



1. Apprentice Spell

**[color=#0000ff]Alter ed Sight[/color]**

| CV | Type                                 | Duration |
|----|--------------------------------------|----------|
| 6  | Universal<br>Replicable<br>Range 18" | One Turn |

*Effect*

The target's Off is modified by  $\alpha$ . No model can be affected by more than one instance of this spell simultaneously.  
(+2)(-2)



2. Adept Spell

**Truth of Time**

| CV                              | Type                   | Duration |
|---------------------------------|------------------------|----------|
| <b>[color=#0000ff]8[/color]</b> | Universal<br>Range 24" | One Turn |

*Effect*

The target's Cha and Mob are **set** to  $\alpha$ .  
(8)



3. Adept Spell

**Weal and Woe**

| CV | Type                   | Duration |
|----|------------------------|----------|
| 8  | Universal<br>Range 18" | One Turn |

*Effect*

The target's Melee Attacks to-wound rolls are modified by  $\alpha$  and gain **Magical Attacks**.  
(+1)(-1)



4. Adept Spell

**Ice and Fire**

| CV | Type                                  | Duration |
|----|---------------------------------------|----------|
| 10 | Hex<br>Missile<br>Damage<br>Range 24" | One Turn |

*Effect*

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



5. Master Spell

**Cosmic Scales**

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

*Effect*

The target **must** reroll natural to-hit and Armour Save rolls of  $\alpha$ .  
(1)(6)



6. Master Spell

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

| CV                               | Type                                  | Duration |
|----------------------------------|---------------------------------------|----------|
| <b>[color=#0000ff]11[/color]</b> | Hex<br>Missile<br>Damage<br>Range 24" | One Turn |

*Effect*

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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}}
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