



1. Apprentice Spell

Evil Eye

CV	Type	Duration
7+	Malédiction Range 18"	Un tour

Effect

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.



2. Adept Spell

Soured Luck

CV	Type	Duration
7+	Malédiction Range 24"	Un tour

Effect

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



3. Adept Spell

Illusory Paths

CV	Type	Duration
10+	Universel Range 18"	Un tour

Effect

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.



4. Adept Spell

Cauldron's Curse

CV	Type	Duration
9+	Malédiction Range 24"	Un tour

Effect

The target gains Weakness (Ranged Attacks).



5. Master Spell

Mists of Invisibility

CV	Type	Duration
11+	Dégât Amélioration Range 12"	Immédiat

Effect

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



6. Master Spell

Clouded Sight

CV	Type	Duration
11+	Malédiction Range 24"	Un tour

Effect

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



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WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



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