

1. Apprentice Spell

Fountain of Youth

CV	*Type*	*Duration*
[color=#0000ff]6[/color]	Amélioration Focused Rép. Range 24"	Un tour

*[color=#0000ff][i]*Alternatively, the range can be set to 6⍰ and be measured from a Forest, Hill, Water, Impassable, or Field Terrain Feature.[/i][/color]*

Effect



2. Adept Spell

Entwining Roots

CV	*Type*	*Duration*
7	Malédiction Range 24"	Un tour

*[color=#0000ff][i]*Alternatively, the range can be set to 6⍰ and be measured from a Forest Terrain Feature.[/i][/color]*

Effect

The target suffers -2⍰ Cha and -2⍰ Mob, both to a minimum of 2⍰.

In addition the target suffers -2 Agi to a minimum of 1.



3. Adept Spell

Veil of Mist

CV	*Type*	*Duration*
[color=#0000ff]9[/color]	Malédiction Range 24"	Un tour

*[color=#0000ff][i]*Alternatively, the range can be set to 6⍰ and be measured from a Water Terrain Feature.[/i][/color]*

Effect

span style="color: #0000ff;">All units within 12⍰ of the target suffer - 1 to hit with Shooting Attacks and a - 1 modifier to their Casting Rolls./span>



4. Adept Spell

[color=#0000ff][color=#0000ff]Shower of Rocks[/color][/color]

CV	*Type*	*Duration*
[color=#0000ff]9[/color]	Malédiction Dégât Range 24"	Un tour

*[color=#0000ff][i]*Alternatively, the range can be set to 6⍰ and be measured from a Hill Terrain Feature.[/i][/color]*

Effect



5. Master Spell

Stone Skin

CV	*Type*	*Duration*
11	Amélioration Range 24"	Un tour

*[color=#0000ff][i]*Alternatively, the range can be set to 6⍰ and be measured from a Impassable Terrain Feature.[/i][/color]*

Effect

The target gains +1 Res. In addition, Melee Attacks allocated towards it **never** wound on better than 4+.



6. Master Spell

[color=#0000ff]Quicksand[/color]

CV	*Type*	*Duration*
[color=#0000ff]11[/color]	Range 24"	Un tour

*[color=#0000ff][i]*Alternatively, the range can be set to 6⍰ and be measured from a Field Terrain Feature.[/i][/color]*

Effect

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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Raise 1 HP in the target's Health Pool.

No model can **Raise** more than 1 HP per turn from this spell.

span style="color: #0000ff;">The target suffers - 1 to-hit with its Melee Attacks. The first time in each Player Turn that it performs a Move *(See Definitions and Terminology Chapter)*, each of its Health Pools must take a **Dangerous Terrain(6+)** Test./span>

span style="color: #0000ff;">The target suffers 2D3+1 hits with Str 3, AP 1, and **Magical Attacks**. If the target contains a Rank-and-File model with **Light Troops**, these hits are instead resolved with Str 4, AP 2, and **Magical Attacks** ./span>