

1. Apprentice Spell

Atem der Versetzung

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

Effect



2. Adept Spell

Hand des Ruhms

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

Effect



3. Adept Spell

Innere Fäulnis

CV	*Type*	*Duration*
6+	Hex Range 24"	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

Pentagramm der Schmerzen

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

Effect



5. Master Spell

Zeichen des Verderbens

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

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 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

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The target gains Breath Attack (Magical Attacks, Toxic Attacks).
span style="color: #0000ff;">[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+).
span style="color: #0000ff;">{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.
span style="color: #0000ff;">[The Caster's unit is unaffected.]/span>
span style="color: #006000;">{If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}/span>