



## ALCHEMY

### A ALCHEMICAL FIRE

Range 18”	One Turn
Hex	

The target gains Flammable (against Melee Attacks).

*By some means of secret and mystic arts, they summoned clouds of the sparkling white powder which clung uncannily to skin, cloth, leather, and metal alike, the flames seeming to seek it out.*



## ALCHEMY

### 1 QUICKSILVER LASH

7+	Range 24”	Instant
	Hex	
	Missile	
	Damage	

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.

*The greatest skill of the highborn mages is that their spells can render the very protections we craft into our own undoing.*



## ALCHEMY

### 2 WORD OF IRON

*5+*	Augment	One Turn
[10+]	*Range 24”*	
	[Range 18”]	

The target gains +1\*/[+2] Armour.

*I have commanded the spirit of iron to lend its strength to you, now go, you need not fear blade or bow, kill in my name.*



## ALCHEMY

### 3 GLORY OF GOLD

8+	Range 18”	One Turn
	Augment	

The target gains +1 Armour Penetration, Flaming Attacks, and Magical Attacks.

*Pride of place amongst all metals is held by gold, whose power and majesty can be felt even by those unskilled in magic. The greatest of alchemists can call on its grace to imbue allies with a measure of its authority. Illuminated by its halo of power, their weapons take on a nimbus of enchanted flames.*



## ALCHEMY

### 4 SILVER SPIKE

*6+*	Hex	Instant
[8+]	Missile	
	Damage	
	*Range 18”*	
	[Range 36”]	

The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1×5).

*The silver spike is said to be able to damage the soul as much as the body, should its victim not be pure of heart, and who among the countless souls in this world are pure...*



## ALCHEMY

### 5 CORRUPTION OF TIN

8+	Range 36”	Permanent
	Hex	

The target suffers -1 Armour.

*Armour holds no sway over the Magus’ art, we render even the strongest breastplate and the best wrought mail fallible, yielding even to the attacks of our slaves.*



## ALCHEMY

### 6 MOLTEN COPPER

7+	Range 24”	Instant
	Hex	
	Missile	
	Damage	

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.

*With a wave of splayed hands, and eldritch incantation, a spray of molten copper, dripping hot, found purchase in even the smallest of cracks in armour, scalding and burning flesh.*

ALCHEMY



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COSMOLOGY

### 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.

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COSMOLOGY

### 1 ALTERED SIGHT

☉ 5+ Range 24"  
Augment One Turn

The target gains **+2** Offensive Skill, and has its weapons' Aim **improved** by 1.

∞ 5+ Range 24"  
Hex One Turn

The target suffers **-2** Offensive Skill, and has its weapons' Aim **worsened** by 1.

*Mist obscured our sight, but parted for them at will  
— until we put a crossbow bolt in the witch.*

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COSMOLOGY

### 2 TRUTH OF TIME

☉ 6+ Range 24"  
Augment One Turn

The target gains **+2** Advance Rate and **+2** Agility.

∞ 6+ Range 24"  
Hex One Turn

The target suffers **-2** Advance Rate, to a minimum of **3**", and **-2** Agility, to a minimum of **1**.

*The forest seemed to conspire against us, speeding  
their advance and delaying our retreat.*

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COSMOLOGY

### 3 ICE AND FIRE

☉ 8+ Range 24"  
Hex Missile Instant  
Damage

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.

∞ 8+ Range 24"  
Hex Missile Instant  
Damage

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.

*The chill of Chaos to freeze grasping hands to the  
bone, or the beat of Cosmos to scorch flesh.*

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COSMOLOGY

### 4 PERCEPTION OF STRENGTH

☉ 8+ Range 24"  
Augment One Turn

The target gains **+1** Strength and **+1** Armour Penetration.

∞ 8+ Range 24"  
Hex One Turn

The target suffers **-1** Strength and **-1** Armour Penetration.

*Some feel themselves strong, others weak. Our  
name is Dread; to us all are the same - inferior.*

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COSMOLOGY

### 5 UNITY IN DIVERGENCE

☉ 9+ Range 24"  
Augment One Turn

All models in the target unit **gain Aegis (5+)**.

∞ 9+ Range 24"  
Hex Direct Instant  
Damage

The target suffers **1** hit with Area Attack (**6x6**), Strength **3**, Armour Penetration **0**, and Magical Attacks.

*Their mage held their ship together with one hand,  
while the other tore shards from our hull.*

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COSMOLOGY

### 6 TOUCH THE HEART

☉ 7+ Range 24"  
Focused Augment Instant

The target **Recovers** **1** Health Point.

∞ 7+ Range 24"  
Focused Hex Instant  
Missile Damage

The target suffers **1 hit that wounds automatically** with Armour Penetration **10** and Magical Attacks.

*I may reach out my hand and infuse the heart with  
fresh life — or clench my fist and feel it stop.*

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## DIVINATION

### A GUIDING LIGHT

Range 12"	One Turn
Augment	

Units with all models affected by the spell gain Minimised Roll (Discipline Tests). A unit cannot be affected by this spell more than once per Magic Phase.

*We had the elves beaten, driven back to the shore. Suddenly the glow of a fiery bird washed over them, and they held against us for another hour.*

#### 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. The 9th Age — Arcane Compendium — 2nd edition, 2023



## DIVINATION

### 1 KNOW THINE ENEMY

*7+*	Augment	One Turn
[12+]	*Range 18"* [Range 6"] [Aura]	

The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.

*I believed myself a brave man until those daemons knew every weakness we had, even the names of our wives and children.*

#### 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. The 9th Age — Arcane Compendium — 2nd edition, 2023



## DIVINATION

### 2 FATE'S JUDGEMENT

*5+*	Range 18"	Instant
[9+]	Hex Missile Damage	

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).

*Our grandfathers first cut a path through the forest by axe. Forty years later and their curses felled us swifter than any woodsman.*

#### 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. The 9th Age — Arcane Compendium — 2nd edition, 2023



## DIVINATION

### 3 SCRYING

*7+*	Augment	One Turn
[12+]	*Range 18"* [Range 6"] [Aura]	

The target gains Distracting and Hard Target (1).

*We sent assassins at their Lord, to find his guards waiting. He shouldn't have known!*

#### 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. The 9th Age — Arcane Compendium — 2nd edition, 2023



## DIVINATION

### 4 THE STARS ALIGN

*8+*	Augment	One Turn
[12+]	*Range 18"* [Range 6"] [Aura]	

The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat \*and Shooting\* Attacks.

*Their toadish wizard lifted its arms to the sky, and the stars seemed to move at its command. Beneath those glittering points, their weapons gleamed with that same light.*

#### 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. The 9th Age — Arcane Compendium — 2nd edition, 2023



## DIVINATION

### 5 UNERRING STRIKE

*9+*	Range 18"	Instant
[12+]	Hex Missile Damage	

The target suffers 2D6 [with Maximised Roll] hits that wound on 4+ with Armour Penetration 1, Divine Attacks, and Magical Attacks.

*We took cover from their handguns in a stone building. The bolts of their wizard weren't stopped though, they pierced the smallest gaps in the walls and cut us down.*

#### 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. The 9th Age — Arcane Compendium — 2nd edition, 2023



## DIVINATION

### 6 MIRROR OF THE VEIL

*7+*	Universal	One Turn
[10+]	*Range 18"* [Range 6"] [Aura]	

The target gains Magic Resistance (3) that is also applied to friendly spells.

*I'll never know what our sergeant saw that day, but he shook in his saddle, eyes focused on a point in the distance, while the enemy marched past our position. A career soldier, but those enchanter's did a number on his head.*

#### 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. The 9th Age — Arcane Compendium — 2nd edition, 2023

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## DRUIDISM

### 1 FOUNTAIN OF YOUTH

5+	Range 12" Augment	Instant
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When resolving the spell, choose one of the following effects:

- 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.

*Actually, my lord, it's not difficult to find a Fountain of Youth. But unless you've got a druid in your employ the water will be entirely useless.*

**Lay 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 **not** 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.

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## DRUIDISM

### 2 ENTWINING ROOTS

*5+*	Range 18" Hex	One Turn
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The target suffers \*-1\*/[-2] Offensive Skill, \*-1\*/[-2] Defensive Skill, and \*-1\*/[-2] to hit with Shooting Attacks.

*I shouted the order to charge, but no sooner had I left our woodland cover than I found myself flat on my face, boat caught in a vine materialised from thin air. Soon we were fighting not just the enemy but the earth itself.*

**Lay 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 **not** 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.

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## DRUIDISM

### 3 HEALING WATERS

8+	Range 18" Augment	One Turn
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The target gains Fortitude (6+) and Fortitude (+1, max 3+).

*As a sapling recovers from the roughest storm, I saw them heal from fatal wounds in seconds. What was so unnerving was the watery sheen that seemed to glisten from their bodies.*

**Lay 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 **not** 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.

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## DRUIDISM

### 4 MASTER OF EARTH

*7+*	Hex Damage *Range 6"* [Range 18"]	Instant
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The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.

*We locked shields and put our backs to the cliff to guard our rear. We hadn't thought that the mountain itself would suddenly shift.*

**Lay 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 **not** 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.

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## DRUIDISM

### 5 STONE SKIN

9+	Range 18" Augment	One Turn
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Natural to-wound rolls of '1', '2', '3', and '4' with Melee Attacks against the target are **always** considered failed.

*Yet somehow it didn't feel scary or unnatural. A rocky layer covering my entire body and yet I could move with the same ease as ever - like I had been born a gargoye!*

**Lay 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 **not** 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.

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## DRUIDISM

### 6 SUMMER GROWTH

11+	Range 12" Ground	Instant
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When resolving the spell, choose one of the following effects for each friendly unit within 3" of the target point:

- 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.

*The hooded figure moved tenderly among the warriors, his face hidden but for a long grey beard. His feet crunched the snow, his breath fogged the air. And yet I felt like I was on the farm in August, with the warm sun on my back. Where the hooded one passed, the men grew quiet as miraculous, fresh life filled their veins.*

**Lay 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 **not** 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.

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## EVOCATION

### 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.

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## EVOCATION

### 1 ANCESTRAL AID

*6+*	Augment	One Turn
[7+]	*Range 12’’*	
	[Range 18’’]	

The target must reroll failed to-hit rolls with its Close Combat Attacks.

*She was a poor duellist a few minutes earlier, but then, suddenly, her hand was possessed by a blue light, and her attacks started to be quicker and more lethal than ever.*

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## EVOCATION

### 2 WHISPERS OF THE VEIL

8+	Range 24’’	One Turn
	Hex	

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.

*I've never seen something like that. An old, decrepit creature in front of a dozen veterans. He talked a few unintelligible words, and all of them ran away, screaming in pain, like an assassin chased by the ghosts of his victims.*

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## EVOCATION

### 3 HASTEN THE HOUR

*7+*	Hex	Instant
[10+]	Direct	
	Damage	
	*Range 24’’*	
	[Range 18’’]	

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.

*I will never forget our Knight Commander fall, dozens of years passing on his face in mere seconds, until only ashes remained.*

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## EVOCATION

### 4 SPECTRAL BLADES

*6+*	Range 18’’	One Turn
[9+]	Augment	

The target must reroll failed to-wound rolls with its Melee Attacks [and gains Lethal Strike].

*A crackling violet energy surrounded the hammer and the successive blows seemed to deform the armours of our chivalry like clay under the bands of a potter.*

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## EVOCATION

### 5 TOUCH OF THE REAPER

*7+*	Hex	Instant
[9+]	Direct	
	Damage	
	*Range 24’’*	
	[Range 18’’]	
	[Focused]	
	[Missile]	

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.

*The sorcerer raised his hand, vibrating an obscure word. Our commander, clad in his plate armour, started to scream inhumanly, until his body crashed on the ground, with his armour still untouched by the enemy.*

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## EVOCATION

### 6 DANSE MACABRE

*6+*	Augment	Instant
[9+]	*Range 18’’*	
	[Range 9’’]	
	[Aura]	

The target may perform an \*12’’\*/[6’’] Magical Move and gains Ghost Step during this move.

*It wasn't a dream, my Lord. I've seen it! They disappeared, and they suddenly appeared on our flank, like they were transferred by the spirits themselves!*

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## 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 hits

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 as {amplified}.

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## OCCULTISM

### 1 BREATH OF CORRUPTION

	Focused	
*6+*	*Caster*	One Turn
[9+]	[Range 12”]	
	[Augment]	

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”.}

*Can't get a sane word out of them, sir. They keep rocking back and forth and babbling about "it came from his mouth".*

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## OCCULTISM

### 2 HAND OF GLORY

	*Caster*	
*6+*	[Range 12”]	One Turn
[8+]	[Augment]	
	[Focused]	

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.]

*I had thought the pickled horror was nothing but decoration until it began to writhe on the chain around her neck.*

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## OCCULTISM

### 3 THE ROT WITHIN

6+	Range 24”	Permanent
	Hex	

The target suffers -1 Offensive Skill and -1 Defensive Skill.  
{The Caster gains +1 Offensive Skill and +1 Defensive Skill.}

*It spreads with grotesque speed, a torment beyond description. May Sunna protect you from practitioners of the Hidden Art; I would not wish it on the blackest soul in Hell.*

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## OCCULTISM

### 4 PENTAGRAM OF PAIN

	*Range 24”*	
*5+*	*Hex*	Instant
[6+]	[Range 12”]	
	[Aura]	
	[Universal]	

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.}

*I must inform you that Lady Henrietta was found dead this morning. Her face was twisted in agony and the mark of a five-pointed star was seared into the flagstones where she lay.*

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## OCCULTISM

### 5 MARKED FOR DOOM

	Range 24”	
9+	Hex	Instant
	Direct	
	Damage	

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.}

*When our Queen broke their shield wall, it raised its arms and her majesty suddenly screamed, and just... dissolved. There's no other way to describe it. All that was left was a puddle of black slime. What kind of power can do that to a person?!*

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## OCCULTISM

### 6 THE GRAVE CALLS

	Range 18”	
11+	Hex	Instant
	Direct	
	Damage	

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.}

*“The enemy is routed! Now, men of Equitaine! One final push! Let us destroy- Gentlemen. Halt. It has been a true honour to fight alongside you. Now is time for us to die.” Those were his final words. Then they lay themselves atop the bodies of the slain and fell asleep.*

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## PYROMANCY

### A BLAZE

Range 24"	
Hex	Instant
Missile	
Damage	

The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.

*Suddenly a sphere of incandescent flames, lighting up the ranks hiding the sorcerer, moved quickly against the unit on our right. Fire burned flesh, bones and steel, with men screaming everywhere and abandoning the battle order.*



## PYROMANCY

### 1 FIREBALL

<b>1</b>	Range 36"	
<i>rep</i>	Hex	Instant
4+	Missile	
	Damage	

The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.



## PYROMANCY

### 2 CLOAK OF CINDERS

*7+*	Range 18"	One Turn
[9+]	Augment	

Melee [and Ranged] Attacks against the target suffer -1 to wound.

*After the insidious greenskins started to unleash their wild attacks, out of the corner of my eye I saw a light, like a small, subtle flame burning in the eye of our magical comrade, and a cascade of heavy sparks assaulted the enemy.*



## PYROMANCY

### 3 FLAMING SWORDS

*8+*	Augment	One Turn
[11+]	*Range 18"*	
	[Range 6"]	
	[Aura]	

The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.

*She touched the axe of her preferred hero. From her index finger small tongues of fire wrapped up the blade of the axe, which started to turn red and smoulder like a living torch.*



## PYROMANCY

### 4 PYROCLASTIC FLOW

*7+*	Hex	Instant
[10+]	Missile	
	Damage	
	*Range 24"*	
	[Range 12"]	

The target suffers \*2D6\*/[3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

*It was an unstoppable flow of flaming rocks, smoke, and ash. Incandescent and implacable: an unbelievable spurt of fire in different forms coming from nowhere and melting our knights. They didn't even have the chance to scream the horror of such a death.*



## PYROMANCY

### 5 SCORCHING SALVO

8+	Range 24"	Instant
	Aura	
	Hex	
	Damage	

The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

*I didn't know that young magician was able to cast such a rain of flaming bolts, so violent as to stop the charge of the enemy, penetrating their armour and burning them to ashes from the inside.*



## PYROMANCY

### 6 ENVELOPING EMBERS

9+	Range 24"	Instant
	Hex	
	Direct	
	Damage	

The target suffers 1 hit with Area Attack (6×6), Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

*Burning ashes enveloped our ranks, and started burning on the flesh of those without armour. The horrible smell of burned flesh filled the battlefield, etching the dangers of magical fires in our minds.*

PYROMANCY



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PYROMANCY



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PYROMANCY



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## SHAMANISM

### 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.

*The scars on his skin hardened and turned a blue like stone. When my lance struck home, it broke like waves do on sea stones.*

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## SHAMANISM

### 1 AWAKEN THE BEAST

\*6+\* Range 18"  
[7+] Augment One Turn

The target gains \*+1 Strength and +1 Armour Penetration\*/[+1 Resilience].

*With a roar which threatened to break the sky, the ancient creature summoned great power. His ghouls made short work of our company after that evil.*

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## SHAMANISM

### 2 SWARM OF INSECTS

Hex  
Missile Damage Permanent  
\*5+\* [8+] \*Range 24"\*  
[Range 48"]

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.

*Yes I ran, damn you, one moment everything was fine, then the next I was covered with wriggling horror.*

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## SHAMANISM

### 3 SAVAGE FURY

\*5+\* Universal  
[8+] \*Range 12"\* One Turn  
[Range 24"]

The target gains Battle Focus, Fearless, and Frenzy.

*I bestow the rage of the Blood Stag unto thee! Lay waste to the trespassers!*

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## SHAMANISM

### 4 CHILLING HOWL

\*6+\* Range 36"  
[10+] 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*].

*The wolf's howl, a reminder that hunter can easily become hunted.*

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## SHAMANISM

### 5 TOTEMIC SUMMON

\*9+\* Range 96"  
[12+] Ground Instant

Summon a Totemic Beast (profile below). It must be placed within \*1"/[10"] of the Board Edge.

*All seemed lost, then the Damsel finished her prayer. From legend to life, the creature answered, with a call like a thousand hounds, and came to our rescue.*

Totemic Beast		Large, Beast, 40x40mm			
Global	Adv	Mar	Dis	Model Rules	
	3D6	-	7	Fearless, Random Movement (3D6")	
Defensive	HP	Def	Res	Arm	Defensive Rules
	3	3	5	0	
Offensive	Att	Off	Str	AP	Agil
	4	3	5	2	3

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## SHAMANISM

### 6 BREAK THE SPIRIT

Hex  
\*9+\* \*Range 18"\* One Turn  
[11+] [Range 36"]

The target suffers a -1 to-hit modifier and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).

*The rats swarmed us, they were everywhere, spoiling our shots and tripping any who strayed too far. Then, just like that, they were gone in the blink of an eye.*

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SHAMANISM



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## THAUMATURGY

### 1 HAND OF HEAVEN

*5+*	Range 24"	
[8+]	Hex Missile Damage	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.

*The voice of the spellcaster was deep and powerful: as he raised his hand against the enemy, the will of his god manifested as a powerful lightning strike against our ranks.*

#### 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.*

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## THAUMATURGY

### 2 SMITE THE UNBELIEVER

*6+*	Range 24"	
[9+]	Hex	One Turn

\*Immediately after successfully casting this spell, roll a D6.\*

[Choose which effect to apply when casting the spell.]

- \*If 1-3 is rolled,\* the target suffers -1 Resilience.
- \*If 4-6 is rolled,\* the target suffers -1 Strength and -1 Armour Penetration.

*The ogre was repeating the same sound dozens of time, I heard him, like a low pitched grunt: the more he repeated that sound, the more our soldiers seemed to become weaker and weaker.*

#### 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.*

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## THAUMATURGY

### 3 SPEAKING IN TONGUES

5+	Range 24"	
	Hex	One Turn

The target must take a Discipline Test:

- If the test is passed, the target gains Fearless.
- If the test is failed, the target becomes Shaken.

*It was a nightmare, impossible to explain: we were not only fighting against abominations, we were even rendered unable to understand each other. Madness waits for men in the Wasteland.*

#### 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.*

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## THAUMATURGY

### 4 CLEANSING FIRE

*5+*	Focused	
[8+]	*Caster*	One Turn
	[Range 18"]	
	[Augment]	

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.]

*When you witness a little greenhide dancing frantically it's hard not to stop fighting and laugh: it's like looking at a jester. But that jester killed my comrades with his foul breath!*

#### 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.*

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## THAUMATURGY

### 5 WRATH OF GOD

12+	Range 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, 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.

*An unspeakable horror, like an invisible, gargantuan foot stomping an entire unit of our marksmen at the order of the orc sorcerer, leaving a footprint of blood and mashed human flesh and entrails. We were lost then, but for the comet Sunna sent crashing on our foes in our hour of need.*

#### 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.*

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## THAUMATURGY

### 6 TRIAL OF FAITH

	Hex	
	Direct	
	Damage	
*7+*	*Range 24"*	Instant
[10+]	[Range 18"]	
	[Focused]	
	[Missile]	

The Caster rolls D3+1 and the target 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.

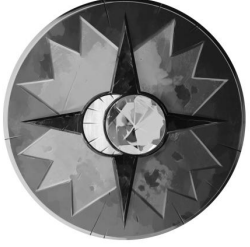
*I felt her touch on my soul. I perceived the power of her murderous gods clashing against my faith and my will. I felt them carving my essence, leaving me clinging to life and faith by a thread.*

#### 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.*

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THAUMATURGY



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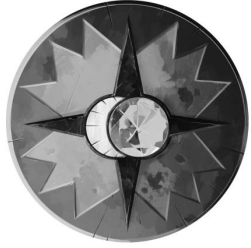
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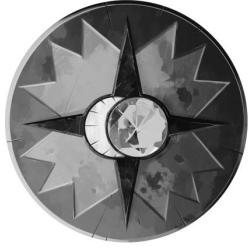
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## WITCHCRAFT

### A EVIL EYE

Range 24"	One Turn
Universal	

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.

*Her glare was unbending, gaze piercing, like a cat eyeing a mouse, pinning my Lord with it, and I knew there would be no escaping the vampire's machinations.*

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## WITCHCRAFT

### 1 RAVEN'S WING

*7+*	Range 18"	Instant
[9+]	Augment	

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.

*The Oracles have found a way to bind their familiars, and through its eyes find the hidden ways, the spaces between. Dread Prince, with these spells our forces can cross great spans with a single set, and catch our enemies unaware.*

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## WITCHCRAFT

### 2 DECEPTIVE GLAMOUR

*5+*	Range 24"	One Turn
[8+]	Hex	

The target suffers \*-1\*/[-2] Offensive Skill, \*-1\*/[-2] Defensive Skill, and \*-1\*/[-2] Agility.

*The spells you will weave around you will lie to them, and ensnare them. Captivated by greed or fear, moved to distraction or doubt, they will not be able to touch you, this is how the swarm endures, young one.*

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## WITCHCRAFT

### 3 TWISTED EFFIGY

*6+*	Range 36"	One Turn
[8+]	Hex	

The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].

*It was the damndest thing, one moment I was aiming at the capering goblin, the very next, all I could see is my daughter playing in that field. I knew it was a trick, somehow, but I couldn't pull the trigger all the same.*

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## WITCHCRAFT

### 4 THE WHEEL TURNS

*6+*	Range 18"	One Turn
[8+]	Universal	

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.

*The teachings of Madzhab tell us that chance favours no one. The swift can lose the run, the strong can lose the battle, and the charming can be spurned. The great wheel can be spun in your favour, or at least, for favour to turn its sight away from your enemies, Magus.*

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## WITCHCRAFT

### 5 WILL-O'-THE-WISP

8+	Range 18"	One Turn
	Universal	

Choose which effect to apply when casting the spell:

- The target gains Random Movement (2D6")
- The target gains Random Movement (3D6")

*Enchanted lights or spirits that beguile the unwary, a clever witch can use them to vex and prod, but must be careful in their use, for they are capricious. Learn well these secrets my young apprentice.*

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## WITCHCRAFT

### 6 BEWITCHING GLARE

*8+*	Range 18"	One Turn
[12+]	Hex	

Melee [and Shooting ]Attacks against the target **must** reroll failed to-wound rolls.

*Just as daemons can pin a man with their fears, so too can they pull them with their desires. Lust for gold or flesh, need of hunger or thirst, they will make you come to them, believing the lies in your eyes. Not because they are true, but because you want them to be true.*

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WITCHCRAFT



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## HEREDITARY SPELL

### **H FROSTBITE**

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*5+*	Range 24"	One Turn
[8+]	Universal	

---

If this spell targets a friendly unit, the target gains +1 Armour.


If this spell targets an enemy unit, the target suffers -1 Armour.

[This spell may target two units instead of one (declare the additional target before the Casting Attempt).]

HEREDITARY SPELL



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 TOTEMS**B BLACK WING TOTEM**

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4/8	*Caster's unit* [Range 18"] [Augment]	One Turn
-----	---------------------------------------------	----------

---

A unit with all models affected by the spell gains +3 Agility and Devastating Charge (+D3+1" Adv).



*Unit champions always use the \*basic version\* of this Bound Spell. Characters always use the [Boosted version].*  
The Ninth Age — Beast Herds — 2nd edition, 2023

 TOTEMS**B BLOODED HORN TOTEM**

---

4/8	*Caster's unit* [Range 18"] [Augment]	One Turn
-----	---------------------------------------------	----------

---

The target gains +1 Attack Value, and its Close Combat Attacks gain +2 Armour Penetration.



*Unit champions always use the \*basic version\* of this Bound Spell. Characters always use the [Boosted version].*  
The Ninth Age — Beast Herds — 2nd edition, 2023

 TOTEMS**B CLOUDED EYE TOTEM**

---

4/8	*Caster's unit* [Range 18"] [Augment]	One Turn
-----	---------------------------------------------	----------

---

A unit with all models affected by the spell gains Hard Target (1) and Magic Resistance (3).



*Unit champions always use the \*basic version\* of this Bound Spell. Characters always use the [Boosted version].*  
The Ninth Age — Beast Herds — 2nd edition, 2023

 TOTEMS**B GNARLED HIDE TOTEM**

---

4/8	*Caster's unit* [Range 18"] [Augment]	One Turn
-----	---------------------------------------------	----------

---

The target gains +1 Armour and Distracting.



*Unit champions always use the \*basic version\* of this Bound Spell. Characters always use the [Boosted version].*  
The Ninth Age — Beast Herds — 2nd edition, 2023

 HEREDITARY SPELL**H ECHOES OF THE DARK FOREST**

---

*6+*	Augment *Range 18"* [8+] [Range 36"]	One Turn
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The target gains **Fear** and **Fearless**. The target may perform an 8" Magical Move.

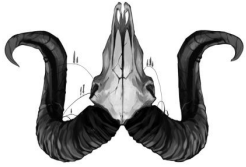
*Spirits raise from the (dark) ground surrounding the beasts. As those unearthly (dark) spirits bowl the hearts of the weaker (not so dark) being shake and break. Ooh so Dark! Dark!*

HEREDITARY SPELL



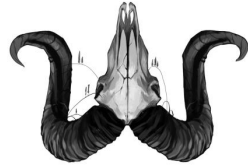
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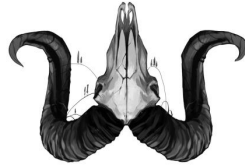
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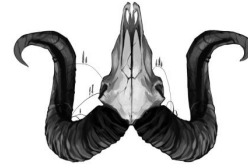
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## HEREDITARY SPELL

### **H** **SPEAR OF INFINITY**

*rep*

---

4+	Range 24"	Instant
	Hex	
	Missile	
	Damage	

---

The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1×5), and [Multiple Wounds (2)].

The hits from *Spear of Infinity* gain +1 Strength for each other non-Attribute Spell successfully cast in this Magic Phase (including other instances of *Spear of Infinity*).

HEREDITARY SPELL



THE IX AGE  
FANTASY BATTLES



## EVOCATION

### 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.

The 9th Age — Arcane Compendium — 2nd edition, 2023



## EVOCATION

### B SPECTRAL BLADES

4/8      Range 18"  
Augment      One Turn

The target must reroll failed to-wound rolls with its Melee Attacks.

*A crackling violet energy surrounded the hammer and the successive blows seemed to deform the armours of our chivalry like clay under the hands of a potter.*



*This Bound Spell is contained in  
Ceinran's Scales (Dread Elves artefact).*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## HEREDITARY SPELL

### H CURSE OF THE PHANTOM QUEEN

8+      Caster      One Turn

You gain one Veil Token that is not removed when the spell ends. When an enemy unit inflicts one or more Health Point losses on a friendly unit within 18" of the Caster, you may discard Veil Tokens from your Veil Token pool. A maximum of two Veil Tokens may be discarded each phase for this purpose. For every discarded Veil Token, the enemy unit immediately suffers 3 hits with Strength 4, Armour Penetration 2, and Magical Attacks. These hits are considered Ranged Attacks.

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## RUNECRAFT

### B RUNE OF GLEAMING

5/8	Augment	One Turn
	*Caster's unit* [Range 18"] {Range 36"}	

The target gains Distracting and Hard Target (1).



*The different versions of this spell may be cast by \*the Runic Standard of Wisdom\*, {Anvils of Power} or {other characters}.*

The Ninth Age — Dwarven Holds — 2nd edition, 2023



## RUNECRAFT

### B RUNE OF OATHS

5/8	Augment	One Turn
	*Caster's unit* [Range 18"] {Range 36"}	

The target **must** reroll failed to-wound rolls with its Melee Attacks.



*The different versions of this spell may be cast by \*the Runic Standard of Wisdom\*, {Anvils of Power} or {other characters}.*

The Ninth Age — Dwarven Holds — 2nd edition, 2023



## RUNECRAFT

### B RUNE OF RECKONING

5/8	Augment	One Turn
	*Caster's unit* [Range 18"] {Range 36"}	

The target **must** reroll failed to-hit rolls with its Close Combat Attacks.



*The different versions of this spell may be cast by \*the Runic Standard of Wisdom\*, {Anvils of Power} or {other characters}.*

The Ninth Age — Dwarven Holds — 2nd edition, 2023



## RUNECRAFT

### B RUNE OF RESILIENCE

5/8	Augment	One Turn
	*Caster's unit* [Range 18"] {Range 36"}	

All to-wound rolls against the target suffer a -1 modifier. Multiple instances of Rune of Resilience do not stack.



*The different versions of this spell may be cast by \*the Runic Standard of Wisdom\*, {Anvils of Power} or {other characters}.*

The Ninth Age — Dwarven Holds — 2nd edition, 2023



## RUNECRAFT

### B RUNE OF RESOLVE

5/8	Augment	Instant
	*Caster's unit* [Range 18"] {Range 36"}	

The target may perform an 8" Magical Move and gains Light Troops until the end of the Player Turn. In addition, the target loses Scoring until the start of the next friendly Magic Phase.



*The different versions of this spell may be cast by \*the Runic Standard of Wisdom\*, {Anvils of Power} or {other characters}.*

The Ninth Age — Dwarven Holds — 2nd edition, 2023



## RUNECRAFT

### B RUNE OF REVOCATION

5/8	Universal	One Turn
	*Caster's unit* [Range 18"] {Range 36"}	

All other spells with duration One Turn for which the target of the Rune of Revocation or a model or model part inside that unit was the spells' target immediately come to an end (note that if any of these spells had more than one target, their effects also end for these targets). In addition, the next successfully cast enemy spell which targets the unit or a model or model part inside that unit, including Aura spells and Attribute Spells, is automatically dispelled (this is an exception to the Spell Casting Sequence and to the rule that Attribute Spells cannot be dispelled).



*The different versions of this spell may be cast by \*the Runic Standard of Wisdom\*, {Anvils of Power} or {other characters}.*

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RUNECRAFT



RUNECRAFT



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## THAUMATURGY

### **B** HAND OF HEAVEN

	Range 24"	
5/8	Hex Missile Damage	Instant

The target suffers D6 hits with Strength D6, Armour Penetration 2, and Magical Attacks. Roll once for the number of hits and once for the Strength and apply the rolled Strength value to all hits.

*The voice of the spellcaster was deep and powerful: as he raised his hand against the enemy, the will of his god manifested as a powerful lightning strike against our ranks.*



*This Bound Spell is known by Imps Standard Bearers that have chosen it (Daemon Legions Core unit).*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## HEREDITARY SPELL

### **H** SPEAR OF INFINITY

	Range 24"	
4+	Hex Missile Damage	Instant

The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1×5), Magical Attacks, and [Multiple Wounds (2)]. The hits from *Spear of Infinity* gain +1 Strength for each other non-Attribute Spell successfully cast in this Magic Phase (including other instances of *Spear of Infinity*).

The Ninth Age — Daemon Legions — 2nd edition, 2023



## HEREDITARY SPELL

### **B** SPEAR OF INFINITY

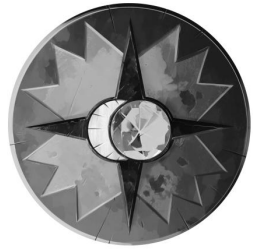
	Range 24"	
5/8	Hex Missile Damage	Instant

The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1×5), Magical Attacks, and [Multiple Wounds (2)]. The hits from *Spear of Infinity* gain +1 Strength for each other non-Attribute Spell successfully cast in this Magic Phase (including other instances of *Spear of Infinity*).



*This Bound Spell is known by Imps Standard Bearers that have chosen it (Daemon Legions Core unit).*

The Ninth Age — Daemon Legions — 2nd edition, 2023



THE IX AGE  
FANTASY BATTLES

THAUMATURGY



THE IX AGE  
FANTASY BATTLES

HEREDITARY SPELL



THE IX AGE  
FANTASY BATTLES

HEREDITARY SPELL



## ALCHEMY

### A ALCHEMICAL FIRE

Range 18"  
Hex One Turn

The target gains Flammable (against Melee Attacks).

*By some means of secret and mystic arts, they summoned clouds of the sparkling white powder which clung uncannily to skin, cloth, leather, and metal alike, the flames seeming to seek it out.*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## ALCHEMY

### B GLORY OF GOLD

4/8 Range 18"  
Augment One Turn

The target gains +1 Armour Penetration, Flaming Attacks, and Magical Attacks.

*Pride of place amongst all metals is held by gold, whose power and majesty can be felt even by those unskilled in magic. The greatest of alchemists can call on its grace to imbue allies with a measure of its authority. Illuminated by its halo of power, their weapons take on a nimbus of enchanted flames.*



*This Bound Spell is contained in the Exemplar's Flame (Empire of Sonnstahl artefact).*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## BLESSINGS

### B SUNNA'S BLESSING

4/8 Augment  
\*Caster's unit\* [Range 8"]  
[Aura] One Turn

The target gains **Flaming Attacks**. All enemy units in base contact with one or more targets of this spell when the spell is cast suffer D6 hits with Strength 4, Armour Penetration 1, **Flaming Attacks**, and **Magical Attacks**.



*A model mounted on an Altar of Battle uses the (Boosted version) of this Bound Spell. All other models use the \*basic version\*.*

The Ninth Age — Empire of Sonnstahl — 2nd edition, 2023



## BLESSINGS

### B ULLOR'S BLESSING

4/8 Augment  
\*Caster's unit\* [Range 8"]  
[Aura] One Turn

The target gains **Aegis (5+, against Melee Attacks)**.



*A model mounted on an Altar of Battle uses the (Boosted version) of this Bound Spell. All other models use the \*basic version\*.*

The Ninth Age — Empire of Sonnstahl — 2nd edition, 2023



## BLESSINGS

### B VOLUND'S BLESSING

4/8 Augment  
\*Caster's unit\* [Range 8"]  
[Aura] One Turn

The target's failed to-wound rolls with Melee Attacks **must** be rerolled.



*A model mounted on an Altar of Battle uses the (Boosted version) of this Bound Spell. All other models use the \*basic version\*.*

The Ninth Age — Empire of Sonnstahl — 2nd edition, 2023



## COSMOLOGY

### B ICE AND FIRE

4/8 Range 24"  
Hex Missile Damage  
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.

4/8 Range 24"  
Hex Missile Damage  
Instant

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.

*The chill of Chaos to freeze grasping hands to the bone, or the heat of Cosmos to scorch flesh.*



*This Bound Spell is available to Arcane Engines with the Foresight upgrade (Empire of Sonnstahl).*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## COSMOLOGY

### B PERCEPTION OF STRENGTH

4/8 Range 24"  
Augment One Turn

The target gains +1 Strength and +1 Armour Penetration.

4/8 Range 24"  
Hex One Turn

The target suffers -1 Strength and -1 Armour Penetration.

*Some feel themselves strong, others weak. Our name is Dread; to us all are the same - inferior.*



*This Bound Spell is available to Arcane Engines with the Arcane Shield upgrade (Empire of Sonnstahl).*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## DIVINATION

### A GUIDING LIGHT

Range 12"  
Augment One Turn

Units with all models affected by the spell gain Minimised Roll (Discipline Tests). A unit cannot be affected by this spell more than once per Magic Phase.

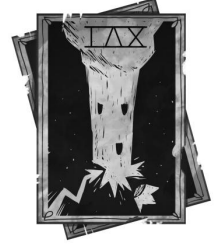
*We had the elves beaten, driven back to the shore. Suddenly the glow of a fiery bird washed over them, and they held against us for another hour.*

**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.*

The 9th Age — Arcane Compendium — 2nd edition, 2023

DIVINATION



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BLESSINGS



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COSMOLOGY



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BLESSINGS



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COSMOLOGY



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ALCHEMY



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BLESSINGS



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ALCHEMY



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## DIVINATION

### **B** UNERRING STRIKE

---

	Range 18"	
4/8	Hex Missile Damage	Instant

---

The target suffers 2D6 hits that wound on 4+ with Armour Penetration 1, Divine Attacks, and Magical Attacks.

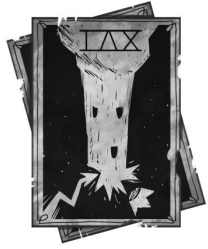
*We took cover from their handguns in a stone building. The bolts of their wizard weren't stopped though, they pierced the smallest gaps in the walls and cut us down.*



*This Bound Spell is available to models mounted on an Altar of Battle (Empire of Sonnstab).*

The 9th Age — Arcane Compendium — 2nd edition, 2023

DIVINATION



THE IX AGE  
FANTASY BATTLES



## BOUND MAGIC

### **B** DRAIN MAGIC

4/8	Range 18" Universal	Instant
-----	------------------------	---------

All spells with duration One Turn for which the target of Drain Magic or a model or model part inside that unit was the spells' target immediately come to an end (note that if any of these spells had more than one target, their effects also end for these targets).



*This Bound Spell is known by Asfad Scholars (Honour available to Highborn Elves Mages).*

The Ninth Age — Highborn Elves — 2nd edition, 2023



## HEREDITARY SPELL

### **H** FAVOUR OF MELADYS

10+	Caster	One Turn
-----	--------	----------

You gain one Veil Token that is not removed when the spell ends.

When a friendly unit within 18" of the Caster suffers a wound before Special Saves, you may discard a Veil Token from your Veil Token pool and apply the following rules instead:

- No Special Save can be taken.
- If the attack causing the wound has Multiple Wounds, it inflicts one wound less than usual. Otherwise, the wound is ignored. For Standard Infantry, up to 2 wounds are ignored per token provided they are suffered simultaneously. A maximum of two Veil Tokens may be discarded each phase for this purpose. Characters and models with Towering Presence can only ignore a single wound this way per phase.

*As the swirl of melee unfolds, the control that the Highborn Elf masters of spell craft exert on the battlefield leaves many an enemy dumbfounded, seemingly distorting and warping the reality itself. An elf they clearly saw impaled on their spear now sidesteps it, delivering a death blow he himself evaded. Sigils prepared in advance make a powerful tool in the hands of a wizard skilled in their usage, and there are none more adept at the fine art of sigilry than the Highborn masters of magical art.*

The Ninth Age — Highborn Elves — 2nd edition, 2023



BOUND MAGIC

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HEREDITARY SPELL

THE IX AGE  
FANTASY BATTLES



## HEREDITARY SPELL

### **H CHAINS OF PRIDE**

---

*5+*	Range 18"	
[9+]	*Augment*	One Turn
	[Hex]	

---

The target gains **Unstable** and **Fearless**.  
[Targets with Supernal cannot take Break Tests.]

HEREDITARY SPELL



THE IX AGE  
FANTASY BATTLES



## ALCHEMY

### A ALCHEMICAL FIRE

Range 18”	One Turn
Hex	

The target gains Flammable (against Melee Attacks).

*By some means of secret and mystic arts, they summoned clouds of the sparkling white powder which clung uncannily to skin, cloth, leather, and metal alike, the flames seeming to seek it out.*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## ALCHEMY

### 2 WORD OF IRON

*5+*	Augment	One Turn
[10+]	*Range 24”*	
	[Range 18”]	

The target gains \*+1\*/[+2] Armour.

*I have commanded the spirit of iron to lend its strength to you, now go, you need not fear blade or bow, kill in my name.*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## ALCHEMY

### B GLORY OF GOLD

4/8	Range 18”	One Turn
	Augment	

The target gains +1 Armour Penetration, Flaming Attacks, and Magical Attacks.

*Pride of place amongst all metals is held by gold, whose power and majesty can be felt even by those unskilled in magic. The greatest of alchemists can call on its grace to imbue allies with a measure of its authority. Illuminated by its halo of power, their weapons take on a nimbus of enchanted flames.*



*This Bound Spell is contained in the Golden Idol of Shamut (Infernal Dwarves Artefact).*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## OCCULTISM

### 1 BREATH OF CORRUPTION

*6+*	Focused	One Turn
[9+]	*Caster*	
	[Range 12”]	
	[Augment]	

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”.}

*Can't get a sane word out of them, sir. They keep rocking back and forth and babbling about "it came from his mouth".*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## PYROMANCY

### A BLAZE

Range 24”	Instant
Hex	
Missile	
Damage	

The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.

*Suddenly a sphere of incandescent flames, lighting up the ranks hiding the sorcerer, moved quickly against the unit on our right. Fire burned flesh, bones and steel, with men screaming everywhere and abandoning the battle order.*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## PYROMANCY

### 3 FLAMING SWORDS

*8+*	Augment	One Turn
[11+]	*Range 18”*	
	[Range 6”]	
	[Aura]	

The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.

*She touched the axe of her preferred hero. From her index finger small tongues of fire wrapped up the blade of the axe, which started to turn red and smoulder like a living torch.*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## WITCHCRAFT

### A EVIL EYE

Range 24”	One Turn
Universal	

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.

*Her glare was unbending, gaze piercing, like a cat eyeing a mouse, pinning my Lord with it, and I knew there would be no escaping the vampire's machinations.*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## WITCHCRAFT

### 2 DECEPTIVE GLAMOUR

*5+*	Range 24”	One Turn
[8+]	Hex	

The target suffers \*-1\*/[-2] Offensive Skill, \*-1\*/[-2] Defensive Skill, and \*-1\*/[-2] Agility.

*The spells you will weave around you will lie to them, and ensnare them. Captivated by greed or fear, moved to distraction or doubt, they will not be able to touch you, this is how the swarm endures, young one.*

The 9th Age — Arcane Compendium — 2nd edition, 2023

PYROMANCY



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PYROMANCY



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WITCHCRAFT



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WITCHCRAFT



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OCCULTISM



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## HEREDITARY SPELL

### **H** CURSE OF NEZIBKESH

---

*6+*	Hex	One Turn
[7+]	*Range 36** [Range 18**]	

---

The target gains one Incendiary marker that is not removed when the spell ends. In addition, the target suffers -1 Offensive Skill and Defensive Skill [and an additional -1 for every Incendiary marker on the target (if the number of markers changes, so will the modifier)], up to a maximum of -3.

HEREDITARY SPELL



THE IX AGE  
FANTASY BATTLES



## HEREDITARY SPELL

### **H BREATH OF THE LADY**

---

7+                  Caster                  Instant

---

Add two Blessing Tokens to your Blessing Token pool.

*As the damsel speaks to the sacred places of Equitaine, a soft breeze blows around the defenders of the Kingdom, graciously tilting the scales of the battle in favour of the chivalrous knights in shiny armour.*



## HEREDITARY SPELL

### **B BREATH OF THE LADY**

---

4/8                  Caster                  Instant

---

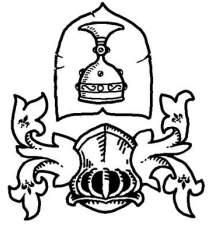
Add two Blessing Tokens to your Blessing Token pool.

*As the damsel speaks to the sacred places of Equitaine, a soft breeze blows around the defenders of the Kingdom, graciously tilting the scales of the battle in favour of the chivalrous knights in shiny armour.*



*This Bound Spell is contained in the Relic Shroud (Kingdom of Equitaine Banner Enchantment).*

HEREDITARY SPELL



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HEREDITARY SPELL



THE IX AGE  
FANTASY BATTLES



## HEREDITARY SPELL

### **H BREATH OF THE STEPPE**

---

*6+*	Ground	One Turn
[8+]	*Range 36** [Range 18**]	

---

Place a round Tornado Marker with a 3" diameter with its centre on the target point. The Tornado Marker **must** be placed more than 1" away from any unit. The marker is considered Covering Terrain for units inside and/or behind them that contributes to \*Soft\*/[Hard] Cover. The Tornado Marker is Dangerous Terrain (\*2\*/[3]), even for models with Strider.

HEREDITARY SPELL



THE IX AGE  
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## SHAMANISM

### 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.

*The scars on his skin hardened and turned a hue like stone. When my lance struck home, it broke like waves do on sea stones.*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## SHAMANISM

### B TOTEMIC SUMMON

4/8 Range 96"  
Ground Instant

Summon a Totemic Beast (profile below). It must be placed within 1" of the Board Edge.

*All seemed lost, then the Damsel finished her prayer. From legend to life, the creature answered, with a call like a thousand bounds, and came to our rescue.*

Totemic Beast		Large, Beast, 40×40mm			
Global	Adv	Mar	Dis	Model Rules	
	3D6	-	7	Fearless, Random Movement (3D6")	
Defensive	HP	Def	Res	Arm	Defensive Rules
	3	3	5	0	
Offensive	Att	Off	Str	AP	Agi
	4	3	5	2	3



*This Bound Spell is contained in the Monster Munch (Artefact of the Orcs and Goblins).*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## HEREDITARY SPELL

### H GUILLE AND FURY

8+ Range 18"  
Augment One Turn

Cannot be cast by Goblin Witches. The target gains **+1** to hit, and its Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are **increased** by 1".

8+ Range 18"  
Hex One Turn

Cannot be cast by Orc Shamans. The target suffers **-1** to hit, and its Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are **reduced by 1"**.

The Ninth Age — Orcs and Goblins — 2nd edition, 2023a1



## HEREDITARY SPELL

### B GUILLE AND FURY

4/8 Range 18"  
Augment One Turn

Cannot be cast by Goblin Witches. The target gains **+1** to hit, and its Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are **increased** by 1".

4/8 Range 18"  
Hex One Turn

Cannot be cast by Orc Shamans. The target suffers **-1** to hit, and its Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are **reduced by 1"**.



*This Bound Spell is available to Great Green Idols (Orcs and Goblins special unit).*

The Ninth Age — Orcs and Goblins — 2nd edition, 2023a1

SHAMANISM



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SHAMANISM



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HEREDITARY SPELL



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HEREDITARY SPELL



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## PYROMANCY

### A BLAZE

Range 24"	
Hex	Instant
Missile	
Damage	

The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.

*Suddenly a sphere of incandescent flames, lighting up the ranks hiding the sorcerer, moved quickly against the unit on our right. Fire burned flesh, bones and steel, with men screaming everywhere and abandoning the battle order.*



## PYROMANCY

### B FIREBALL

4/8	Range 36"	Instant
	Hex	
	Missile	
	Damage	

The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.



*This Bound Spell can be cast by Ogre Khans characters that have the Firebrand Big Name.*



## SHAMANISM

### 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.

*The scars on his skin hardened and turned a hue like stone. When my lance struck home, it broke like waves do on sea stones.*



## SHAMANISM

### B CHILLING HOWL

4/8	Range 36"	One Turn
	Hex	

All units within 6" of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting Attacks.

*The wolf's howl, a reminder that hunter can easily become hunted.*



*This Bound Spell is available to Frost Mammoths (Ogre Khans).*



## HEREDITARY SPELL

### H CHILDREN OF UMI

*6+*	Range 18"	One Turn
[8+]	Augment	

All Melee Attacks against the target suffer -1 to wound.  
[In addition, all Shamans in the target unit gain +1 Resilience.]

HEREDITARY SPELL



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PYROMANCY



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PYROMANCY



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SHAMANISM



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SHAMANISM



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FANTASY BATTLES



## ALCHEMY

### A ALCHEMICAL FIRE

Range 18"	One Turn
Hex	

The target gains Flammable (against Melee Attacks).

*By some means of secret and mystic arts, they summoned clouds of the sparkling white powder which clung uncannily to skin, cloth, leather, and metal alike, the flames seeming to seek it out.*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## ALCHEMY

### B MOLTEN COPPER

4/8	Range 24"	Instant
	Hex	
	Missile	
	Damage	

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.

*With a wave of splayed hands, and eldritch incantation, a spray of molten copper, dripping hot, found purchase in even the smallest of cracks in armour, scalding and burning flesh.*



*This Bound Spell can be cast by models with the Carved Wisdom Hodwab Device (Saurian Ancients).*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## DIVINATION

### A GUIDING LIGHT

Range 12"	One Turn
Augment	

Units with all models affected by the spell gain Minimised Roll (Discipline Tests). A unit cannot be affected by this spell more than once per Magic Phase.

*We had the elves beaten, driven back to the shore. Suddenly the glow of a fiery bird washed over them, and they held against us for another hour.*

#### 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.*  
The 9th Age — Arcane Compendium — 2nd edition, 2023



## DIVINATION

### B FATE'S JUDGEMENT

4/8	Range 18"	Instant
	Hex	
	Missile	
	Damage	

The target suffers D3 hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

*Our grandfathers first cut a path through the forest by axe. Forty years later and their curses felled us swifter than any woodsman.*



*This Bound Spell can be cast by models with the Carved Wisdom Hodwab Device (Saurian Ancients).*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## DRUIDISM

### B MASTER OF EARTH

4/8	Range 6"	Instant
	Hex	
	Damage	

The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.

*We locked shields and put our backs to the cliff to guard our rear. We hadn't thought that the mountain itself would suddenly shift.*



*This Bound Spell can be cast by models with the Carved Wisdom Hodwab Device (Saurian Ancients).*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## EVOCATION

### 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.

The 9th Age — Arcane Compendium — 2nd edition, 2023



## EVOCATION

### B TOUCH OF THE REAPER

4/8	Range 24"	Instant
	Hex	
	Direct	
	Damage	

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.

*The sorcerer raised his hand, vibrating an obscure word. Our commander, clad in his plate armour, started to scream inhumanly, until his body crashed on the ground, with his armour still untouched by the enemy.*



*This Bound Spell can be cast by models with the Carved Wisdom Hodwab Device (Saurian Ancients).*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## SHAMANISM

### 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.

*The scars on his skin hardened and turned a hue like stone. When my lance struck home, it broke like waves do on sea stones.*

The 9th Age — Arcane Compendium — 2nd edition, 2023

DRUIDISM



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EVOCATION



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ALCHEMY



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DIVINATION



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DIVINATION



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## SHAMANISM

### **B** SWARM OF INSECTS

	Range 24"	
4/8	Hex Missile Damage	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.

*Yes I ran, damn you, one moment everything was fine, then the next I was covered with wriggling horror.*



*This Bound Spell can be cast by models with the Carved Wisdom Hodwab Device (Saurian Ancients).*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## HEREDITARY SPELL

### **H** LIFE FINDS A WAY

*6+*	Range 24"	One Turn
[8+]	[Hex]	

The target suffers -1 to wound \*and gains Fortitude (5+). Models that have another instance of Fortitude gain Fortitude (+2, max. 3+) instead\*.

The Ninth Age — Saurian Ancients — 2nd edition, 2023a2

SHAMANISM



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HEREDITARY SPELL



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## HEREDITARY SPELL

### **H FOREST EMBRACE**

---

*4+*	Range 18"	One Turn
[7+]	Augment	

---

Place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker 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).

[Enemy units in base contact with the target must reroll natural to-hit rolls of '6'.]

HEREDITARY SPELL



THE IX AGE  
FANTASY BATTLES



## BOUND MAGIC

### B PHATEP'S CURSE

6/6	Range 36" Hex Damage	Instant
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The target **must** take a Discipline Test rolling an additional D6. If failed, the target suffers a number of hits equal to the amount by which the test was failed. Hits are resolved with Armour Penetration 10 and wound automatically.



*This spell is contained in Caskets of Phatep (Undying Dynasties).*

The Ninth Age — Undying Dynasties — 2nd edition, 2023



## COSMOLOGY

### B ICE AND FIRE

4/8	Range 24" Hex Missile Damage	Instant
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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.

4/8	Range 24" Hex Missile Damage	Instant
-----	---------------------------------------	---------

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.

*The chill of Chaos to freeze grasping hands to the bone, or the heat of Cosmos to scorch flesh.*



*This Bound Spell is available to a Colossus equipped with Scales of Destiny (Undying Dynasties).*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## DIVINATION

### A GUIDING LIGHT

Range 12" Augment	One Turn
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Units with all models affected by the spell gain Minimised Roll (Discipline Tests). A unit cannot be affected by this spell more than once per Magic Phase.

*We had the elves beaten, driven back to the shore. Suddenly the glow of a fiery bird washed over them, and they held against us for another hour.*

#### 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.*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## DIVINATION

### B FATE'S JUDGEMENT

4/8	Range 18" Hex Missile Damage	Instant
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The target suffers D3 hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

*Our grandfathers first cut a path through the forest by axe. Forty years later and their curses filled us swifter than any woodsman.*



*This Bound Spell is available to a Colossus equipped with Scales of Destiny (Undying Dynasties).*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## HEREDITARY SPELL

### A DEATH IS ONLY THE BEGINNING

Augment *Range: Special* {Range 18"}	Instant
--------------------------------------------	---------

When resolving the spell, choose one of the following effects:

- The R&F part of the target Raises a number of Health Points equal to its Resurrected value.
  - Up to one Character within the target Recovers a number of Health Points equal to its Resurrected value.
- Characters and models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.

\*The spell targets a single unit that was the target of the spell that triggered *Death is Only the Beginning*.\*  
{The alternative version can be cast by the Hierophant only (and only if not cast as a Bound Spell).}



*At step 1 of each Casting, Attempts of a Learned Spell of the Augment with a Death Call Hierarch, the caster may increase the Casting Value by 2. If the spell is successfully cast, the Death Call Hierarch may cast Death is Only the Beginning as an Alternative Spell in addition to any other Alternative Spell (regardless of whether the initial spell's Casting Value was increased). Death is Only the Beginning may target a unit containing one or more models with Ensouled Statue only if the initial spell's Casting Value was increased.*

The Ninth Age — Undying Dynasties — 2nd edition, 2023



## HEREDITARY SPELL

### B DEATH IS ONLY THE BEGINNING

4/8	Range 12" Aura Augment	Instant
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When resolving the spell, choose one of the following effects:

- The R&F part of the target Raises a number of Health Points equal to its Resurrected value.
- Up to one Character within the target Recovers a number of Health Points equal to its Resurrected value.

Characters and models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.

The spell may target units containing one or more models with Ensouled Statue.



*This Bound Spell is contained in the Book of the Dead (Undying Dynasties).*

The Ninth Age — Undying Dynasties — 2nd edition, 2023

HEREDITARY SPELL



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HEREDITARY SPELL



THE IX AGE  
FANTASY BATTLES

BOUND MAGIC



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COSMOLOGY



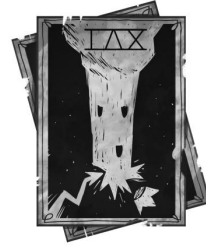
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DIVINATION



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DIVINATION



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## BOUND MAGIC

### **B** THE DEAD ARISE

4/8	Range 12" Ground	Instant
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Summon a Skeletons or Zombies unit (declare which before casting) with a number of Health Points corresponding to the Reanimated value of the unit. All models **must** be placed within the spell's Range, with at least one model touching the target point. All upgrades except Command Group Options are allowed. The unit loses Scoring.



*This Bound Spell is known by the General of a Vampire Covenant army.*

The Ninth Age — Vampire Covenant — 2nd edition, 2023



## EVOCATION

### **A** EVOCATION OF SOULS

		Instant
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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.



## EVOCATION

### **B** DANSE MACABRE

4/8	Range 18" Augment	Instant
-----	----------------------	---------

The target may perform an 12" Magical Move and gains Ghost Step during this move.

*It wasn't a dream, my Lord. I've seen it! They disappeared, and they suddenly appeared on our flank, like they were transferred by the spirits themselves!*



*This Bound Spell is contained in the Unholy Tome (Vampire Covenant Artefact).*

The Ninth Age — Arcane Compendium — 2nd edition, 2023



## OCCULTISM

### **B** PENTAGRAM OF PAIN

4/8	Range 24" Hex	Instant
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The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.

*I must inform you that Lady Henrietta was found dead this morning. Her face was twisted in agony and the mark of a five-pointed star was seared into the flagstones where she lay.*



*This Bound Spell is available to Altars of Undeath (Vampire Covenant).*

The Ninth Age — Arcane Compendium — 2nd edition, 2023



## HEREDITARY SPELL

### **H** ARISE! *rep*

	Augment	
*4+*	*Range 18"	
[8+]	[Range 6"]	Instant
{11+}	{Aura}	
	{Range 12"}	
	{Aura}	

When resolving the spell, choose one of the following effects for each target:

- The R&F part of the target Raises a number of Health Points equal to its Reanimated value.
- Up to one Character within the target Recovers a number of Health Points equal to its Reanimated value.

Models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.

The Ninth Age — Vampire Covenant — 2nd edition, 2023



## HEREDITARY SPELL

### **B** ARISE!

4/8	Range 6" Aura Augment	Instant
-----	-----------------------------	---------

When resolving the spell, choose one of the following effects for each target:

- The R&F part of the target Raises a number of Health Points equal to its Reanimated value.
  - Up to one Character within the target Recovers a number of Health Points equal to its Reanimated value.
- Models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.



*This Bound Spell is contained in the Necromantic Staff (Vampire Covenant Artefact).*

The Ninth Age — Vampire Covenant — 2nd edition, 2023

HEREDITARY SPELL



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EVOCATION



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## HEREDITARY SPELL

### H THE AWAKENED SWARM

*4+*	Hex	Instant
[6+]	*Range 12** [Range 18**]	

The range of this spell can be measured from the Caster or from the centre of any friendly Tunnel Marker on the Battlefield. The target suffers 2D6 hits with Strength 2 and Armour Penetration 1. Any unit that suffers one or more hits from The Awakened Swarm must take a March Test in its next Movement Phase. If the target is Engaged in Combat, the hits are distributed according to the rules for Callous.

The Ninth Age — The Vermin Swarm — 2nd edition, 2023b2



## HEREDITARY SPELL

### B PENTAGRAM OF PAIN

4/8	Range 24** Hex	Instant
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The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. The number of hits may be rerolled against targets that are touching a Water Terrain Feature.

*I must inform you that Lady Henrietta was found dead this morning. Her face was twisted in agony and the mark of a five-pointed star was seared into the flagstones where she lay.*



*This Bound Spell is contained in the Tome of the Ratking (Artefact of The Vermin Swarm).*

The 9th Age — Arcane Compendium — 2nd edition, 2023

HEREDITARY SPELL



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HEREDITARY SPELL



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FANTASY BATTLES



## EVOCATION

### 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.

The 9th Age — Arcane Compendium — 2nd edition, 2023



## EVOCATION

### B SPECTRAL BLADES

4/8 Caster's unit One Turn

The target must reroll failed to-wound rolls with its Melee Attacks.

*A crackling violet energy surrounded the hammer and the successive blows seemed to deform the armours of our chivalry like clay under the hands of a potter.*



*This spell can be cast by a Chosen Lord who has been named Dark Prelate by the Dark Gods.*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## OCCULTISM

### B HAND OF GLORY

4/8 Caster's unit One Turn

The target and all models in its unit when the spell is cast gain Aegis (6+) **and** Aegis (+1, max 3+).

*I had thought the pickled horror was nothing but decoration until it began to writhe on the chain around her neck.*



*This spell can be cast by a Chosen Lord who has been named Dark Prelate by the Dark Gods.*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## HEREDITARY SPELL

### H HELLFIRE

Range 18"  
\*6+\* Hex Instant  
[10+] Direct  
Damage

The target suffers \*2D3\*/[2D6] hits with Strength 6, Armour Penetration 0, and Magical Attacks.

This spell can target enemy units Engaged and in base contact with the Caster's Front Facing.

*We could see him from across the field, an unworldly aura coalescing around him. The very fabric of the world seemed to flee from his advance. Then, with a sudden gesture of his clawed hands, the air around us started to crack and split. What vomited forth from that unboly place melted men and armour alike. I could hear his mad cackles spewing out from the tear in the veil... it haunts my dreams.*

The Ninth Age — Warriors of the Dark Gods — 2nd edition, 2023



## HEREDITARY SPELL

### B HELLFIRE

Range 18"  
4/8 Hex Instant  
Direct  
Damage

The target suffers 2D3 hits with Strength 6, Armour Penetration 0, and Magical Attacks.

This spell can target enemy units Engaged and in base contact with the Caster's Front Facing.

*We could see him from across the field, an unworldly aura coalescing around him. The very fabric of the world seemed to flee from his advance. Then, with a sudden gesture of his clawed hands, the air around us started to crack and split. What vomited forth from that unboly place melted men and armour alike. I could hear his mad cackles spewing out from the tear in the veil... it haunts my dreams.*



*This Bound Spell is contained in the Icon of the Infinite (Warriors of the Dark Gods Banner Enchantment).*

The Ninth Age — Warriors of the Dark Gods — 2nd edition, 2023

HEREDITARY SPELL



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EVOCATION



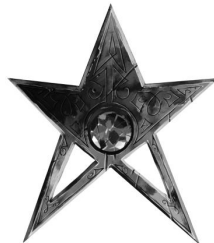
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EVOCATION



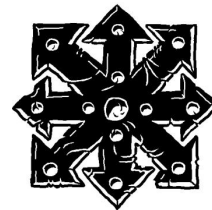
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OCCULTISM



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HEREDITARY SPELL



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## BOUND MAGIC

### **B** ROD OF BATTLE

4/8	Range 18" Augment	One Turn
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The target gains +1 to hit with its Close Combat Attacks.

*This Bound Spell is contained in the Rod of Battle (common Artefact).*

The 9th Age — Arcane Compendium — 2nd edition, 2023



## THAUMATURGY

### **B** HAND OF HEAVEN

4/8	Range 24" Hex Missile Damage	Instant
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The target suffers D6 hits with Strength D6, Armour Penetration 2, and Magical Attacks. Roll once for the number of hits and once for the Strength and apply the rolled Strength value to all hits.

*The voice of the spellcaster was deep and powerful: as he raised his hand against the enemy, the will of his god manifested as a powerful lightning strike against our ranks.*

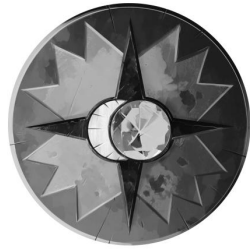
*This Bound Spell is contained in the Lightning Vambraces (common Artefact).*

The 9th Age — Arcane Compendium — 2nd edition, 2023



BOUND MAGIC

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THAUMATURGY

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