



1. Apprentice Spell

[color=#0000ff]Altered Sight[/color]

CV	Type	Duration
6	Universel Réplicable Range 18"	Un tour

Effect

The target's Off is modified by α . 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
[color=#0000ff]8[/color]	Universel Range 24"	Un tour

Effect

The target's Cha and Mob are **set** to α .

$$(8)(\text{span style="color: #0000ff;">4\text{span>})$$


3. Adept Spell

Weal and Woe

CV	Type	Duration
8	Universel Range 18"	Un tour

Effect

The target's Melee Attacks to-wound rolls are modified by α and gain **Magical Attacks**.

$$(+1)(-1)$$


4. Adept Spell

Ice and Fire

CV	Type	Duration
10	Malédiction Projectile Dégât Range 24"	Un tour

Effect

The target suffers 2D6 hits with Str 4, AP 0, and **Magical Attacks**. Successful α against wounds caused by this spell must be rerolled.

$$(\text{Special Saves})(\text{Armour Saves})$$


5. Master Spell

Cosmic Scales

CV	Type	Duration
[color=#0000ff]9[/color]	Universel Range 18"	Un tour

Effect

The target **must** reroll natural to-hit and Armour Save rolls of α .

$$(1)(6)$$


6. Master Spell

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

CV	Type	Duration
[color=#0000ff]11[/color]	Malédiction Projectile Dégât Range 24"	Un tour

Effect



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



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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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