1. Apprentice Spell

Fountain of Youth

CV	*Type*	*Duration*
5	Augment Replicable Range 18	Instant

Effect

Choose one of the following effects for the target: itemize
One Health Pool in the target Recovers 1~HP.
A Rank-and-File Health Pool of the target, Raises 2~HP. The Rank-and-File Health Pool cannot have a Single model unit limitation.

itemize Each Health Pool can only be chosen once per Magic~Phase.

2. Adept Spell

Entwining Roots

CV	*Type*	*Duration*
8	Hex Range 24	One Turn

Effect

The target halves its Charge Speed and Mobility (rounding fractions up), and suffers 2~Agi, to a minimum of~1.

3. Adept Spell

Veil of Mist

CV	*Type*	*Duration*
8	Hex Range 24	One Turn

Effect

All units within~12 of the target when the spell is cast suffer a 2 modifier to their Casting Rolls except spells with Augment and a~1 to hit with Shooting Attacks.

4. Adept Spell

Stone Skin

CV	*Type*	*Duration*
10	Augment Range 18	One Turn

Effect

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

5. Master Spell

Shield of Thorns

CV	*Type*	*Duration*
9	Augment Range 18	One Turn

Effect

The target gains Parry.
For each Standard Melee Attack allocated against the model that rolls a 6 to hit, the attacking model's Health Pool suffers one hit at the same Agility Step, with Str~5, AP~2, and Unmodifiable.

6. Master Spell

Mud Slide

CV	*Type*	*Duration*
10	Hex Range 24	One Turn

Effect

The target must immediately take a Dangerous Terrain (6+) Test, and treats Open Terrain as Dangerous Terrain (6+). In addition, the target suffers 1 to-hit with its Melee Attacks.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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