



Occultism

1 Breath of Corruption

6+ [9+]

- [Augment]
- Focused
- Range Caster [12"]

One Turn

The target gains Breath Attack (Magical Attacks, Toxic Attacks).
[This spell may only target Characters, Champions, and single model units.]
{If the Breath Attack is used as a Shooting Attack, its range is increased to 18".}



Occultism

2 Hand of Glory

6+ [8+]

- [Augment]
- Focused
- Range Caster [12"]

One Turn

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.}



Occultism

3 The Rot Within

6+

- Hex
- Range 24"

Permanent

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



Occultism

4

Pentagram of Pain

5+[6+]

- |Hex|
- |Direct|
- [Universal]
- |Damage|
- Range 24"[12"Aura]

Instant

The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.

[The Caster's unit is unaffected.]

{If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}



Occultism

5

Marked for Doom

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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