



1. Apprentice Spell

Flügel des Raben

CV	Type	Duration
[color=#ff0000]7+[/color]	Augment Range 18"	Instant
[color=#0000ff][9+][color]		

Effect



2. Adept Spell

Trügerischer Glanz

CV	Type	Duration
[color=#ff0000]4+[/color]	Hex Range 24"	One Turn
[color=#0000ff][6+][color]		

Effect



3. Adept Spell

Verbogenes Abbild

CV	Type	Duration
[color=#ff0000]5+[/color]	Hex Range 36"	One Turn
[color=#0000ff][7+][color]		

Effect

The target cannot use Shooting Attacks > and suffers a -2 modifier to its casting rolls/<.



4. Adept Spell

Schicksalsrad

CV	Type	Duration
[color=#ff0000]8+[/color]	Hex Range 24"	One Turn
[color=#0000ff][10+][color]		

Effect



5. Master Spell

Irrlicht

CV	Type	Duration
[color=#ff0000]8+[/color]	Universal Range 18"	One Turn
[color=#0000ff][8+][color]		

Effect

Choose which effect to apply when casting the spell:

- The target gains Random Movement (2D6)
- The target gains Random Movement (3D6)



6. Master Spell

Bezauberndes Licht

CV	Type	Duration
[color=#ff0000]8+[/color]	Hex Range 18"	One Turn
[color=#0000ff][12+][color]		

Effect

Melee > Attacks against the target must reroll failed to-wound rolls.



Böses Auge

CV	Type	Duration
	Universal Range 24"	One Turn

Effect

If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate.
If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively.
A unit cannot be affected by this spell more than twice in the same Magic Phase.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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The target may perform a span style="color: #ff0000;">8"/span> span style="color: #0000ff;">[12]/span> Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.

The target suffers span style="color: #ff0000;">-1/span> span style="color: #0000ff;">[-2]/span> Offensive Skill, span style="color: #ff0000;">-1/span> span style="color: #0000ff;">[-2]/span> Defensive Skill and span style="color: #ff0000;">-1/span> span style="color: #0000ff;">[-2]/span> Agility.

Melee Attacks made by span style="color: #0000ff;">{and distributed towards}/span> R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by span style="color: #0000ff;">{and allocated against}/span> R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.