

<div><div>The Summoning</div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>9+</td><td>Range 18"</td><td>Instant</td></tr></table><div>Effect</div><p>The target enemy unit suffers 2D6 Strength 4 hits, each with an AP of -1.</p></div>	CV	Type	Duration	9+	Range 18"	Instant	<div><div>1. Apprentice Spell</div><div>Steed Of Shadows</div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>9+</td><td>Range 15"</td><td>Instant</td></tr></table><div>Effect</div><p>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.</p></div>	CV	Type	Duration	9+	Range 15"	Instant	<div><div>2. Adept Spell</div><div>Gathering Darkness</div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>9+</td><td>Range 12"</td><td>Instant</td></tr></table><div>Effect</div><p>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.</p></div>	CV	Type	Duration	9+	Range 12"	Instant	<div><div>3. Adept Spell</div><div>Daemonic Familiars</div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Range Combat</td><td>Instant</td></tr></table><div>Effect</div><p>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).</p></div>	CV	Type	Duration	8+	Range Combat	Instant
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<div><div>4. Adept Spell</div><div>Daemonic Vessel</div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>10+</td><td>Range Self</td><td>Instant</td></tr></table><div>Effect</div><p>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.</p></div>	CV	Type	Duration	10+	Range Self	Instant	<div><div>5. Master Spell</div><div>Vortex Of Chaos</div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Range 15"</td><td>Remains in Play</td></tr></table><div>Effect</div></div>	CV	Type	Duration	8+	Range 15"	Remains in Play	<div><div>6. Master Spell</div><div>Daemonic Vigour</div><table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>9+</td><td>Range 15"</td><td>Instant</td></tr></table><div>Effect</div><p>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).</p></div>	CV	Type	Duration	9+	Range 15"	Instant							
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CROWN OF THE
WIZARD KING SPELL



THE IX AGE
FANTASY BATTLES

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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 -.