Sorcellerie

1 Evil Eye

7+	Hex Portée 18"	One Turn

The target suffers –1 Cou and loses Devastating Charge and/or First Strike (if it has them). If the target rolls for the number of Impact Hits, this roll is Minimised.

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

Sorcellerie

2 Soured Luck

7+	Hex Portée 24"	One Turn

Melee Attacks against the target are set to hit on 2+

Sorcellerie

3 Illusory Paths

10+	Universal Portée 18"	One Turn

Choose which effect to apply when casting the spell:
• The target gains Random Movement (2D6″).
• The target gains Random Movement (3D6″).
The target must perform a move in the movement phase if able to.

Sorcellerie

4 Cauldron's Curse

9+	Hex Portée 24"	One Turn

The target gains Weakness (Ranged Attacks).

Sorcellerie

5 Mists of Invisibility

11+	Damage Augment Portée 12"	Instant

Mark the ground under the center of the target. The target gains Ambush (within 12″ of the marked point). Then remove the target from the Battlefield. It automatically passes the roll to return to the Battlefield in your next Player Turn.

*Cannot target Shaken units

Sorcellerie

6 Clouded Sight

11+	Hex Portée 24"	One Turn

The target cannot draw Line of Sight to a target more than 12″ from it.

THE IX AGE
FANTASY BATTLES

CROWN OF THE
WIZARD KING SPELL

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