



1. *Apprentice Spell*

Fountain of Youth

CV	Type	Duration
5	Augment Replicable 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

CV	Type	Duration
8	Hex 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

CV	Type	Duration
8	Hex 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

CV	Type	Duration
10	Augment 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

CV	Type	Duration
9	Augment 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

CV	Type	Duration
10	Hex 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.

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