

Glittering Robe (Signature Spell)

<i>CV</i>	<i>Type</i>	<i>Duration</i>
8+	Range Self	Immédiat

Effect

Until your next Start of Turn sub-phase, enemy units suffer a -1 modifier to any rolls To Hit made against the caster and any unit they have joined. If this spell is cast, the effects of any other Enchantment previously cast on any of the affected models immediately expire.

1. Apprentice Spell

Mind Razor

<i>CV</i>	<i>Type</i>	<i>Duration</i>
7+	Range 15"	Immédiat

Effect

The target enemy unit must immediately make a Leadership test. If this test is passed, it suffers D3 Strength 3 hits, each with an AP of -. If, however, this test is failed, it suffers D3+3 Strength 4 hits, each with an AP of -3.

2. Adept Spell

Shimmering Dragon

<i>CV</i>	<i>Type</i>	<i>Duration</i>
8+	Range 12"	Immédiat

Effect

This spell can only target friendly characters. If the target friendly character is not fleeing and has not already moved during this Movement phase, it gains the Fly (10) special rule until the end of this turn.

3. Adept Spell

Column Of Crystal

<i>CV</i>	<i>Type</i>	<i>Duration</i>
10+	Range 9"	Immédiat

Effect

Remains in Play. Place a large (5") blast template so that its central hole is within 9" of the caster. Whilst in play, the template does not move and is treated as impassable terrain over which no line of sight can be drawn.

4. Adept Spell

Confounding Convocation

<i>CV</i>	<i>Type</i>	<i>Duration</i>
9+	Range 9"	Immédiat

Effect

Remains in Play. Whilst this spell is in play, the target enemy unit becomes subject to the Stupidity special rule.

5. Master Spell

Spectral Doppelganger

<i>CV</i>	<i>Type</i>	<i>Duration</i>
9+	Range Combat	Immédiat

Effect

A single enemy unit the caster is engaged in combat with suffers 2D6 hits, resolved using the characteristics and special rules of the caster and of any weapon they carry.

6. Master Spell

Miasmatic Mirage

<i>CV</i>	<i>Type</i>	<i>Duration</i>
11+	Range 15"	Immédiat

Effect

Until your next Start of Turn sub-phase, the target enemy unit suffers a -2 modifier to its Movement characteristic (to a minimum of 1) and cannot march or charge. If this spell is cast, the effects of any other Hex previously cast on the target unit immediately expire.

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