

### The Dwellers Below (Signature Spell)

CV	Type	Duration
7+	Range Combat	Immédiat

*Effect*

Place a small (3") blast template so that its central hole is directly over the centre of a unit the caster is engaged in combat with. Once placed, the template will scatter D3+1". Any enemy model whose base lies underneath the template's final position risks being hit (as described on page 95) and suffering a single Strength 3 hit with an AP of -.

*1. Apprentice Spell*

### Deathly Cabal

CV	Type	Duration
10+	Range Self	Immédiat

*Effect*

Until your next Start of Turn sub-phase, the caster and any unit they have joined gain a 6+ Ward save against any wounds suffered that were caused by a non-magical enemy attack. In addition, whilst this spell is in play, the affected models gain the Fear special rule. If they already have the Fear special rule, they instead gain the Terror special rule.

*2. Adept Spell*

### Unquiet Spirits

CV	Type	Duration
8+	Range 15"	Immédiat

*Effect*

The target enemy unit suffers 3D6 Strength 2 hits, with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

*3. Adept Spell*

### Spiritual Vortex

CV	Type	Duration
11+	Range 12"	Immédiat

*Effect*

Remains in Play. Place a large (5") blast template so that its central hole is within 12" of the caster. Whilst in play, the template does not move and is treated as dangerous terrain. Whilst within 8" of the template, enemy units suffer a -1 modifier to their Leadership characteristic (to a minimum of 2) and cannot use their General's Inspiring Presence special rule.

*4. Adept Spell*

### Curse Of Years

CV	Type	Duration
10+	Range 15"	Immédiat

*Effect*

Until your next Start of Turn sub-phase, the target enemy unit suffers a -1 modifier to its Movement, Weapon Skill and Toughness characteristics (to a minimum of 1). If this spell is cast, the effects of any other Hex previously cast on the target unit immediately expire.

*5. Master Spell*

### Spectral Steed

CV	Type	Duration
9+	Range 12"	Immédiat

*Effect*

Remains in Play. This spell can only target friendly characters whose troop type is 'infantry'. Whilst this spell is in play, the target friendly character gains the Ethereal and Fly (10) special rules.

*6. Master Spell*

### Spirit Leech

CV	Type	Duration
8+	Range 18"	Immédiat

*Effect*

Until the end of this turn, the target enemy unit suffers 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.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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