



1. *Apprentice Spell*

Foresight

CV	Type	Duration
7+	Augment Replicable Range 18"	One Turn

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+	Hex Missile Damage Range 24"	Instant

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+	Augment Range 18"	One Turn

Effect

Target unit must reroll failed to-hit rolls.



4. *Adept Spell*

Chance of Redemption

CV	Type	Duration
9+	Augment Range 18"	One Turn

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+	Hex Missile Damage 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+	Hex Range 36"	One Turn

Effect

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

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