound rolls of '1' and '2'.

Cleansing Light 25 pts

Enchantment: Close Combat Weapon.
At the start of each Round of Combat, the wielder may choose to have attacks made with this weapon become **Divine Attacks** and **Flaming Attacks**. The effects last until the end of the Round of Combat.

Supernatural Dexterity 20 pts

Enchantment: Close Combat Weapon.
The wielder gains +2 Offensive Skill and +2 Agility while using this weapon.

Armour Enchantments

Death Cheater 90 pts

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

Destiny's Call 70 pts

Cannot be taken by Large Constructs or models with Towering Presence.
Enchantment: Suit of Armour.
The wearer gains **Aegis (4+)**. In addition, its Armour is **set** to 3 and can **never** 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 the reroll from Dusk Forged is failed, the bearer automatically fails any Special Save against that wound.

Essence of Mithril 50 pts

Cannot be taken by Large Constructs or models with Towering Presence.
Enchantment: Suit of Armour.
The wearer's Armour is **set** to 5 and can **never** be improved beyond this.

Basalt Infusion 40 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 30 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.

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" with the following restrictions:

- Characters cannot voluntarily leave the bearer's unit.
- The bearer's unit cannot perform any Shooting Attacks.
- Only a single Banner of the Relentless Company may be activated during the same phase.

The effects last until the end of the Player Turn.

Flaming Standard 40 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.

Stalker's Standard 35 pts

0–3 per Army.

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

Banner of Discipline 25 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.

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.

Legion Standard 10 pts

0–3 per Army.

A unit with one Legion Standard increases its maximum 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 its maximum Rank Bonus by 2 instead.

Artefacts

Binding Scroll 65 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.

Book of Arcane Mastery 50 pts

Dominant. Wizard Apprentices and Adepts only.

The bearer knows one additional Learned Spell that it selects from the Learned Spells 1, 2, 3, and 4 of its chosen Path. In addition, the bearer cannot cast the Hereditary Spell.

Magical Heirloom 50 pts

Dominant. Wizards only.

The bearer gains the Hereditary Spell during Spell Selection, **always** knows it 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)**.

Crystal Ball 45 pts

Dominant.

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

Crown of the Wizard King 40 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 Special Items nor any other upgrades that are restricted to Wizards (or any types of Wizards).

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).

Essence of a Free Mind 35 pts

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.

Rod of Battle 35 pts

The bearer can cast a Bound Spell, Power Level (4/8): Type: Augment. Range 18". Duration: One Turn.

The target gains +1 to hit with its Close Combat Attacks.

Crown of Autocracy 30 pts

Cannot be taken by models with Not a Leader.

The model gains **Commanding Presence (3", max. 3")**. If the model has another instance of Commanding Presence, it gains **Commanding Presence (+3", max. 18")** instead.

Obsidian Rock 30 pts

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

Ranger's Boots 30 pts

Standard Height Infantry 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".

Dragonfire Gem 20 pts

The bearer gains **Aegis (3+, against Flaming Attacks)**. The bearer automatically fails all Fortitude Saves.

Dragon Staff 20 pts

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

Lightning Vambraces 20 pts

The bearer can cast *Hand of Heaven* (Thaumaturgy) as a Bound Spell with Power Level (4/8).

Potion of Swiftess 20 pts

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