The Summoning

CV	*Type*	*Duration*
9+	Range 18"	Inst.

Effect

The target enemy unit suffers 2D6 Strength 4 hits, each with an AP of -1.

1. Apprentice Spell

Steed Of Shadows

CV	*Type*	*Duration*
9+	Range 15"	Inst.

Effect

This spell can only target friendly models whose troop type is 'infantry'. If the target friendly unit is not fleeing and has not already moved during this Movement phase, it gains the Fly (12) special rule until your next Start of Turn sub-phase.

2. Adept Spell

Gathering Darkness

CV	*Type*	*Duration*
9+	Range 12"	Inst.

Effect

Until your next Start of Turn sub-phase, the target enemy unit suffers a -2 modifier to its Initiative characteristic (to a minimum of 1), a -2 modifier to its Leadership characteristic (to a minimum of 2) and cannot use their General's Inspiring Presence special rule. This spell may target an enemy unit engaged in combat.

3. Adept Spell

Daemonic Familiars

CV	*Type*	*Duration*
8+	Range Combat	Inst.

Effect

A single enemy unit the caster is engaged in combat with suffers 2D6 Strength 2 hits, with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

4. Adept Spell

Daemonic Vessel

CV	*Type*	*Duration*
10+	Range Self	Inst.

Effect

Until the end of this turn, the caster, their mount and any unit they have joined, gain a +1 modifier to their Strength and Attacks characteristics (to a maximum of 10), and improve the Armour Piercing characteristic of their weapons by 1.

5. Master Spell

Vortex Of Chaos

CV	*Type*	*Duration*
8+	Range 15"	Remains in Play

Effect

Remains in Play.
Place a small (3") blast template so that its central hole is within 15" of the caster. Whilst in play, the template is treated as dangerous terrain. The template moves D6" in a random direction during every Start of Turn sub-phase. Any unit (friend or foe) the moving template touches or moves over suffers D6+1 Strength 3 hits, each with an AP of -.

6. Master Spell

Daemonic Vigour

CV	*Type*	*Duration*
9+	Range 15"	Inst.

Effect

Until the end of this turn, the target friendly unit gains a +1 modifier to its Movement, Toughness and Initiative characteristics (to a maximum of 10).

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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