

Lore of Elementalism		
0	Storm Call (Signature Spell)	
7+	Alcance 12"	Instant
<p>Until your next Start of Turn sub-phase, the target enemy unit suffers a -1 modifier to its Movement and Initiative characteristics (to a minimum of 1). If this spell is cast, the effects of any other Hex previously cast on the target unit immediately expire.</p>		

Lore of Elementalism		
1	Flaming Sword	
8+	Alcance Combat	Instant
<p>A single enemy unit the caster is engaged in combat with suffers D6+1 Strength 3 hits, each with an AP of -. These hits have the Flaming Attacks special rule.</p>		

Lore of Elementalism		
2	Plague Of Rust	
9+	Alcance 21"	Instant
<p>Until your next Start of Turn sub-phase, the target enemy unit suffers a -2 modifier to its armour value. This spell may target an enemy unit engaged in combat.</p>		

Lore of Elementalism		
3	Summon Elemental Spirit	
9+	Alcance 15"	Instant
<p>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 over which no line of sight can be drawn. The template moves D6" in a random direction during every Start of Turn sub-phase. Any enemy unit the moving template touches or moves over suffers D3+3 Strength 4 hits, each with an AP of -1.</p>		

Lore of Elementalism		
4	Earthen Ramparts	
10+	Alcance 15"	Instant
<p>Until your next Start of Turn sub-phase, the target friendly unit gains a 5+ Ward save against any wounds suffered and counts as being behind a defended low linear obstacle if charged. However, whilst this spell is in play the target unit cannot march or charge.</p>		

Lore of Elementalism		
5	Wind Blast	
8+	Alcance 15"	Instant
<p>The target enemy unit suffers D3+3 Strength 5 hits, each with an AP of -1. Once these hits have been resolved, the unit must Give Ground.</p>		

Lore of Elementalism		
6	Travel Mystical Pathway	
10+	Alcance 9"	Instant
<p>If the target friendly unit is not fleeing and has not already moved during this Movement phase, you may immediately remove it from the battlefield and replace it anywhere within 12" of its original location, but not within 6" of any enemy models. The target friendly unit cannot move again during this Movement phase.</p>		

WIZARD KING SPELL
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