1. Apprentice Spell

[color=#0000ff]Altered Sight[/color]

CV	*Type*	*Duration*
6	Universal Replicable Range 18"	One Turn

Effect

span style="color: #0000ff;">The target's Off is modified by [[refsymbolalpha]]. No model can be affected by more than one instance of this spell simultaneously./span>
[cosmotableone](+2){-2}

2. Adept Spell

Truth of Time

CV	*Type*	*Duration*
[color=#0000ff]8[/color]	Universal Range 24"	One Turn

Effect

The target's Cha and Mob are **set** to [[refsymbolalpha]].\
[cosmotableone](8☒){span style="color: #0000ff;">4☒/span>}

3. Adept Spell

Weal and Woe

CV	*Type*	*Duration*
8	Universal Range 18"	One Turn

Effect

span style="color: #0000ff;">The target's Melee Attacks to-wound rolls are modified by [[refsymbolalpha]] and gain **Magical Attacks** ./span>
[cosmotableone](+1){-(1)}

4. Adept Spell

Ice and Fire

CV	*Type*	*Duration*
10	Hex Missile Damage Range 24"	One Turn

Effect

The target suffers 2D6 hits with Str 4, AP 0, and **Magical Attacks**. Successful [[refsymbolalpha]] against wounds caused by this spell must be rerolled.\
[cosmotableone](Special Saves){Armour Saves}

5. Master Spell

Cosmic Scales

CV	*Type*	*Duration*
[color=#0000ff]9[/color]	Universal Range 18"	One Turn

Effect

span style="color: #0000ff;">The target **must** reroll natural to-hit and Armour Save rolls of [[refsymbolalpha]]/span>
[cosmotableone](1){6}

6. Master Spell

[color=#0000ff][color=#0000ff]Thunder and Lightning[/color][/color]

CV	*Type*	*Duration*
[color=#0000ff]11[/color]	Hex Missile Damage Range 24"	One Turn

Effect

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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{[baselineskip]=1pt{
span style="color: #0000ff;">All hits are resolved with Str 6, AP 2, **Lightning Attacks**, and **Magical Attacks**. The target suffers 3 hits. Before resolving hits, apply [[refsymbolalpha]]/span>
[cosmotableone](span style="color: #0000ff;">The target suffers 1 additional hit/span>){\newrule{Select a new Unengaged enemy unit within 6 of the target: it suffers 2 hits. Before resolving hits, select a third Unengaged enemy unit within 6 of the second unit to suffer 1 hit.[vspace]*{-10pt}}}
}[par]}