



1. Apprentice 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



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       | Permanent |
|    | Range 24" |           |

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

**Pentagramm der Schmerzen**

| CV                          | Type                              | Duration |
|-----------------------------|-----------------------------------|----------|
| [color=#ff0000]5+[/color]   | [Hex] Direct                      | Instant  |
| [color=#0000ff][6+]/[color] | [Universal] Damage Range          |          |
|                             | [color=#ff0000]24"/[color]        |          |
|                             | [color=#0000ff][12" Aura]/[color] |          |

Effect



5. Master Spell

**Zeichen des Verderbens**

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

Effect

The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks.  
span style="color: #006000;">{If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}/span>



6. Master Spell

**Grabesruf**

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

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>

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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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 <<, 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.}/span>

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>