



### 1. Apprentice Spell

## Pentagramm der Schmerzen

CV	Type	Duration
[color=#ff0000]5+[/color]	[Hex] [Direct] [Universal] [Damage] Range	Instant
[color=#0000ff][6+][[/color]	[color=#ff0000]24"[/color]	

Effect



### 2. Adept Spell

## Hand des Ruhms

CV	Type	Duration
[color=#ff0000]6+[/color]	[Augment] Focused Range	One Turn
[color=#0000ff][8+][[/color]	[color=#ff0000]Caster[/color] [color=#0000ff]12"[/color]	

Effect



### 3. Adept Spell

## Innere Fäulnis

CV	Type	Duration
6+	Hex Range 18"	Permanent

Effect

The target suffers -1 Offensive Skill and -1 Defensive Skill.

span style="color: #006000;">{The Caster gains +1 Offensive Skill and +1 Defensive Skill.}/span>



### 4. Adept Spell

## Atem der Versetzung

CV	Type	Duration
[color=#ff0000]6+[/color]	[Augment] Focused Range	One Turn
[color=#0000ff][9+][[/color]	[color=#ff0000]Caster[/color] [color=#0000ff]12"[/color]	

Effect



### 5. Master Spell

## Zeichen des Verderbens

CV	Type	Duration
9+	Hex Damage Direct Range 24"	Instant

Effect



### 6. Master Spell

## Grabesruf

CV	Type	Duration
11+	Hex Damage Direct Range 12"	Instant

Effect

The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks.

span style="color: #006000;">{The hits gain +1 Strength and +1 Armour Penetration.}/span>



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL

The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.  
>[The Caster's unit is unaffected.]/span>  
>{If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}/span>

>[This spell may only target Characters, Champions, and single model units.]/span>  
The target >{and all models in its unit}/span>  
gain Aegis (6+) and Aegis (+1, max 3+).

The target gains Breath Attack (Magical Attacks, Toxic Attacks).  
>[This spell may only target Characters, Champions, and single model units.]/span>  
{If the Breath Attack is used as a Shooting Attack, its range is increased to 18'}

The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks.  
>{If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}/span>