The 9th Age

Skirmish Campaigns

Paths and Faiths

Version 0.9.97 beta

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Generating Spells and Prayers

Whenever a Wizard generates a Spell or a Priest generates a Prayer, use the following process.

If this is the first spell generated by the model, the model must choose a Path or Faith from the ones given by the model's entry. When generating Spells or Prayers later in the campaign the model has to use the same Path or Faith that it selected when the first one was generated.

To generate a new Spell or Prayer from the Path or Faith, randomize one of the spells numbered 1 or higher (by rolling a D6 or D3 depending on the Path or Faith). Depending on whether the resulting Spell or Pray is known by the model already, the controlling player now has different options. Choose one from the corresponding column below.

If the resulting Spell or Faith is known by the model:

- Reduce the Casting Value of it by 1 (including boosted versions). This option can only be chosen once for each single Spell or Prayer.
- Randomize another spell and repeat this process. This reroll can be made **repeatedly**.

*If the resulting Spell or Faith is **not** known by the model.*

- Add it to the knowledge of the model.
- Learn the Signature of the Path or Faith (if it has one), unless already learned. The Signature is labeled as zero (0).

Spells and Prayers

All Spells and Prayers are defined by the following 6 properties, for details on each, see the Main Rulebook:

Name
The name of the Spell or Prayer.

Range
The ange determines the maximum distance between the Caster and the target.

Duration
The Duration determines how long the effects of the Spell or Prayer are applied.

Type
The Type of a Spell or Prayer describes how its targets are chosen.

Casting Value
The Casting Value is the minimum value you need to reach to succeed in a Casting Attempt. Spells and Prayers may have several different Casting Values available (see Boosted Versions).

Effect
The Effect of a Spell or Prayer defines what happens to the target of the spell when it is successfully cast. Effects are never affected by Model Rules or similar abilities granting the Caster some benefit, unless noted otherwise.

Boosted Version

Some spells and prayers have more than one Casting Value, the higher Casting Values being called the 'boosted' versions of the spell. Boosted versions may have their Range and/or target restrictions modified (for example giving the spell a longer Range), or the effects of the spell may change. Declare if you are trying to cast a Boosted version (and which one, if the spell has more than one) before rolling any dice. If no declaration is made, the lowest available Casting Value for the chosen target is assumed to be used.

Faith of Sunna

	Casting Value	*Range*	*Type*	*Duration*	*Effect*
0	**Sunna's Blessing**				
	<6+> **{9+}**	**<3">** **{3" Aura}**	Augment	One Turn	The target gains Flaming Attacks. All enemy models in base contact with one or more targets suffers a single Strength 4 hit with Flaming Attacks.
1	**Hearts of Steel**				
	6+	**8" Aura**	Augment	One Turn	The targets gain +1 Discipline.
2	**The Blazing Sword**				
	<8+> **{9+}**	**<6">**	<Augment> **{Caster}**	One Turn	The target gains a Close Combat Weapon with the following profile: Hands 2. Attacks made with the Blazing Sword gain <+1> **{+2}** Strength, <+1> **{+2}** Armour Penetration and Grievous Attacks <(1)> **{(2)}**.
3	**Gleaming Armour**				
	<9+> **{10+}**	**<6">**	<Augment> **{Caster}**	One Turn	The target gains <+2> **{+5}** Armour and Magic Resistance <(1)> **{(3)}**.

Faith of Volund

	Casting Value	Range	Type	Duration	Effect
0	**Volund's Blessing**				
	<6+> **{9+}**	**<6">** **{3" Aura}**	Augment	One Turn	The target must reroll failed to-wound rolls in Close Combat.
1	**Flash of Resolve**				
	6+	**6"**	Augment	One Turn	The target gains +2 Agility. In addition, apply the following in chronological order: ● If the target is Dazed, it becomes Healthy, and gains Dodge (4+) and Lightning Reflexes. ● If the target is Knocked Down, it becomes Dazed, and gains Dodge (4+) and Lightning Reflexes.
2	**Clarity of Mind**				
	7+		Post Game	Instant	Cast immediately before a friendly model rolls on the Higher Advancement. Instead of rolling, the model gains a Skill and may choose an Academic Skill even if it usually does not have access.
3	**Hammerschlag**				
	10+	**12"**	Hex Damage Missile	Instant	The target suffers D3 hits with Strength 4, Armour Penetration 1 and Blunt Attacks.

Faith of Ullor

	Casting Value	Range	Type	Duration	Effect
0	**Ullor's Blessing**				
	<6+> **{9+}**	**<3">** **{3" Aura}**	Augment	One Turn	The target gains Aegis (5+) and Aegis (+3, against Supernal or Undead).
1	**Sanctity of the Fallen**				
	7+		Special	This Game	Any models taken Out of Action in this Game Sequence before the Spell was cast cannot be Re-animated in any way. This spell is immediately ended if the Caster is Removed from Table.
2	**Back to Your Holes!**				
	8+	**8" Aura**	Hex	Instant	The target must take a Discipline Test. If failed, the model starts Fleeing and immediately makes a Flee Move directly away from the Caster. Models that are Fearless automatically pass the Discipline Test, unless they are also Supernal or Undead.
3	**Hand of Eternal Peace**				
	8+	**6"**	Augment	Instant	Choose a single model in Base Contact with target model.That model suffers a single hit with Strength 3, Armour Penetration 10, Divine Attacks and Holy Attacks.

Faith of Karadon

	Casting Value	Range	Type	Duration	Effect
0	**Karadon's Blessing**				
	<6+> {9+}	**<6"> {3" Aura}**	Augment	One Turn	The target gains +1 Attack Value, +1 Offensive Skill and Swiftstride.
1	**March of the Squirrels**				
	8+	**12"**	Hex Damage Missile	Instant	The target suffers 2D6 hits with Strength 1 and Armour Penetration 10.
2	**Call of the Wild**				
	9+		Caster	This Game	The target gains +3 Adv, +1 Str, +1 AP, +1 Res, +1 Att and changes its Model Type to Beast. The target cannot use Equipment or Cast Prayers. At the End of its Recovery, the target may take a Discipline test. If passed, the Spell is ended. If the target is Removed from Table while the Spell is in play, or still active at the end of the game, the target must take a Discipline test during the following Injury Phase. If failed, the target is Delayed and suffers the Old Battle Wound Injury.
3	**Woodland Psalm**				
	<5+> {8+}	**12"**	Ground	<Instant> **{This Game}**	Target point must be on Ground Level. <Move any Tree terrain feature within 6" of the Target point to the Target point.> **{Place a Tree terrain feature on the Target point.}**.

Faith of the Mother

	Casting Value	Range	Type	Duration	Effect
0	**Heal**				
	<7+> **{9+}**	**<3”>** **{6” Aura}**	Universal	Instant	The targets each Recovers 2D3 Health Points and are immediately Healthy. For each enemy model that Recovers Health Points, the Caster receives an extra Experience point during the Experience Phase.
1	**Restoration**				
	7+		Post Game	Instant	Cast immediately after a roll on an Injury Chart has been made. The roll is rerolled.
2	**Purification**				
	9+	**12”**	Universal	Instant	The effects of all other spells with duration One Turn or This Game affecting the target immediately come to an end. If the target had any of the following Model Rules, the effect is lost until the end of the game: Rage, Frenzy, Hatred, Stupidity.
3	**Protection of the Meek**				
	9+	**12”**	Universal	This Game	The target gains May Not Charge, Aegis (2+, against non-Magical Attacks) and Unbreakable. The target cannot Attack other models in any way.

Faith of Battle Runes

	Casting Value	Range	Type	Duration	Effect
1	**Rune of Swift Striking**				The target gains +3 Agility.
	7+	**6”**	Augment	One Turn	
2	**Rune of Resolve**				The target may perform a 6” Magical Move.
	8+	**6”**	Augment	Instant	
3	**Rune of Reckoning**				The target must reroll failed to-hit rolls in Close Combat.
	8+	**6”**	Augment	One Turn	
4	**Rune of Oaths**				The target must reroll failed to-wound rolls in Close Combat.
	8+	**6”**	Augment	One Turn	
5	**Rune of Gleaming**				The target gains Hard Target and Distracting.
	9+	**6”**	Augment	One Turn	
6	**Rune of Resilience**				All to-wound rolls against the target suffer a -1 modifier.
	9+	**6”**	Augment	One Turn	

Faith of Totems

	Casting Value	Range	Type	Duration	Effect
0	**Clouded Eye Totem**				The target gains Hard Target and Magic Resistance (3).
	7+	**6”**	Augment	One Turn	
1	**Black Wing Totem**				The target gains +3 Agility and adds D3+1” to its Charge Range.
	8+	**6”**	Augment	One Turn	
2	**Gnarled Hide Totem**				The target gains +1 Armour and Distracting.
	8+	**6”**	Augment	One Turn	
3	**Blooded Horn Totem**				The target gains +1 Attack Value and +2 Armour Penetration.
	8+	**6”**	Augment	One Turn	

Alchemy

	Casting Value	Range	Type	Duration	Effect
0 Alchemical Fire	**5+**	**18"**	Hex	One Turn	The target gains Flammable (against Melee Attacks).
1 Word of Iron	**<6+> {9+}**	**<12"> {24"}**	Augment	One Turn	The target gains +1 Armour.
2 Molten Copper	**<8+> {10+}**	**12"**	Hex Missile Damage	Instant	The target suffers <D3> **{D3+1}** hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
3 Quicksilver Lash	**<8+> {10+}**	**18"**	Hex Missile Damage	Instant	The target suffers <a single> **{D3}** hit with Metalshifting and Magical Attacks.
4 Corruption of Tin	**<8+> {11+}**	**<12"> {24"}**	Hex	This Game	The target suffers a -1 Armour.
5 Transmutation to Lead	**9+**	**24"**	Hex	One Turn	The target's attacks cannot receive Strength bonuses from its Close Combat Weapons. Mundane Shooting Weapons wielded by the target suffers -1 Strength. Note that this spell only affects a model's equipment, not any other Model Rules.
6 Glory of Gold	**Auto**	**-**	Post Game	Instant	Can be cast during the Exploration Phase. Add 2D6 pts to the Warband's Treasury. If a double 6 is rolled, the Caster becomes Delayed in addition.

Cosmos	Cosmology	Chaos

Duality: All Cosmology spells are divided into two versions, representing opposing aspects; **Cosmos** and **Chaos**. When casting Cosmology spells, always declare which version of the spell you are using. If a Caster casts a spell of the same version as the previous spell it successfully cast, it suffers a -2 modifier to its Casting Attempt.

	Type	*Duration*	*Casting Value*	*Range*
0	**Altered Sight**		**6+**	18”
	Augment	One Turn	The target gains **+1** Offensive Skill, **+1** Defensive Skill, and **+1** Ballistic Skill.	
	Hex		The target suffers **-1** Offensive Skill, **-1** Defensive Skill,, and **-1** Ballistic Skill.	
1	**Touch the Heart**		**5+**	12”
	Augment	Instant	The target **Recovers** D3+1 Health Points.	
	Hex, Direct, Damage		The target suffers D3+1 hit that automatically wounds with Armour Penetration 10, **Glancing Blow** and Magical Attacks.	
2	**Mind Games**		**5+**	12”
	Augment	This Game	The target gains **+1** Discipline. This spell immediately ends when the target passes a Discipline Test.	
	Hex		The target suffers **-1** Discipline.This spell immediately ends when the target fails a Discipline Test.	
3	**Truth of Time**		**5+**	12”
	Augment	One Turn	The target gains **+2** Advance Rate and **+2** March Rate.	
	Hex		The Target suffers **-2** Advance Rate and **-2** March Rate, to a minimum of 2 and 3 respectively.	
4	**Ice and Fire**		**7+**	12”
	Hex, Missile, Damage	Instant	The target suffers a single hit with Strength 4, Armour Penetration 0, and Magical Attacks. Successful Special Saves against wounds caused by this spell must be rerolled.	
			The target suffers a single hit with Strength 4 and Armour Penetration 0, and Magical Attacks. Successful Armour Saves against wounds caused by this spell must be rerolled.	
5	**Perception of Strength**		**7+**	12”
	Augment	One Turn	The target gains **+1** Strength and **+1** Armour Penetration.	
	Hex		The Target suffers **-1** Strength and **-1** Armour Penetration.	
6	**Paradox of Free Will**		**8+**	12”
	Augment	One Turn	Target model must reroll **failed** rolls of the following kinds: To Hit, To Wound and Armour Saves.	
	Hex		Target model must reroll **successful** rolls of the following kinds: To Hit, To Wound and Armour Saves.	

Divination

	Casting Value	Range	Type	Duration	Effect
0 Guiding Light	**5+**	**18"**	Augment	One Turn	Discipline Tests of the target are subject to Minimised Roll.
1 Scrying	**<7+>** **{10+}**	**<12">** **{3" Aura}**	Augment	One Turn	The target gains Distracting and Hard Target.
2 Fate's Judgement	**<7+>** **{10+}**	**12"**	Hex Missile Damage	Instant	The target suffers <a single> **{D3}** Hit with Magical Attacks that wound automatically, with no Special Saves allowed (note that Armour Saves are allowed).
3 Know Thine Enemy	**<8+>** **{10+}**	**<12">** **{3" Aura}**	Augment	One Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
4 The Stars Align	**8+**	**12"**	Augment	One Turn	The target gains Divine Attacks, and must reroll failed to-hit rolls with Close Combat and Shooting Attacks.
5 Planetary Convergence	**9+**			This Game	The caster's Warband gains an additional Fate Reroll but it can only be used during the Battle Sequence.
6 Illusions of the Mind	**10+**	**18"**	Hex	This Game	The target gains Stupidity. This spell immediately when the target fails a Stupidity Test.

Druidism

	Casting Value	Range	Type	Duration	Effect
0	**Fountain of Youth**				
	5+	**6”**	Augment	Instant	The target Recovers D3 Health Points.
1	**Stone Skin**				
	<6+> {9+}	**{12”}**	**<Caster> {Augment}**	One Turn	The target gains +2 Resilience.
2	**Healing Waters**				
	7+	**6”**	Augment	One Turn	The Range of this spell can be measured from the caster or from any **Deep Water** Terrain Feature on the table. The target gains Fortitude (5+).
3	**Bridge of Wines**				
	7+	**6”**	Ground	One Turn	Place a Bridge of Wines as either a Wall or Floor Surface, with some part of it touching the target point. The Bridge of Wines has a length of up to 6” and a width of 1”. If places as a Wall Surface it is considered a Ladder in all aspects. The Bridge of Wines is Burnable (5+).
4	**Entwining Roots**				
	<7+> {9+}	**12”**	Augment	One Turn	The Range of this spell can be measured from the caster or from any **Tree** or **Forest** Terrain Feature on the table. The target suffers **-1 {-D3}** Weapon Skill and Ballistic Skill, both to a minimum of 1.
5	**Earthquake**				
	9+	**12”**	Ground	Instant / One Turn	All models within 2D6” of the target point are affected. Affected models suffer a -1 to-hit modifier, and treats all Floor Surfaces as Dangerous Terrain (1). If the target point is within a Building and the range rolled is 4” or less, that Building is Destroyed.
6	**Summer Growth**				
	10+	**6”**	Ground	Instant	A single friendly model is reanimated on the target point with D3+1 Health Points remaining.

Evocation

	Casting Value	Range	Type	Duration	Effect
0	**Song of Souls**				
	<6+> {10+}	**<6"> {6" Aura}**	Augment	One Turn	The target gains Fear (1).
1	**Spectral Blades**				
	<7+> {9+}	**6"**	Augment	One Turn	The target must reroll failed to-wound rolls with its Melee Attacks **{and gains Lethal Strike}**.
2	**Ancestral Aid**				
	<7+> {9+}	**6"**	Augment	One Turn	The target must reroll failed to-hit rolls with its Close Combat **{and Shooting}** Attacks.
3	**Touch of the Reaper**				
	<8+> {10+}	**<6"> {12"}**	Hex Direct Damage	Instant	The target suffers a single hit with Strength 10, Armour Penetration 10 and Magical Attacks. When rolling to-wound with this attacks, substitute the target's Toughness for its Discipline.
4	**Danse Macabre**				
	<7+> {9+}	**<6"> {6" Aura}**	Augment	Instant	The target may perform a <8"> **{6"}** Magical Move and gains Ghost Step during this move.
5	**Whispers of the Veil**				
	8+	**18"**	Hex	One Turn	The target suffers -1 Resilience and -1 Discipline.
6	**The Hidden Name**				
	9+	**12"**	Hex	Instant	The target must take a Discipline using an additional D6. If failed, the target starts Fleeing and immediately makes a Flee Move directly away from the caster.

Occultism

The Sacrifice: When a Spell from this Path is successfully cast the Active Player may choose to inflict a single hit on the Caster or another friendly unengaged model within 18". Each model may only be targeted by this ability once per Magic Phase.
These hits wound automatically and no save of any kind is allowed against them. Damage is rolled for as normal.
If at least one Health Point was caused, the spell is cast with the **<<amplified>>** version. In that case, use any text marked with **<< >>**.

	Casting Value	*Range*	*Type*	*Duration*	*Effect*
0	**Pentagram of Pain**				
	<5+> {6+}	**<12″> {6″ Aura}**	<Hex Direct Damage> **{Universal}**	Instant	The targets become Knocked Down and suffer D6 hits with Strength 4, Armour Penetration 1, **Glancing Blow** and Magical Attack. **{The Caster is not affected.}** **<<If one or more successful Wounds are caused with this spell, the Caster Gains D3 Health Points.>>**
1	**Hand of Glory**				
	<6+> {9+}	**<Caster> {6”}**	**{Augment}**	One Turn	The target gains Aegis (+1, max. 3+) **<<and Aegis (6+)>>** .
2	**Forbidden Knowledge**				
	7+	**Caster**		This Game	The target may reroll Casting Rolls when casting Occultism spells. This spell immediately ends when the target successfully casts an Occultism spell without using The Sacrifice.
3	**Blood Trail**				
	<6+> {9+}	**<Caster> {6”}**	**{Augment}**	Instant	The target may perform a 10” Magical Move. **<<If a Disengage Manoeuvres is performed, the enemy models cannot attack.>>**
4	**Breath of Corruption**				
	8+	**Caster**		One Turn	The target gains Breath Attack (Toxic Attacks). **<<If the Breath Attack is used as a Shooting Attack, its Range is increased to 12".>>**
5	**The Rot Within**				
	8+	**18”**	Hex	This Game	The target suffers -1 Offensive Skill and -1 Defensive Skill. **<<The Caster gains +1 Offensive Skill and +1 Defensive Skill.>>**
6	**Memory Curse**				
	9+	**12”**	Hex Damage	Instant	The target suffers X hits with Strength 4, Armour Penetration 10 and Magical Attacks, where X is equal to the Experience of the Target divided by 10, rounded up. **<<The hits gain Divine Attacks.>>**

Pyromancy

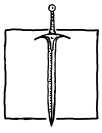
	Casting Value	Range	Type	Duration	Effect
0	**Pyroclastic Flow**				
	<6+> {10+}	**<12"> {6"}**	Hex Missile Damage	Instant	The target suffers <a single> **{D3+1}** hit with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
1	**Blazing Ember**				
	<4+> {9+}	**6"**	**<Hex> <Damage> {Ground}**	Instant	<Target model is Set Ablaze.> **{If target point is within a Terrain Piece that is Burnable, target is now burning.}**
2	**Smoke Screen**				
	5+	**6" Aura**	Universal	One Turn	The targets gain Hard Target and suffer -2 Agility, to a minimum of 1.
3	**Shroud of Fire**				
	<6+> {9+}	**{12"}**	**<Caster> {Augment}**	This Game	This spell ends at the end of the Initiative 0 step of the next Close Combat the target participates in. When it ends, all enemy models in base contact with the target suffer a single hit with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
4	**Flaming Swords**				
	<7+> {9+}	**{12"}**	**<Caster> {Augment}**	One Turn	The target's Melee and Shooting Attacks gain a +1 to-wound modifier, Flaming Attacks, and Magical Attacks.
5	**Immolation**				
	8+	**18"**	Ground	This Game	Place a round 3" diameter marker with its center on the selected target point and the marker more than 1" from all models. Models that move into, out of or through the marker suffer a single hit with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks. This spell ends at the end of the first Player Turn in which a model suffered a hit from this spell.
6	**Scorching Salvo**				
	8+	**9" Aura**	Hex Damage	Instant	The targets suffer 3 hits with Strength 4, Armour Penetration 0, **Glancing Blow**, Flaming Attacks, and Magical Attacks.

Set Ablaze *(copied from T9A:SC Rulebook):*
Any model that suffers one or more hits from an attack with Flaming Attacks must roll a D6 at the end of the phase in which the hit was caused. On 4+ the model is Set Ablaze.

Any model that is Set Ablaze at the End of its Recovery Phase stops being Set Ablaze but also suffers a single hit with Strength 4, Armour Penetration 0, Glancing Blow and Flaming Attacks (which can cause the model to be Set Ablaze again).

Shamanism

	Casting Value	Range	Type	Duration	Effect
0	**Scarification**				
	4+		Caster	One Turn	Close Combat Attacks against the target can **never** wound on better than 5+.
1	**Awaken the Beast**				
	<7+> **{7+}**	**6”**	Augment	One Turn	The target gains <+1 Strength and +1 Armour Penetration> **{+1 Resilience}**.
2	**Swarm of Insects**				
	5+ **{8+}**	**12”** **{24”}**	Hex Missile Damage	This Game	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, **Glancing Blow**, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March or Charge Move.
3	**Savage Fury**				
	7+ **{9+}**	**6”** **{12”}**	Universal	One Turn	The target gains Fearless, Frenzy and +1 Attack Value.
4	**Break the Spirit**				
	<7+> **{9+}**	**<12”>** **{24”}**	Hex	One Turn	The target suffers a -1 to-hit modifier, and treats all Floor Surfaces as Dangerous Terrain (2).
5	**Chilling Howl**				
	8+	**6” Aura**	Augment	One Turn	All to-wound rolls against the target from Shooting Attacks suffer a -1 modifier.
6	**Totemic Summon**				
	<8+> **{11+}**	**96”**	Ground	Instant	Target point must be within 5” of the Board Edge and on Ground Level. Summon a Totemic Familiar (statline below) on the target point. <This version of the spell (the unboosted) cannot be cast again in this Game Sequence.>



Totemic Familiar (for Totemic Summon)

Size: Standard | Base: 25x25mm
Type: Beast | Species: Undefined

Global	*Adv*	*Mar*	*Dis*	*Rat*	*Upk*	*Exp*	*Model Rules*
	5”	**10”**	**7**	**-**	**-**	**-**	Fearless

Defensive	*HP*	*Def*	*Res*	*Arm*
	9	**3**	**4**	**-**

Offensive	*Att*	*Off*	*Str*	*AP*	*Agi*	*BS*	
	2	**3**	**4**	**1**	**3**	**-**	Breath Attack (Str 3, AP 0)

Thaumaturgy

Judgement on High: When casting Spells from this Path, all Magic Dice that result in '1' must be rerolled. For each Magic Dice that results in '6' the Wizard suffers D6 hits that wound of 4+ with Armour Penetration 10, **Glancing Blow** and Magical Attacks. If only a single hit is caused, the model is also Knocked Down.

	Casting Value	*Range*	*Type*	*Duration*	*Effect*
0	**Hand of Heaven**				
	<5+> {8+}	**12"**	Hex Missile Damage	Instant	The target suffers <D6> **{D6+1}** hits with Strength <D6> **{D6+1}**, Armour Penetration <2> **{3}**, **Glancing Blow** and Magical Attacks.
1	**Smite the Unbeliever**				
	7+	**18"**	Hex	One Turn	Immediately after successfully casting this spell, roll a D6 and consult the chart below: **1-3** The target suffers -1 Strength, to a minimum of 1. **4-6** The target suffers -1 Toughness, to a minimum of 1.
2	**Speaking in Tongues**				
	6+	**18"**	Hex	Instant	The target cannot benefit from Commanding Presence, has a Suspicious Relation with all friendly models (but not vice versa) and always counts as being more than 6" away from any friendly model for the purpose of All Alone.
3	**Divine Guidance**				
	<7+> {9+}	**6"**	Augment	One Turn	The target will cause Critical Hits on successful to Wound rolls of 5+ with their <Close Combat> **{and Shooting}** Attacks.
4	**Cleansing Fire**				
	<8+> {11+}	**<Caster> {12"}**	**{Augment}**	One Turn	The target gains a Breath Attack (Strength D3+1, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.)
5	**Symbiotic Serenity**				
	8+	**36"**	Hex	This Game	The target cannot make any voluntary Moves. The target and the Caster suffer -2 Defensive Skill and -2 Offensive Skill. If the Caster makes any Move, attempts to cast any spell or loses any Health Points, this spell ends immediately.
6	**Eye of God**				
	9+	**6"**	Augment	This Game	Immediately after successfully casting this spell, roll a D6, consult the chart below and apply it to the target model: **1** Removed from Table. **2-5** Gains one of the following: +1 Adv, +2 Mar, +1 Dis, +1 Def, +1 Off, +1 Res, +1 Att, +1 Str, +1 AP, +1 Agi, +1 BS (which is chosen by the active player). **6** Gains +1 Adv, +2 Mar, +1 Dis, +1 Def, +1 Off, +1 Res, +1 Att, +1 Str, +1 AP, +1 Agi and +1 BS. This Spell cannot be cast again in this Game Sequence.

Witchcraft

	Casting Value	*Range*	*Type*	*Duration*	*Effect*
0	**Evil Eye**				
	<5+> {6+}	**24”**	<Hex> **{Augment}**	One Turn	The target <suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively> **{gains +1 Advance Rate and +2 March Rate}**.
1	**Deceptive Glamour**				
	<5+> {8+}	**<12”> {24”}**	Hex	One Turn	The target suffers <-1> **{-2}** Offensive Skill, <-1> **{-2}** Defensive Skill, and <-1> **{-2}** Agility.
2	**Raven’s Wing**				
	<6+> {8+}	**6”**	Augment	Instant	The target may perform a <6"> **{10"}** Flying Magical Move.
3	**Twisted Effigy**				
	<7+> {10+}	**24”**	Hex	One Turn	The target cannot use Shooting Attacks **{and suffers a -2 modifier to its casting rolls}**.
4	**Will-o’-the-Wisp**				
	8+	**18”**	Ground	This Game	Place a Wisp Marker on the target point. All models on the table gain Frenzy (Wisp Marker). If any model moves into contact with the Wisp Marker the spell is ended and the marker is removed.
5	**Deathspams**				
	9+	**9”**	Hex Damage	Instant	Must be cast on the closest enemy model. Roll a D6 and apply the result of the following chart to the target: **1-2** becomes Knocked Down **3-4** becomes Stunned **5-6** becomes taken Out of Action. Regardless, the Caster becomes Stunned.
6	**The Wheel Turns**				
	9+	**24”**	Universal	One Turn	Close Combat Attacks made by the target are **set** to hit and wound on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.

Change Log

v0.9.97

Faith of Mercy → Faith of the Mother

Faith of Ullor

- Back to your holes!, made more general. It now causes panic to all, including undead and supernal.
- Hand of eternal peace, made more general. Causes a single hit and is stronger against undead and supernal.