

| Occultism   |                                       |                  |
|---|---------------------------------------|------------------|
| 1   | Breath of Corruption                  |                  |
| 6+ [9+]   | Caster [12"]<br>[Augment],<br>Focused | Last one<br>Turn |
| <p>The target gains Breath Attack (Magical Attacks, Toxic Attacks).<br/>           [This spell may only target Characters, Champions, and single model units.]<br/>           {If the Breath Attack is used as a Shooting Attack, its range is increased to 18".}</p> |                                       |                  |

| Occultism   |                                       |                  |
|---|---------------------------------------|------------------|
| 2   | Hand of Glory                         |                  |
| 6+ [8+]   | Caster [12"]<br>[Augment],<br>Focused | Last one<br>Turn |
| <p>The target &lt;&lt;, all models in its unit when the spell is cast, and Raised models in the unit&gt;&gt; gain Aegis (6+) and Aegis (+1, max 3+).<br/>           {This spell may only target Characters, Champions, and single model units.}</p> |                                       |                  |

| Occultism   |                |           |
|---|----------------|-----------|
| 3   | The Rot Within |           |
| 6+  | 24"<br>Hex     | Permanent |
| <p>The target suffers -1 Offensive Skill and -1 Defensive Skill.<br/>           {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}</p> |                |           |

| Occultism  |  |         |
|--|--|---------|
| 4  | Pentagram of Pain  |         |
| 5+[6+]   | 24"[12"Aura]<br> Hex ,  Direct ,<br>[Universal],<br>[Damage] | Instant |
| <p>The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.<br/>           [The Caster's unit is unaffected.]<br/>           {If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}</p> |  |         |

| Occultism   |                               |         |
|---|-------------------------------|---------|
| 5   | Marked for Doom               |         |
| 9+  | 24"<br>Hex, Damage,<br>Direct | Instant |
| <p>The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks.<br/>           {If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}</p> |                               |         |

| Occultism  |                               |         |
|--|-------------------------------|---------|
| 6  | The Grave Calls               |         |
| 11+  | 12"<br>Hex, Damage,<br>Direct | Instant |
| <p>The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks.<br/>           {The hits gain +1 Strength and +1 Armour Penetration.}</p> |                               |         |

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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