



1. Apprentice Spell

Evil Eye

CV	Type	Duration
[color=#0000ff]6[/color]	Malédiction Réplicable Range 36"	Un tour

Effect

The target suffers -1 Cha and -1 Mob, both to a minimum of 3 and -1 Agi to a minimum of 1/del-1 Cou and loses **Devastating Charge** and/or.../del.

No model 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 at least 3+/span> del2+/del>.



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)**.



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

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 away from it.



6. Master Spell

Mists of Invisibility

CV	Type	Duration
11	Dégât Range 12"	Un tour

Effect

Mark the ground under the centre of the target. The target gains **Ambush (within 12 of the marked point)** then it is immediatly removed from the Battlefield. It automatically passes the roll to return to the Battlefield in the next friendly Player Turn.

**Cannot target Shaken units*



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