



### 1. Apprentice Spell

## Foresight

| CV | Type                               | Duration |
|----|------------------------------------|----------|
| 7  | Augment<br>Replicable<br>Range 18" | One Turn |

### Effect

The target gains **Def** and **Off**, where **[X]** and **[Y]** depend on the Game Turn number when the spell was cast.

No model can be affected by more than one instance of this spell simultaneously.



### 2. Adept Spell

## Chance of Redemption

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

### Effect

The target gains **Divine Attacks**.

In addition it may immediately perform a **Magical Move**.



### 3. Adept Spell

## The Stars Align

| CV                       | Type                 | Duration |
|--------------------------|----------------------|----------|
| [color=#0000ff]9[/color] | Augment<br>Range 18" | One Turn |

### Effect

The target's **Melee Attacks** must reroll failed to-hit rolls.



### 4. Adept Spell

## Fate's Judgement

| CV                       | Type                                  | Duration |
|--------------------------|---------------------------------------|----------|
| [color=#0000ff]7[/color] | Hex<br>Missile<br>Damage<br>Range 24" | One Turn |

### Effect

The target suffers **2D3+1** hits with AP 1 and **Magical Attacks**. These hits are **set** to wound on **4+** and are resolved with AP 0 and **Magical Attacks** **6+** and gain a +1 to wound for each friendly turn before the current one. *E.g. in the fourth Magic Phase it wounds on 3+.*



### 5. Master Spell

## Augury of Despair

| CV                       | Type             | Duration |
|--------------------------|------------------|----------|
| [color=#0000ff]9[/color] | Hex<br>Range 24" | One Turn |

### Effect

The target suffers **-1 Off** and **-1 Agi** (to a minimum of 1) **-3 Off**, and treats all Terrain Features as **Dangerous Terrain**, including Open Terrain.



### 6. Master Spell

## Inescapable Doom

| CV | Type                                  | Duration |
|----|---------------------------------------|----------|
| 11 | Hex<br>Missile<br>Damage<br>Range 24" | One Turn |

### Effect

Immediately when the spell is cast and at the start of each of the Caster's subsequent Magic Phases, the target suffers 1 hit that wounds automatically with AP 10 and **Magical Attacks**.

No model can be affected by more than one instance of this spell simultaneously.



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



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