



### 1. Apprentice Spell

## Raven's Wing

| CV                         | Type                 | Duration |
|----------------------------|----------------------|----------|
| [color=#ff0000]7+[/color]  | Augment<br>Range 18" | Instant  |
| [color=#0000ff][9+][color] |                      |          |

### Effect



### 2. Adept Spell

## Deceptive Glamour

| CV                         | Type             | Duration |
|----------------------------|------------------|----------|
| [color=#ff0000]5+[/color]  | Hex<br>Range 24" | One Turn |
| [color=#0000ff][8+][color] |                  |          |

### Effect



### 3. Adept Spell

## Twisted Effigy

| CV                         | Type             | Duration |
|----------------------------|------------------|----------|
| [color=#ff0000]5+[/color]  | Hex<br>Range 36" | One Turn |
| [color=#0000ff][7+][color] |                  |          |

### Effect

The target cannot use Shooting Attacks span style="color: #0000ff;">[and suffers a -2 modifier to its casting rolls]/span>.



### 4. Adept Spell

## The Wheel Turns

| CV                         | Type                   | Duration |
|----------------------------|------------------------|----------|
| [color=#ff0000]6+[/color]  | Universal<br>Range 18" | One Turn |
| [color=#0000ff][8+][color] |                        |          |

### Effect

Melee Attacks against the target always span style="color: #ff0000;">[hit]/span> span style="color: #0000ff;">[wound]/span> on 4+.



### 5. Master Spell

## Will-o'-the-Wisp

| CV                         | Type                   | Duration |
|----------------------------|------------------------|----------|
| [color=#ff0000]8+[/color]  | Universal<br>Range 18" | One Turn |
| [color=#0000ff][8+][color] |                        |          |

### Effect

Choose which effect to apply when casting the spell:

- The target gains Random Movement (2D6)
- The target gains Random Movement (3D6)



### 6. Master Spell

## Bewitching Glare

| CV                          | Type             | Duration |
|-----------------------------|------------------|----------|
| [color=#ff0000]8+[/color]   | Hex<br>Range 18" | One Turn |
| [color=#0000ff][12+][color] |                  |          |

### Effect

Melee span style="color: #0000ff;">[and Shooting]/span> Attacks against the target must reroll failed to-wound rolls.



## Evil Eye

| CV | Type                   | Duration |
|----|------------------------|----------|
|    | Universal<br>Range 24" | One Turn |

### Effect

If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate.  
If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively.  
A unit cannot be affected by this spell more than twice in the same Magic Phase.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

The target may perform a 8 Magical Move and gains Fly and Light Troops until the end of the Player Turn.  
In addition, the target loses Scoring until the start of the next friendly Magic Phase.

The target suffers 1 Offensive Skill, 2 Defensive Skill and 1 Agility.