# Lore of Daemonology

| 0 | The Summoning | |
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| 9+ | • Angebot 18" | Instant |
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The target enemy unit suffers 2D6 Strength 4 hits, each with an AP of -1.

# Lore of Daemonology

| 1 | Steed Of Shadows | |
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| 9+ | • Angebot 15" | Instant |
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This spell can only target friendly models whose troop type is 'infantry'. If the target friendly unit is not fleeing and has not already moved during this Movement phase, it gains the Fly (12) special rule until your next Start of Turn sub-phase.

# Lore of Daemonology

| 2 | Gathering Darkness | |
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| 9+ | • Angebot 12" | Instant |
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Until your next Start of Turn sub-phase, the target enemy unit suffers a -2 modifier to its Initiative characteristic (to a minimum of 1), 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.

## Lore of Daemonology

| 3 | Daemonic Familiars | |
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| 8+ | • Angebot Combat | Instant |
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A single enemy unit the caster is engaged in combat with suffers 2D6 Strength 2 hits, with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

## Lore of Daemonology

| 4 | Daemonic Vessel | |
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| 10+ | • Angebot Self | Instant |
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Until the end of this turn, the caster, their mount and any unit they have joined, gain a +1 modifier to their Strength and Attacks characteristics (to a maximum of 10), and improve the Armour Piercing characteristic of their weapons by 1.

## Lore of Daemonology

| 5 | Vortex Of Chaos | |
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| 8+ | • Angebot 15" | Remains in Play |
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Remains in Play.

Place a small (3") blast template so that its central hole is within 15" of the caster. Whilst in play, the template is treated as dangerous terrain. The template moves D6" in a random direction during every Start of Turn sub-phase. Any unit (friend or foe) the moving template touches or moves over suffers D6+1 Strength 3 hits, each with an AP of -.

## Lore of Daemonology

| 6 | Daemonic Vigour | |
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| 9+ | • Angebot 15" | Instant |
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Until the end of this turn, the target friendly unit gains a +1 modifier to its Movement, Toughness and Initiative characteristics (to a maximum of 10).

CROWN OF THE
WIZARD KING SPELL

THE IX AGE FANTASY BATTLES

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## THE IX AGE
### FANTASY BATTLES