



### 1. Apprentice Spell

## Foresight

| CV | Type                                    | Duration |
|----|-----------------------------------------|----------|
| 7+ | Amélioration<br>Réplicable<br>Range 18" | Un tour  |

### Effect

The target gains +Y Def and +X Off, where “X” and “Y” depend on the Game Turn number when the spell was cast.

- Game Turn 1-2: +0 Def and +4 Off
- Game Turn 3-4: +2 Def and +2 Off
- Game Turn 5-6: +4 Def and +0 Off

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



### 2. Adept Spell

## Fate's Judgement

| CV | Type                                            | Duration |
|----|-------------------------------------------------|----------|
| 6+ | Malédiction<br>Projectile<br>Dégât<br>Range 24" | Immédiat |

### Effect

The target suffers D6+X hits, where “X” is the Game Turn number when the spell was cast. These hits are set to wound on 4+ and are resolved with AP 0 and Magical Attacks.



### 3. Adept Spell

## The Stars Align

| CV  | Type                      | Duration |
|-----|---------------------------|----------|
| 10+ | Amélioration<br>Range 18" | Un tour  |

### Effect

Target unit must reroll failed to-hit rolls.



### 4. Adept Spell

## Chance of Redemption

| CV | Type                      | Duration |
|----|---------------------------|----------|
| 9+ | Amélioration<br>Range 18" | Un tour  |

### Effect

The target may immediately perform a 5☐ Magical Move.

In addition, it gains Divine Attacks (Melee).



### 5. Master Spell

## Inescapable Doom

| CV  | Type                                            | Duration  |
|-----|-------------------------------------------------|-----------|
| 11+ | Malédiction<br>Projectile<br>Dégât<br>Range 24" | Permanent |

### 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 or unit can be affected by more than one instance of this spell simultaneously.



### 6. Master Spell

## Augury of Dispair

| CV  | Type                     | Duration |
|-----|--------------------------|----------|
| 11+ | Malédiction<br>Range 36" | Un tour  |

### Effect

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



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



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