



1. *Apprentice Spell*

**Fountain of Youth**

| <i>CV</i> | <i>Type</i>                       | <i>Duration</i> |
|-----------|-----------------------------------|-----------------|
| 5         | Augment<br>Replicable<br>Range 18 | Instant         |

*Effect*

Choose one of the following effects for the target:  
itemize  
One Health Pool in the target Recovers 1~HP.  
A Rank-and-File Health Pool of the target, Raises 2~HP. The Rank-and-File Health Pool cannot have a Single model unit limitation.

itemize Each Health Pool can only be chosen once per Magic~Phase.



2. *Adept Spell*

**Entwining Roots**

| <i>CV</i> | <i>Type</i>     | <i>Duration</i> |
|-----------|-----------------|-----------------|
| 8         | Hex<br>Range 24 | One Turn        |

*Effect*

The target halves its Charge Speed and Mobility (rounding fractions up), and suffers 2~Agi, to a minimum of ~1.



3. *Adept Spell*

**Veil of Mist**

| <i>CV</i> | <i>Type</i>     | <i>Duration</i> |
|-----------|-----------------|-----------------|
| 8         | Hex<br>Range 24 | One Turn        |

*Effect*

All units within~12 of the target when the spell is cast suffer a 2 modifier to their Casting Rolls except spells with Augment and a~1 to hit with Shooting Attacks.



4. *Adept Spell*

**Stone Skin**

| <i>CV</i> | <i>Type</i>         | <i>Duration</i> |
|-----------|---------------------|-----------------|
| 10        | Augment<br>Range 18 | One Turn        |

*Effect*

The target gains +1~Res. In addition, Melee Attacks allocated against it never wound on better than~4+.



5. *Master Spell*

**Shield of Thorns**

| <i>CV</i> | <i>Type</i>         | <i>Duration</i> |
|-----------|---------------------|-----------------|
| 9         | Augment<br>Range 18 | One Turn        |

*Effect*

The target gains Parry.  
For each Standard Melee Attack allocated against the model that rolls a 6 to hit, the attacking model's Health Pool suffers one hit at the same Agility Step, with Str~5, AP~2, and Unmodifiable.



6. *Master Spell*

**Mud Slide**

| <i>CV</i> | <i>Type</i>     | <i>Duration</i> |
|-----------|-----------------|-----------------|
| 10        | Hex<br>Range 24 | One Turn        |

*Effect*

The target must immediately take a Dangerous Terrain (6+) Test, and treats Open Terrain as Dangerous Terrain (6+). In addition, the target suffers 1 to-hit with its Melee Attacks.



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



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