Drain Magic (Signature Spell)

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

Effect

Remains in Play. Whilst this spell is in play, enemy Wizards that are within 24" of the caster's model when attempting to cast a spell must increase that spell's casting value by 2.

1. Apprentice Spell

Walk Between Worlds

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

Effect

Until your next Start of Turn sub-phase, the caster and any unit they have joined gain the Ethereal and Reserve Move special rules.

2. Adept Spell

Fiery Convocation

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

Effect

Place a large (5") blast template so that its central hole is directly over the centre of the target enemy unit. 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 Strength 4 hit with an AP of -2. These hits have the Flaming Attacks special rule.

3. Adept Spell

Tempest

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

Effect

Remains in Play. Place a small (3") 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 6" of the template, enemy units treat open ground as difficult terrain and difficult terrain as dangerous terrain.

4. Adept Spell

Corporeal Unmaking

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

Effect

A single enemy unit the caster is engaged in combat with suffers D3 Strength 5 hits, with no armour or Regeneration saves permitted (Ward saves can be attempted as normal).

5. Master Spell

Fury Of Khaine

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

Effect

Until the end of this turn, the target friendly unit gains the Extra Attacks (+1) special rule. This spell may target a friendly unit engaged in combat.

6. Master Spell

Shield Of Saphery

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

Effect

Until the end of this turn, the target friendly unit gains a 5+ Ward save against any wounds suffered. If this spell is cast, the effects of any other Enchantment previously cast on the target unit immediately expire.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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FANTASY BATTLES



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FANTASY BATTLES



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