



1. Apprentice Spell

Weal and Woe

CV	Type	Duration
8+	Universal	One Turn
Range 18"		

Effect

The target must reroll [X] to-wound rolls, except natural rolls of [X].

[X]: Failed
[X]: '1'

[X]: Successful
[X]: '6'



2. Adept Spell

Hearts and Minds

CV	Type	Duration
6+	[X]	Instant
Range 24"		

Effect

If the target is Shaken, it stops being Shaken. If the target is not Shaken, it must take a Panic Test.

[X]: Hex, Damage
[X]: Augment



3. Adept Spell

Truth of Time

CV	Type	Duration
9+	Universal	One Turn
Range 24"		

Effect

The target's Cha and Mob are set to [X].

[X]: 8X
[X]: 3X



4. Adept Spell

Ice and Fire

CV	Type	Duration
10+	Hex	Instant
Missile		
Damage		
Range 24"		

Effect

The target suffers 2D6 hits with Str 4, AP 0, and Magical Attacks. Successful [X] against wounds caused by this spell must be rerolled.

[X]: Special Saves
[X]: Armour Saves



5. Master Spell

Cosmic Scales

CV	Type	Duration
11+	Augment	One Turn
Range 18"		

Effect

The target gains Divine Attacks (Melee & Shooting) and Magical Attacks (Melee & Shooting), and it's [X] is set to at least 8.

[X]: Def
[X]: Off



6. Master Spell

Near and Far

CV	Type	Duration
11+	Damage	Instant
[X]		
Range		

Effect

The target suffers D3+1 hits with Str 7, AP 3, and Magical Attacks.

[X]: Hex, Range 24X
[X]: Aura*, Range 9X, Universal

*The caster's unit is not targeted.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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