



1. Apprentice Spell

## Altered Sight

| CV | Type                                | Duration |
|----|-------------------------------------|----------|
| 8  | Universal<br>Replicable<br>Range 18 | One Turn |

*Effect*

The target's Offensive Skill is modified by ~[]%. No model can be affected by more than one instance of each version of this spell simultaneously.  
+3{3}



2. Adept Spell

## Truth of Time

| CV | Type                  | Duration |
|----|-----------------------|----------|
| 6  | Universal<br>Range 18 | One Turn |

*Effect*

The target's Charge Speed and Mobility are set to ~[]%.  
8{4}



3. Adept Spell

## Weal and Woe

| CV | Type                  | Duration |
|----|-----------------------|----------|
| 8  | Universal<br>Range 18 | One Turn |

*Effect*

The target's Melee Attacks to-wound rolls are modified by ~[]% and gain Magical Attacks.  
+1{1}



4. Adept Spell

## Ice and Fire

| CV | Type                                 | Duration |
|----|--------------------------------------|----------|
| 9  | Hex<br>Missile<br>Damage<br>Range 24 | Instant  |

*Effect*

The target suffers #1D6 (2)~hits with \StrengthInitials~4, \ArmourPenetrationInitials~0, and Magical Attacks. Successful []% against wounds caused by this spell must be rerolled.  
Regeneration and Aegis saves{Armour Saves}



5. Master Spell

## Cosmic Scales

| CV | Type                  | Duration |
|----|-----------------------|----------|
| 11 | Universal<br>Range 18 | One Turn |

*Effect*

Melee Attacks ~[]% the target can never hit nor wound on better than ~4+.  
allocated against{allocated by}



6. Master Spell

## Thunder and Lightning

| CV | Type                                 | Duration |
|----|--------------------------------------|----------|
| 10 | Hex<br>Missile<br>Damage<br>Range 24 | Instant  |

*Effect*



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



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The target suffers 3~hits. All those hits are resolved with \StrengthInitials~6, \ArmourPenetrationInitials~2, Lightning Attacks, Magical Attacks. Before removing casualties, apply []%.

The target suffers 1~additional hit{Select a new Unengaged enemy unit within~6 of the target: it suffers 2~hits. Before removing casualties, select a 3rd~Unengaged enemy unit within~6 of the 2nd~unit: it suffers 1~hit.\vspace\*{-10pt}}

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