



1. Apprentice Spell

Breath of Corruption

CV	Type	Duration
6+	[Augment] Focused Range	One Turn

Effect



2. Adept Spell

Hand of Glory

CV	Type	Duration
6+	[Augment] Focused Range	One Turn

Effect



3. Adept Spell

The Rot Within

CV	Type	Duration
6+	Hex Range 24"	Permanent

Effect

The target suffers -1 Offensive Skill and -1 Defensive Skill. >{The Caster gains +1 Offensive Skill and +1 Defensive Skill.}



4. Adept Spell

Pentagram of Pain

CV	Type	Duration
5+	[Hex] [Direct] [Universal] [Damage] Range	Instant

Effect



5. Master Spell

Marked for Doom

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. >{If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}



6. Master Spell

The Grave Calls

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. >{The hits gain +1 Strength and +1 Armour Penetration.}

WIZARD KING SPELL
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THE IX AGE
FANTASY BATTLES

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