

Fantasy Battles The 9th Age Paths of Magic

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MAGIC PHASE SUMMARY



Fantasy Battles: The 9th Age is a community-made miniatures wargame.

All rules and feedback can be found/given at <http://www.the-ninth-age.com/>

Recent changes are colour coded green and listed at the change log at the end of this document.

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WHAT IS FANTASY BATTLES: THE 9TH AGE?

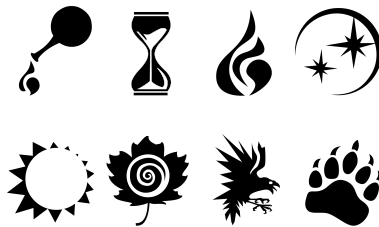
Fantasy Battles: The 9th Age is a boardgame and wargame in which two opposing armies, represented by adequate models, collide and face each other. Further information about the game can be found here:

<http://www.the-ninth-age.com/>

HOW TO USE THE DOCUMENT

In this document, all 9th Age magic Paths are described. You will find here both the 8 common Paths known as 'Battle Magic' and the race specific Paths. For more information about The 9th Age and the Magic Phase, please refer to The 9th Age Rulebook.

Each Path consists of a number of specific spells. The first of these spells is the Path Attribute, marked with an 'A'; this is a special spell that is automatically cast when another spell of the same Path is successfully cast. For more information about attribute spells, please refer to the Rulebook section 'Path Attribute'. The other spells are numbered 0-6. The spell 0 is the signature spell, i.e. wizards can always choose to swap one spell for this one when randomizing spells, and more than one wizard can know this spell. Some spells have more than one casting value, the higher casting value(s) is the 'boosted' version of the spell. The player chooses carefully which version of the spell to use, knowing that a higher version will be more difficult to cast but will be more powerful. Sometimes range and/or limits increase with the boosted version, while other times the spell's effect will change. Which parts of the spell (target restrictions, type, effects, etc) change when cast as the boosted version and which parts stay the same are marked by using colour coding; red text shows the non-boosted version and blue (bold) text shows the boosted version. In some rare cases a second boosted version is also available, which is shown with brown text.





BATTLE MAGIC: Path of Alchemy

	Name	Casting value	Type	Duration	Effect
A	Commandment of Iron		Range 12" Augment	Lasts one Turn	Target gains +1 Armour Save. This bonus cannot be used when it would make the target's Armour Save better than 3+ (before negative modifiers).
0	Molten Metal	9+ [17+]	Range 24" Hex, Missile, Damage	Instant	Target suffers 1D6[2D6] hits with Metalshifting.
1	Enchanted Blades	7+ [11+]	Range 18" [Range 36"] Augment	Lasts one Turn	Target's Close Combat and Shooting Attacks have +1 to hit, and gain Magical Attacks and Armour Piercing (+1).
2	Creeping Corrosion	7+ [10+]	Range 24" [Range 48"] Hex	Permanent	Target has -1 to its Armour Save.
3	Quicksilver Cloak	8+ [11+]	Range 12" [Range 24"] Augment	Lasts one Turn	Target gains Distracting and Hard Target. Furthermore, Close Combat Attacks against the target have their Armour Piercing reduced by 1.
4	Silver Spike	8+ [11+]	Range 18" [Range 36"] Hex, Missile, Damage	Instant	Target suffers 1 hit with Metalshifting and Multiple Wounds (D3). This attack penetrates ranks in the same way a Bolt Thrower (Artillery Weapon) would, but have a -1 to wound modifier instead of the -1 Strength modifier for each penetrated rank.
5	Bane of Forged Steel	9+ [12+]	Range 24" [Range 48"] Hex	Lasts one Turn	Models in the target unit cannot receive Strength bonuses from mundane Close Combat Weapons. Mundane Shooting Weapons wielded by the target unit have -1 Strength. Note that this spell only affects a model's equipment and its Strength, not any special rules.
6	Transmutation of Gold	15+ [18+]	Range 12" [Range 24"] Hex, Direct, Damage	Instant/ Lasts one Turn	Owner of the target unit rolls D6 for each model in the target unit (in an order chosen by the owner of the unit). Ignore the first rolled 5+. Every model that rolled 5+ suffers 1 wound with Multiple Wounds (10) and with no saves of any kind allowed. Enemy units within 12" of the target gain Stupidity.



BATTLE MAGIC: Path of Death

	Name	Casting value	Type	Duration	Effect
A	Cloud of Despair		Range 24" Hex	Lasts one Turn	Target has -1 Leadership. A unit may only be affected by this spell once per Magic Phase.
0	Touch of the Reaper	8+ [11+]	Range 18" Focused, Hex, Direct, Damage	Instant	Target suffers 1 wound with Armour Piercing (6). [If an unsaved wound is dealt, the caster Recovers 1 wound.]
1	Curse of Mortality	6+ [9+]	Range 24" Hex	Lasts one Turn	Target has -1 Strength [and -1 Toughness] (to a minimum of 1).
2	Gnawing Spirits	7+ [9+]	Range 24" Hex, Missile, Damage	Instant	Target suffers 2D6 [3D6] Strength 2 hits with Armour Piercing (6).
3	Soul Leech	7+ [10+]	Range 12" [Range 24"] Focused, Hex, Direct, Damage	Instant	Both caster and target roll a D6 and add their current Leadership to it. If the caster's total is higher, the target suffers a number of wounds with Armour Piercing (6) equal to the difference between their respective totals.
4	Soul Harvest	8+ [12+]	Range 24" Augment	Lasts one Turn	Target's Close Combat Attacks gain Divine Attacks. [Successful Armour Saves taken against the target's Close Combat Attacks must be rerolled.]
5	The Abyss Gazes Back	10+	Range 18" Augment	Lasts one Turn	Target gains Lethal Strike and Fear.
6	Storm of Souls	14+	Vortex (Range 6", Template 1") Ground	Instant	Models touched by the template must pass an Initiative Test or suffer 1 wound with Multiple Wounds (Ordnance), Armour Piercing (6), and with no Regeneration Saves allowed.



BATTLE MAGIC: Path of Fire

	Name	Casting value	Type	Duration	Effect
A	Raging Fire		Range 24" Hex, Missile, Damage	Instant	Target suffers D3 Strength 4 hits with Flaming Attacks.
0	Fireball	5+ [10+] {14+}	Range 24" [Range 36"] {Range 48"} Hex, Missile, Damage	Instant	Target suffers 1D6[2D6]{3D6} Strength 4 hits with Flaming Attacks.
1	Cascading Fire	7+ [10+]	Range 18" [Range 36"] Hex	Remains in play	At the end of each Magic Phase, the target suffers D6 Strength 4 hits with Flaming Attacks.
2	Flaming Swords	7+ [13+]	Range 24" [Range 6" aura] Augment	Lasts one Turn	Target's Close Combat and Shooting Attacks have +1 to wound, and gain Magical Attacks and Flaming Attacks.
3	Flame Jet	9+ [12+]	Range 18" [Range 36"] Ground, Direct, Line Template	Instant	Each model under the template suffers 1 Strength 4 hit with Flaming Attacks. Enemy units touched by the template must take a Panic Test.
4	Burning Bolts	9+ [12+]	Range 24" [Range 36"] Hex, Missile, Damage	Instant	Target suffers 1 Strength 4 hit with Flaming Attacks for each rank or each file (caster's choice) in the target unit.
5	Burning Ramparts	10+ [13+]	Range 24" [Range 48"] Hex	Remains in play	Target suffers D6 Strength 4 hits with Flaming Attacks. At the end of the each Phase, if the unit has performed any of the following actions in that phase: Charge Move, Failed Charge, Advance Move, March Move, Pivot, Reform, Combat Reform, Flee Move, Pursuit Move or Overrun, each model in that unit suffers 1 Strength 4 hit with Flaming Attacks (no more than once per Phase).
6	Smouldering Ember	11+ [14+]	Range 24" [Range 48"] Augment	Lasts one Turn	Target gains +1 Toughness, Ward Save (5+) and Fireborn.



BATTLE MAGIC: Path of Heavens

	Name	Casting value	Type	Duration	Effect
A	Second Seal		Special	Lasts one Turn	The army gains a Second Seal counter. Casting player is allowed to reroll a single D6 dice roll; either a to-hit roll, a to-wound roll, or an Armour Save roll at the expense of a counter.
0	Blizzard	7+ [10+]	Range 12" [Range 36]" Hex	Lasts one Turn	Target has -1 to hit and -1 Leadership. Shooting attacks that do not roll to hit using Ballistic Skill must roll a D6 before shooting; on 4+ it cannot shoot.
1	Wind Blast	6+ [9+]	Range 18" [Range 36]" Hex	Lasts one Turn	Target unit cannot move more than 10" in the remaining moves sub-phase. All other enemy units within 6" of the target when the spell is cast have -1 Ballistic Skill.
2	Thunderbolt	8+ [11+]	Range 24" [Range 48]" Hex, Missile, Damage	Instant	Target suffers D6 Strength 6 hits with Lightning Attacks.
3	The Stars Align	9+ [12+]	Range 12" [Range 24]" Augment	Lasts one Turn	Target may reroll failed to-hit, to-wound or Armour Save rolls. Declare which when casting the spell.
4	Curse of the Westerlies	9+ [12+]	Range 12" [Range 24]" Hex	Lasts one Turn	Target must reroll successful to-hit, to-wound or Armour Save rolls. Declare which when casting the spell.
5	Lightning Storm	13+	Range 24" Hex, Direct, Damage	Instant	Roll D6: on 3+ choose an additional target within 6" of the target. Continue rolling until you roll a '1' or a '2', choosing new targets within 6" from the previous one on 3+. No unit can be targeted twice. Afterwards, each target suffers D6 Strength 6 hits with Lightning Attacks.
6	Call of the Comet	13+ [16+]	Ground	Permanent	Choose a point anywhere on the table and place a counter there. At the end of each subsequent Magic Phase roll a dice; if 1-3 is rolled add another counter to the same spot. If 4-6 is rolled the comet arrives. [The caster can choose when the comet arrives by secretly writing down in which Player Turn (2 to 6) the comet will arrive. This cannot be the same Player Turn as the spell was cast in. At the end of the Magic Phase in the chosen Player Turn, the comet arrives. Put an additional counter on the spot at the end of each subsequent Magic Phase in which the comet does not arrive.] Once the comet arrives, each unit within (2D6+X)" suffers 2D6 Strength (4+X) hits, where X is equal to the number of counters. The spell then ends, remove all counters.



BATTLE MAGIC: Path of Light

	Name	Casting value	Type	Duration	Effect
A	Guardian Light		Range 48" Augment	Lasts one Turn	Target gains +1 Leadership. No model can be affected by this spell more than once per Magic Phase.
0	Burning Brightness	5+ [14+]	Range 24" [Range 48"] Hex, Missile, Damage	Instant	Target suffers D6 Strength 4[6] hits with Flaming Attacks. Targets that have the Undead or Otherworldly special rules suffer 2D6 hits with the same rules instead.
1	Shield of Protection	7+ [10+]	Range 24" [Range 6" Aura], Augment	Lasts one Turn	Target gains Distracting and Hard Target. Shooting Attacks targeting the unit that do not roll to hit using Ballistic Skill must roll D6 before shooting; on 4+ the shot(s) is lost.
2	Flash of Resolve	7+	Range 24" Augment	Instant/ Lasts one Turn	If the target is not engaged in combat and is not fleeing, it may instantly perform a Reform. If the target is engaged in combat it may perform a Combat Reform. Target receives a +2 bonus to its side's Combat Score.
3	Blinding Speed	8+ [12+]	Range 24" [Range 12" Aura] Augment	Lasts one Turn	Target gains +3 Weapon Skill and +3 Initiative.
4	Net of Light	9+ [12+]	Range 24" [Range 48"] Hex	Lasts one Turn	At the start of each Phase, roll D6, on 5+ the target cannot perform the following actions: Movement phase: Declare Charges. Magic phase: Cast Spells. Shooting phase: Shoot. Combat phase: Pursue, Overrun.
5	Time Warp	10+ [15+]	Range 12" Augment, [Aura]	Lasts one Turn	Target gains +1 Attack, Divine Attacks, and doubles its Movement (to a maximum of 10).
6	Divine Banishment	10+ [13+]	Range 24" Hex, Missile, Damage	Instant	Target suffers 2D6 Strength 4 hits with Divine Attacks. For each other Wizard that knows at least one or more non-Bound Spells from Path of Light within 12" of the caster, add +1 to wound [Strength]. Targets that have the Undead or Otherworldly special rules suffer 3D6 hits with the same rules instead.



BATTLE MAGIC: Path of Nature

	Name	Casting value	Type	Duration	Effect
A	Breath of Life		Range 12" Focused, Augment	Instant	Target Recovers 1 Wound. No single model can Recover more than 1 Wound per Phase from this spell.
0	Healing Waters	4+ [8+]	Caster's unit [Range 12"] Augment	Lasts one Turn	Target gains Regeneration (5+) {Regeneration (4+) with The Oaken Throne} .
1	Master of Earth	6+ [11+]	Range 18" Hex, Direct, Damage	Instant	Range for this spell can be measured from the caster, or from any Impassable Terrain or Hill on the table. Target suffers D6[2D6] Strength 4 hits {Strength 5 with The Oaken Throne} .
2	The Oaken Throne	7+	Caster	Remains in Play	If the caster miscasts a spell other than The Oaken Throne, it counts as having rolled one Power Dice less than it actually did (to a minimum of 2). If the caster has The Oaken Throne in play when certain spells are cast by the caster, the augmented version is used, which is marked with { } .
3	Spirits of the Wood	9+ [13+]	Range 12" Augment, [Hex]	Lasts one Turn	Range for this spell can be measured from the caster or from any Forest on the table. All models in the target unit are considered to be within a Forest.
4	Summer Growth	10+ [15+]	Range 24" [Range 48"] Augment	Instant	Raise D3+1 Wounds {D6+1 with The Oaken Throne} in the target unit. Units of Height Medium or Large halve the number of Raised Wounds (rounding fractions up).
5	Stone Skin	11+	Range 24" Augment	Lasts one Turn	Target gains +2 Toughness {+4 with The Oaken Throne} .
6	Dwellers in the Earth	15+ [18+]	Range 12" [Range 24"] Hex, Direct, Damage	Instant	Each model in the target unit must pass a Strength test (in an order chosen by the owner of the unit). Ignore the first failed test. Each model that fails its test suffers 1 wound with no saves of any kind allowed with Multiple Wounds (10).



BATTLE MAGIC: Path of Shadows

	Name	Casting value	Type	Duration	Effect
A	Shadow Step		Range 12" Focused, Augment	Instant	Can only target single model units or Characters. Target may perform a 10" Flying Magical Move. If the target has Large Target, it may only move 2".
0	Shadow Miasma	4+ [7+]	Range 48" Hex	Lasts one Turn	Target has -1[-D3] to either Movement, Weapon Skill, Ballistic Skill or Initiative (to a minimum of 1). Declare which when choosing the target.
1	Orb of Blackness	5+ [8+]	Range 24" Ground	Lasts one Turn	Place a 3" template at the chosen target point (at least 1" from units). This template is considered to be a piece of Hard Terrain, and Dangerous Terrain (1) (for all models) [Obscuring Terrain].
2	Turn to Smoke	7+ [13+]	Range 18" [Range 36"] Hex	Remains in Play	Target has -1[-D3] Strength (to a minimum of 1).
3	Glimpse of the End	9+ [15+]	Range 18" [Range 36"] Hex	Remains in Play	Target has -1[-D3] Toughness (to a minimum of 1).
4	Chariot of Mist	11+ [14+]	Range 12" [Range 24"] Augment	Instant	Target may perform an 8" Flying Magical Move. At the end of the move the target is allowed to Reform, which does not prevent the unit from Shooting.
5	Devouring Darkness	12+	Range 24" Hex, Direct, Damage	Instant	Place a 3" template with the centre over the target unit and within range. Scatter the template D6". All models under the template must pass an Initiative test or suffer 1 wound with Multiple Wounds (Ordnance) and Armour Piercing (6) with no Regeneration Saves allowed.
6	Mind Razor	15+ [18+]	Range 18" [Range 36"] Augment	Lasts one Turn	Target's non-special Close Combat Attacks wound automatically (no to-wound rolls are needed) with Armour Piercing (1).











BATTLE MAGIC: Path of Wilderness

Name	Casting value	Type	Duration	Effect	
A The Wild Hunt		Range 12" Augment	Instant	This spell can only affect units consisting solely of one of the following: 1. Cavalry, War Beast, Monstrous Cavalry, Monstrous Beast, Chariot, Monster and/or Ridden Monster. 2. Any unit in the Beast Herds Army Book. 3. Caster's own unit. Target makes a D3+2" Magical Move.	
0 The Beast Within	9+ [12+]	Range 12" [Range 24"] Augment	Lasts one Turn	Target gains +1 Strength and +1 Toughness.	
1 Swarm of Insects	5+ [8+]	Range 24" [Range 48"] Hex, Missile, Damage	Instant	Target suffers 5D6 Strength 1 hits.	
2 Inner Rage	5+ [8+]	Range 6" [Range 18"] Universal	Lasts one Turn	Target gains Frenzy.	
3 Redwood Shaft	8+ [14+]	Range 24" Hex, Missile, Damage	Instant	Target suffers 1 Strength 6[10] hit with Multiple Wounds (D3[Ordinance]) and Armour Piercing (6). Penetrates ranks like a Bolt Thrower.	
4 Curse of the Wild Wood	9+ [12+]	Range 36" [Range 72"] Hex	Lasts one Turn	Target has -1 to hit, and treats all Terrains (including Open Terrain) as Dangerous Terrain (2).	
5 Raging Storm	10+	Range 24" Hex	Lasts one Turn	Target cannot use Shooting Attacks nor use Flying Movement.	
6 Monstrous Transformation	11+ [14+]	Range 6" [Range 12"] Universal, Focused, Character only	Lasts one Turn	Target receives one set of the Characteristic changes and special rules from the list of aspects below (choose one when spell is cast).	
	WS	S	T	A	Special Rules
Aspect of Hydra	6	5	5	6	Regeneration (4+)
Aspect of Manticore	6	5	5	4	Lethal Strike, Multiple Wounds (D3)
Aspect of Dragon	6	6	6	3	Breath Weapon (Strength 4, Flaming Attacks)

The Eightfold Path

(Attributes and Signature Spells from all Paths of Battle Magic. The Eightfold Path is not an independent Path)

	Name	Casting value	Type	Duration	Effect
Alchemy 	Commandment of Iron	A	Range 12" Augment	Lasts one Turn	Target gains +1 armour save. This can never cause a model's Armour Save to be better than 3+.
	Molten Metal	9+ [17+]	Range 24" Hex, Missile, Damage	Instant	Target suffers 1D6[2D6] hits with Metalshifting.
Death 	Cloud of Despair	A	Range 24" Hex	Lasts one Turn	Target has -1 Leadership. A model may only be affected by this spell once per Magic Phase.
	Touch of the Reaper	8+ [11+]	Range 18" Focused, Hex, Direct, Damage	Instant	Target suffers 1 wound with Armour Piercing (6). [If an unsaved wound is dealt, the caster Recovers 1 wound.]
Fire 	Raging Fire	A	Range 24" Hex, Missile, Damage	Instant	Target suffers D3 Strength 4 hits with Flaming Attacks.
	Fireball	5+ [10+] {14+}	Range 24" [Range 36"] {Range 48"} Hex, Missile, Damage	Instant	Target suffers 1D6[2D6]{3D6} Strength 4 hits with Flaming Attacks.
Heavens 	Second Seal	A	Special	Lasts one Turn	The army gain a Second Seal counter. Casting player is allowed to reroll a single D6 dice roll; either a to-hit roll, a to-wound roll, or an Armour Save roll at the expense of a counter.
	Blizzard	7+ [10+]	Range 12" [Range 36"] Hex	Lasts one Turn	Target has -1 to hit and -1 Leadership. Shooting Attacks that do not roll to hit using Ballistic Skill must roll a D6 before shooting; on 4+ it cannot shoot.

	Name	Casting value	Type	Duration	Effect
Light 	Guardian Light	A	Range 48" Augment	Lasts one Turn	Target gains +1 Leadership. No model can be affected by this spell more than once per Magic Phase.
	Burning Brightness	5+ [14+]	Range 24" [Range 48"] Hex, Missile, Damage	Instant	Target suffers D6 Strength 4[6] hits with Flaming Attacks. Against units with the Undead or Otherworldly special rules, the target suffers 2D6 hits with the same rules instead.
Nature 	Breath of Life	A	Range 12" Focused, Augment	Instant	Target Recovers 1 wound. No single model can Recover more than 1 wound per Phase from this spell.
	Healing Waters	4+ [8+]	Caster's unit [Range 12"] Augment	Lasts one Turn	Target gains Regeneration (5+).
Shadows 	Shadow Step	A	Range 12" Focused, Augment	Instant	Can only target single model units or Characters. Target may perform a 10" Flying Magical Move. If the target has Large Target, it may only move 2" .
	Shadow Miasma	4+ [7+]	Range 48" Hex	Lasts one Turn	The target has -1[-D3] to either Movement, Weapon Skill, Ballistic Skill or Initiative (to a minimum of 1) (declare which when choosing target).
Wilderness 	The Wild Hunt	A	Range 12" Augment	Instant	This spell can only affect units consisting solely of one of the following: 1. Cavalry, War Beast, Monstrous Cavalry, Monstrous Beast, Chariot, Monster and/or Ridden Monster. 2. Any unit in the Beast Herds Army Book. 3. Caster's own unit. Target makes a D3+2" Magical Move.
	The Beast Within	9+ [12+]	Range 12" [Range 24"] Augment	Lasts one Turn	Target gains +1 Strength and +1 Toughness.



Path of White Magic

Name	Casting value	Type	Duration	Effect
A Shield of the Ancients		Range 18" Augment	Permanent	Place a Shield Counter on the target. Ignore the next Unsaved Wound that a unit with a counter would suffer (after calculating any Multiple Wounds) and remove the Shield Counter instead (if a target suffers several simultaneous wounds, owner may choose which wound to ignore). If a unit ever has more than one Shield Counter, immediately remove all counters except one. All models in the unit can benefit from the Shield Counter, including Characters that joined the unit after the spell was cast. If a character leaves a unit with a Shield Counter, choose if the Character or the unit keeps the Shield Counter. Models with Large Target can never benefit from this spell.
0 Luminous Bolts	9+ [12+]	Range 24" [Range 18"] Hex, Missile, Damage	Instant	Target suffers 2D6[3D6] Strength 4 hits.
1 The Phoenix Rises	4+ [8+]	Range 18" Focused, Augment	Instant [Lasts one turn]	Target instantly Recovers 1 Wound. [If boosted, target and its unit also gains +1 Strength.]
2 Guiding Hand	6+ [9+]	Range 18" Augment	Lasts one Turn	Target gains +D3 to either Movement, Weapon Skill, Ballistic Skill or Initiative (declare which when choosing the target). [Boosted version affects all 4 Characteristics.]
3 The Hidden Path	7+ [15+]	Range 24" Augment	Special	Target gains Ethereal until the end of the Phase. The target may perform a 8" [16"] Magical Move.
4 Blessing of Amhar	9+ [12+]	Range 12" [Range 24"] Augment	Lasts one Turn	Target gains Ward Save (5+). Affected models with already existing Ward Saves have them increased by 1 to a maximum of Ward Save (3+).
5 Arcane Dissolution	11+	Range 24" Hex, Direct, Focused, Damage	Instant	Target suffers 1 hit with Metalshifting. Then choose a randomised Magical Item carried by the target and this item is destroyed (it ceases to work and if it has a type it reverts to it's mundane type for the rest of the game). Magical Items with "One Use Only" cannot be chosen (keep randomising until a Magical Item without "One Use Only" is chosen).
6 Cataclysm	14+ [18+]	Range 24" Hex, Direct, Damage	Remains in Play	At the end of each Magic Phase, each model in the target unit suffers 1 Strength 3[4] hit with Flaming Attacks.



Path of Black Magic

Name	Casting value	Type	Duration	Effect
A Soul Thirst		Range 18" Hex, Missile, Damage	Instant	Target suffers 1 Strength 5 hit. If this hit results in an unsaved wound, the caster Recovers 1 wound. No single model can Recover more than 1 wound per Phase from this spell.
0 Moraec's Fury	8+ [10+]	Range 6" [Range 18"] Augment	Lasts one Turn	Target gains +1 Strength [and Armour Piercing (1)].
1 Freezing Gale	4+ [9+]	Range 24" [Range 36"] Hex, Direct, Damage	Instant, [Lasts one Turn]	Target instantly suffers D6 Strength 4 hits. [Target also has -D3 to its Ballistic Skill (to a minimum of 1)].
2 Bladestorm	7+ [9+]	Range 24" Hex	Lasts one Turn	Target has -D3 Weapon Skill (to a minimum of 1). [Target cannot use its Distracting nor use its Parry]
3 Crippling Agony	8+ [14+]	Range 18" [Range 36"] Hex	Lasts one Turn	Target suffers -1[-2] Strength and Initiative (to a minimum of 1).
4 Mark of Fear	8+ [13+]	Range 18" [Range 36"] Hex	Remains in Play	Target cannot benefit from neither "Inspiring Presence" nor "Hold Your Ground".
5 Bolt of Darkness	11+	Range 18" Hex, Missile, Damage	Instant	Target suffers 2D6 Strength 5 hits.
6 Black Terror	12+	Vortex (Range 6", Template 1") Ground	Instant	Models touched by the template must pass a Strength test or suffer 1 wound with Multiple Wounds (Ordnance), Armour Piercing (6), and with no Regeneration Saves allowed.



Path of Necromancy

Name	Casting value	Type	Duration	Effect
A Cheating Death		Range 12" Augment	Instant	Target unit or a single Character inside the target unit Raises 1 Wound. No unit can be affected by this spell more than twice in a single Magic Phase.
0 Invocation of the Undead	5+ [5+] {11+}	Range 18" [Range 6" Aura] {Range 12" Aura} Augment	Instant	Target unit Raises a number of Wound as stated in the unit's profile under Invocation. A unit that doesn't have an Invocation value cannot be targeted by this spell.
1 Mockery of Life	6+ [10+]	Range 12" [Aura] Augment	Lasts one Turn	Target may reroll failed to-wound rolls and gains Fear.
2 The Dead Arise	7+ [9+]	Range 12" [Range 24"] Ground	Instant	Summon a unit from the ones with the Awaken (X) special rule of the caster (choose before casting) with as many wounds as given by the Invocation profile of the unit. The unit must be placed with at least one model on the target point and all models within the range. All upgrades except Command Group are allowed.
3 Dance Macabre	8+ [12+]	Range 12" [Aura] Augment	Instant/ Lasts one Turn	Target may perform an 8" Magical Move and [or] rerolls failed to-hit rolls in Close Combat [choose which for each target before casting the spell].
4 Gaze of Setesh	9+ [11+]	Range 24" [Range 48"] Hex, Missile, Damage	Instant	Target suffers 2D6 Strength 4 hits.
5 Steal Youth	10+	Range 18" Hex, Direct	Remains in Play	At the end of each magic phase, each model in the target unit suffers 1 hit with Armour Piercing (6) and Multiple Wounds (2, Monstrous Infantry, Monstrous Cavalry, Monstrous Beast, Swarm, Monster, Ridden Monster, Chariot, War Machine) that wounds on 6+. These hits gain +1 to wound for each player turn that has ended since the spell was cast.
6 Curse of the Dead	12+	Range 18" Augment	Lasts one Turn	Targets gains +1 Strength and Regeneration (5+). Models with an already existing Regeneration also have this increased by 1 to a maximum of Regeneration (4+).



Path of the Sand

Name	Casting value	Type	Duration	Effect
A No Rest in Death		Range 6" Augment	Instant	This spell can either choose target as normal within Range, <u>or</u> it can choose to target the same unit(s) as the spell triggering the attribute is targeting. Target unit or a single Character inside the target unit Raises a number of Wound as stated in the unit's profile under Risen. Characters and models with Large Target cannot Raise more than 2 wounds from this spell in a single Magic Phase. A unit that doesn't have a Risen value cannot be targeted by this spell.
0 The Desert Wind	5+ [11+]	Range 18" [Range 12" Aura] Augment	Instant	Target may perform an X" Magical Move, where X is equal to the unit's Movement characteristic or its Fly value.
1 Cursed Blades	5+ [10+]	Range 18" [Range 12" Aura] Augment	Lasts one Turn	Target gains Lethal Strike. Attacks that already had Lethal Strike may reroll failed to-wound rolls in Close Combat.
2 Deadly Desiccation	7+ [9+]	Range 24" Hex	Lasts one Turn	Target has -1 Toughness [and -1 Strength] (to a minimum of 1).
3 Righteous Smiting	7+ [12+]	Range 18" [Range 12" Aura] Augment	Lasts one Turn	Target gains either +1 Attack, or all Aspen Bows, Great Aspen Bows and Giant Aspen Bows in the target unit gain Multiple Shots (2). Choose which for each target when casting the spell.
4 Divine Judgement	8+ [10+]	Range 36" Hex, Damage	Instant	[Roll D6: on 3+ choose an additional target within 6" of the target. Continue rolling until you roll a '1' or a '2', choosing new targets within 6" from the previous one on 3+. No unit can be targeted twice. Each] Target must take a Leadership test with an additional D6. If failed, for each point the test is failed by, the target suffers 1 wound with Armour Piercing (6).
5 Shifting Sands	9+ [12+]	Range 24" [Range 48" Hex]	Lasts one Turn	Target has -D3 Movement (to a minimum of 1) and treats all Terrains (including Open Terrain) as Dangerous Terrain (2).
6 Ancient Glory	10+ [15+] {17+}	Range 18" [Range 9" Aura] {Range 15" Aura} Augment	Lasts one Turn [Remains in Play] {Remains in Play}	Target gains +1 to its Weapon Skill, Strength, and Initiative.



Path of the Forge

	Name	Casting value	Type	Duration	Effect
A	Flames of Anger		Range 18" Hex	Lasts one Turn	Target gains Flammable.
0	Shield of Dark Fire	8+ [11+]	Range 12" Augment	Remains in Play	Target gains Magical Attacks and Flaming Attacks or [and] all to-wound rolls against the target suffer -1 to wound. Choose which when casting the spell.
1	Burning Rage	5+ [11+]	Range 12" Hex, Missile, Damage	Instant	Target suffers 1D6[2D6] Strength 6 hits with Flaming Attacks.
2	Subjugation	7+	Range 24" Hex	Permanent	Target has -1 Leadership.
3	Breath of Hatred	7+	Range 12", Augment	Lasts one Turn	Target gains re-roll to hit in Close Combat.
4	Curse of Darkness	9+	Range 18" Focused, Hex, Direct, Damage	Instant	Target suffers a number of hits equal to 2D6 minus the target's Toughness. These hits wound on 4+ with Armour Piercing (6).
5	Choking Ash	11+ [14+]	Range 24" [Range 48"] Hex	Lasts one Turn	Target have -1 to hit in Close Combat and -2 to hit with Shooting Attacks. Target cannot March in the remaining moves sub-phase. If the target wants to charge it must halve its charge distance roll (rounding up). All spells the target knows have their range decreased to a maximum of 12".
6	Flames of the Forge	14+ [17+]	Range 36" Hex, Missile, Damage	Instant	Place a 3" template with its centre over the target unit and within range. Scatter the template D6". All models under the template suffer 1 Strength 5[7] hit with Multiple Wounds (Ordnance) and Flaming Attacks.



Path of the Big Green Gods

	Name	Casting value	Type	Duration	Effect
A	Get Them		Range 24" Augment	Lasts one Turn	Target may reroll 1's to wound in combat.
0	At 'Em Lads!	10+	Range 18" Hex	Lasts one Turn	All units may reroll failed to-hit rolls in Close Combat against the target.
1	Headbutt	6+ [13+]	Range 24" [Range 18" Aura], Hex, Direct, Damage, Focused	Instant	Can only affect Wizards. Target(s) suffer 1 Strength 5 hit with Armour Piercing (6).
2	Bashing Fists	6+ [11+]	Caster [Range 12" Focused, Augment, Character only]	Remains in Play	Target gains +3 Strength, +3 Attacks and Magical Attacks.
3	Oi, No Dying!	8+ [11+]	Range 12" Range 24" Augment	Lasts one Turn	Target gains Ward Save (5+).
4	Great Green Hand	11+ [14+]	Range 24" Augment	Instant	Target may Pivot (ignoring any obstructions) and then perform a 3D6[5D6]" Flying Magical Move (roll range before pivoting). At the end of the move it may Pivot again (ignoring any obstruction). The final position of the unit cannot be within 1" of other units or impassable terrain.
5	Zap!	11+	Range 18" Hex, Direct, Damage	Instant	Target suffers 2D6 Strength 5 hits.
6	The Big Stomp	13+ [16+]	Range 36" Hex, Direct, Damage	Instant	Place a 3" template with its centre over the target unit and within range. Scatter the template D6". All models under the template suffer 1 Strength 6[8] hit with Multiple Wounds (D3).



Path of the Little Green Gods

Name	Casting value	Type	Duration	Effect
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After deployment, each wizard with one or more spells from this Path must select a non-bound spell known by any Wizard on the table, and use the Path Attribute of this spell as its own.

A	Dirty Thieving		Special	Special	Use the Path Attribute of the chosen spell. Change all references of the Path of the Little Green Gods to the new Path of the chosen spell. If the chosen spell is from Path of the Little Green Gods, this Attribute has no effect.
0	Evil Eye	4+ [9+]	Range 24" Hex, Missile, Damage	Instant	Target suffers 2D6[3D6] Strength 3 hits.
1	Sneaky Slicing	5+ [8+]	Range 12" [Range 24"] Augment	Lasts one Turn	Target gains Armour Piercing (1) for its Close Combat and Shooting Attacks. If the target attacks a unit in its flank or rear, it may reroll failed to-hit and to-wound rolls in close combat.
2	Blessing of the Mother Spider	6+ [9+]	Range 12" [Range 24"] Augment	Lasts one Turn	Target gains Poisoned Attacks. Attacks that already had Poisoned Attacks will wound automatically on a natural to-hit roll of '5' as well as '6'.
3	Itching and Scratching	6+	Range 24" Hex	Lasts one Turn	Target has -D3 Movement and Initiative (to a minimum of 1).
4	Shh, Stay Quiet!	7+ [10+]	Range 12" [Range 6" Aura] Augment	Lasts one Turn	Target gains Distracting and Hard Target. All models in units successfully charging the target must take a Dangerous Terrain (1) test.
5	Fix It Up	9+	Range 24" Hex	Lasts one Turn	Target must reroll to-hit, to-wound and Save rolls (any kind) of '6'.
6	Curse of the Green Moon	13+	Vortex (Range 4", Template 5") Ground	Instant/ Lasts one Turn	Each model touched by the template suffers 1 Strength 3 hit with Armour Piercing (6). Any unit touched by the template have -1 Weapon Skill.



Path of Butchery

Name	Casting value	Type	Duration	Effect
A Blood of Kholagh		Caster	Instant/ Lasts one Turn	Target Recovers 1 wound lost earlier in battle, gain +1 Toughness, and attacks with Poisoned Attacks against the target lose this special rule.
0 Teeth Cracker	7+ [11+]	Range 18" [Range 12" Aura] Augment	Lasts one Turn	Target gains +1 Toughness.
1 Marrow Drinker	6+ [9+]	Range 12" [Range 24" Augment	Lasts one Turn	Target gains Stubborn.
2 Entrail Gorger	6+ [10+]	Range 18" [Range 12" Aura] Augment	Lasts one Turn	Target gains +1 Strength.
3 Bone Crusher	7+ [12+]	Range 24" [Range 36" Hex, Missile, Damage	Instant	Target suffers 2D6 Strength 2[3] hits with Armour Piercing (6).
4 Brain Slurper	7+ [10+]	Range 36" [Range 72" Hex	Instant/ Lasts one Turn	Target must immediately take a Panic Test. [All units gain Hatred against the target].
5 Troll's Heart	11+ [14+]	Range 12" [Range 24" Augment	Lasts one Turn	Target gains Regeneration (4+).
6 Giant's Gullet	12+ [14+]	Range 18" [Range 24" Hex, Direct, Damage	Instant/ Lasts one Turn	Target instantly suffers D6 Strength 5 hits with Armour Piercing (6). If one or more wounds were dealt, the target cannot March, and rolls one dice less for Charge Range, Flee, Pursuit, and Overrun distances.



Path of Ruin

	Name	Casting value	Type	Duration	Effect
A	Endless Masses		Range 24" Augment	Lasts one Turn	Target unit can claim Combat Score from up to 4 ranks, and gain Fight In Extra Rank.
0	Black Lightning	5+ [8+]	Range 24" [Range 48"] Hex, Missile, Damage	Instant	Target suffers D6 Strength 5 hits with Lightning Attacks. If a '6' is rolled for the number of hits, the caster suffers 1 Strength 5 hit (in addition to the 6 hits to the target).
1	Feed the Swarm	6+ [10+]	Range 24" Augment	Lasts one Turn	Target's Close Combat Attacks gain +1 to wound [and Lethal Strike] .
2	Defile the Ground	8+	Range 18" Ground	Special	Lasts until the beginning of the caster's next turn. Place a 3" template with its center on the selected target point, so that the template is at least 1" away from any unit. If a unit touches the template while moving, every model in that unit treats all Terrains (including Open Terrain) as Dangerous Terrain (2). This does not affect units using Flying Movements.
3	The Hunger	8+ [11+]	Range 12" [Range 24"] Augment	Permanent	Target unit gains Frenzy and +1 Attack. At the end of each of your Close Combat Phases, the unit suffers D6 Strength 4 hits with Armour Piercing (6). Effects last until the unit loses Frenzy.
4	Storm's Call	9+ [10+]	Special	Lasts one Turn	All enemy units on the battlefield has -1 Ballistic Skill. [No flying movement can be used.]
5	Crack the Earth	9+ [12+]	Range 18" Direct, Ground, Line Template	Instant	Any model touched suffers 1 Strength 6 hit with Armour Piercing (6) [and Multiple Wounds (D3)] .
6	The Bell Tolls	11+ [14+]	Range 12" [Range 24"] Direct	Instant	Each model in the target unit suffers 1 hit with Toxic Attacks. If this spell targets a unit Engaged in Combat, then all models involved in the same combat suffers 1 hit with Toxic Attacks instead.



Path of Disease

	Name	Casting value	Type	Duration	Effect
A	Necrotic Blessing		Range 12" Augment, Focused	Lasts one Turn	Target gains +1 Toughness. A model may only be affected by this spell once per Magic Phase.
0	Pestilent Miasma	4+ [9+]	Range 18" Augment	Lasts one Turn	Enemy units in base contact with the target have -1[-D3] Weapon Skill and Initiative (to a minimum of 1).
1	Breath of Corruption	6+ [9+]	Caster [Range 24" Focused, Augment]	Lasts one Turn	Target gains Breath Weapon (Toxic Attacks).
2	Putrefying Touch	6+ [9+]	Range 12" [Range 24" Augment	Lasts one Turn	Target gains Poisoned Attacks. Attacks that were already Poisoned Attacks will wound automatically on a natural to-hit roll of 1 less (i.e. 6+ becomes 5+ and 5+ becomes 4+).
3	Mass of Flesh	9+ [12+]	Range 12" [Range 24" Augment	Lasts one Turn	Targets gain Regeneration (5+). Affected models with an already existing Regeneration also have this increased by 1 to a maximum of Regeneration (3+).
4	Cleansing Infestation	10+	Range 18" Hex, Missile, Damage	Instant	Target suffers D6 Strength 5 hits. Afterwards, the target takes a Toughness test. If the test is passed, nothing happens. If the test is failed the target suffers another D6 Strength 5 hits. Repeat these Toughness tests until the test is passed or the unit is destroyed.
5	Leprotic Curse	11+ [14+]	Range 18" [Range 36" Universal	Lasts one Turn	Target's Toughness is increased or decreased (declare which when choosing target) by D3 (to a minimum of 1).
6	Foetid Wind	14+	Vortex (Range 6", Template 3") Ground	Instant	Models touched by the template suffer 1 hit with Toxic Attacks and Multiple Wounds (D3).



Path of Lust

	Name	Casting value	Type	Duration	Effect
A	Masochism		Range 12" Augment, Focused	Lasts one Turn	Target either gains +1 Attack and +3 Initiative <u>or</u> Armour Piercing (+1). Choose which when casting the spell. Every model can only be affected once by each effect.
0	Wicked Lash	6+	Range 24" Ground, Direct, Line Template	Instant	Each model under the template suffers 1 Strength 4 hit with Armour Piercing (2).
1	Mesmeric Allure	5+ [11+]	Range 24" [Range 36"] Hex	Lasts one Turn	Target strikes at Initiative 0 [and gains Random Movement (D6)].
2	Irresistible Waltz	7+ [11+]	Range 12" [Range 24"] Focused, Hex, Direct, Damage	Instant	Target must take a Leadership test using an additional D6 (normally 3D6). If the test is passed, nothing happens. If the test is failed, the target suffers 1 wound with Armour Piercing (6) and must take another Leadership test using the same rules. Keep testing until the target successfully passes a Leadership test or is destroyed.
3	Frenzied Hysteria	8+	Range 24" Universal	Remains in Play	Target gains Frenzy. If target already has Frenzy, then it gains +1 Attack until it loses Frenzy. At the end of each of the caster's Magic Phases, the target suffers D6 Strength 3 hits.
4	Lurid Delusions	8+ [12+]	Range 24" [Range 12"] Aura], Hex	Lasts one Turn	Whenever the target takes a Leadership test, it rolls an additional dice and discards the lowest.
5	Mind Reaping	9+	Range 24" Hex, Missile, Damage	Instant	Target takes D6 Strength 4 hits with Armour Piercing (1). After hits are resolved, the target must pass a Leadership test with no rerolls allowed or suffer an additional D6 hits. Keep testing until the target successfully passes a Leadership test or is destroyed.
6	Deafening Cacophony	13+	Range 12" Hex	Instant/ Lasts one Turn	Target instantly suffers 2D6 hits with Armour Piercing (6) that wound on 4+ . If 1 or more wounds are made with these hits, the target strikes at Initiative 0 and gains Random Movement (D6).



Path of Change

	Name	Casting value	Type	Duration	Effect
A	Winds of Change		Universal	Permanent	The army gets a Winds of Change counter. When casting non-bound spells from Path of Change, any Power dice that results in a natural '1' may be rerolled at the expense of a counter. Remove a counter and reroll the dice.
0	Blue Fire	5+ [8+] {11+}	Range 24" [Range 48"] {Range 48"} Hex, Missile, Damage	Instant	Target suffers D6[D6]{D6+1} Strength D6[D6]{D6+1} hits with Hellfire.
1	Pink Fire	6+ [11+]	Caster [Range 24"] Focused, Augment]	Lasts one Turn	Target gains Breath Weapon (Strength D3+2, Hellfire).
2	Wave of Transformation	7+	Range 24" Hex, Missile, Damage	Instant	Target suffers 1 Strength D6+4 hit with Multiple Wounds (D3) and Hellfire, which penetrates ranks as a Bolt Thrower (Artillery Weapon) with Armour Piercing (6).
3	Secrets Stolen	7+	Range 18" Hex, Direct, Damage, Focused	Instant	Target and caster both roll a D6 and add their Wizard Levels. If the target gets a higher total, nothing happens. Otherwise, the target suffers 1 Strength 3 hit with Armour Piercing (6) and loses 1 Wizard Level (if it has any).
4	Reign of Confusion	9+	Range 24" Hex	Lasts one Turn	Target cannot benefit from neither "Inspiring Presence" nor "Hold Your Ground".
5	Inevitable Betrayal	9+	Range 24" Hex	Lasts One Turn	When the target makes a Shooting or Close Combat Attack, any of its to-hit rolls of '1' are discarded (after rerolls). For each hit that is discarded in this way the target immediately suffers 1 hit with the same Strength and rules as the discarded hits. A discarded Shooting Attack counts as a Shooting Attack, and a discarded Close Combat Attack counts as a Close Combat Attack (and will therefore add to the target's opponent's Combat Score). Units consisting of a single model cannot be affected by this spell.
6	Eternal Gateway	15+	Range 24" Hex, Missile, Damage	Instant	Target suffers 2D6 Strength 2D6 hits with Hellfire. If 11 or 12 is rolled for Strength, treat it as Strength 10.

MAGIC PHASE SUMMARY

Magic Phase Sequence

Miscast Table

- 1 Start of the Magic Phase. Roll for **the Magic Flux** and **Channelling**.
- 2 **"Remains in Play"** spells may be dispelled.
- 3 The Active Player may **attempt to cast one spell**.
- 4 Repeat steps 2-3 of this Sequence until neither player performed an action.
- 5 End of the Magic Phase. Resolve end of phase triggered abilities.

Casting Attempt

- 1 The Active Player declares a Wizard, spell, version of the spell, target of the spell, target of the attribute and an amount Power Dice (between 1 and 5)
- 2 The Active Player rolls that many Power Dice (from the Power Dice pool). Add the results of the rolled dice and any casting modifiers (such as Overwhelming Power) together to get the total casting roll.
- 3 The Casting Attempt is successful if the total casting roll is **equal to or higher** than the spell's Casting Value. Otherwise, the caster suffers from Lost Focus and the Casting Attempt failed.

Dispel Attempt

- 1 The Reactive Player declares which (if any) of their non-fleeing Wizards will attempt to dispel the spell and how many Dispel Dice will be used. A minimum of 1 dice and up to all the dice in your dice pool can be used. A dispel may be attempted even without having any Wizard.
- 2 The Reactive Player rolls that many Dispel Dice (from the Dispel Dice pool). Add the results of the rolled dice and any dispel modifiers (such as Overwhelming Power) together to get the total dispel roll.
- 3 The Dispel Attempt is successful if the total dispel roll is **equal to or higher** than the total casting roll. If so, the spell is dispelled, and the casting failed. Otherwise, the Dispel Attempt fails and the dispelling Wizard suffers from Lost Focus.

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|-------|---|
| 2-4 | <p>Breach in the Veil
Centre the 5" Template over the caster. Each model touched by the Template takes a hit.
If 4 Power Dice were used, roll a D6. On a roll of 1-3, the caster is removed from the game.
If 5 Power Dice were used, the caster is removed from the game.</p> |
| 5-6 | <p>Catastrophic Detonation
Centre the 3" Template over the caster. Each model touched by the Template takes a hit. The caster must take one hit.</p> |
| 7 | <p>Witch Fire
The caster's unit suffers MDU hits (distributed as hits towards a unit as whole), except the caster itself cannot receive more than 1 hit.</p> |
| 8-9 | <p>Sorcerous Backlash
The caster and each friendly Wizard take a hit.</p> |
| 10-12 | <p>Amnesia
The caster's Wizard Level is reduced by MDU-2, it loses one spell for each level lost (starting with the miscast spell, randomizing the rest).</p> |

All hits caused by a Miscast have:
Strength = MDU +2, Armour Piercing (1) and Magical Attacks.
The miscasting Wizard cannot take saves of any kind.

Afterwards, remove a number of Magic Dice from your Dice Pool equal to MDU.

Magic Modifiers:

Level 1-2 Wizard: Apprentice, +1

Level 3-4 Wizard: Master, +2

The sum of modifiers, except Overwhelming Power, cannot exceed +3

Bound Spells:

To successfully cast a Bound Spell, the casting roll must be equal to or higher than the spell's Power Level.

- No positive casting modifiers can be added to the casting roll
- The caster of a Bound Spell never suffers from Lost Focus
- A Bound Spell does not get the casting modifier from an Overwhelming Power
- Path Attribute is resolved as usual

If an Overwhelming Power is rolled:

- If PDU is 4 or more, the Bound Spell is lost and cannot be used again during the game
- Remove a number of Magic Dice from your Dice Pool equal to PDU.

Changelog:

v1.0.0

- Shield of the Ancients, implementing FAQ
- Divine Banishment, clarification
- Arcane Dissolution, clarification
- Great Green Hand