Rune of Gleaming

CV	*Type*	*Duration*
4	Augment Replicable Range 18	One Turn

Effect

The target gains Dis\-trac\-ting, Hard Target (1). No model can be affected by more than one instance of the same simultaneously.

Rune of Oaths

CV	*Type*	*Duration*
3	Augment Replicable Range 18	One Turn

Effect

Models in the target unit gain Zeal. No model can be affected by more than one instance of the same simultaneously.

Rune of Reckoning

CV	*Type*	*Duration*
3	Augment Replicable Range 18	One Turn

Effect

Models in the target unit gain +1~to hit. No model can be affected by more than one instance of the same simultaneously.

Rune of Resilience

CV	*Type*	*Duration*
5	Augment Replicable Range 18	One Turn

Effect

To-wound rolls against the target suffer a~1~modifier. No model can be affected by more than one instance of the same simultaneously.

Rune of Resolve

CV	*Type*	*Duration*
4	Augment Replicable Range 18	One Turn

Effect

The target gains Swift\-stride. In addition, the target gains Light Troops, with Duration: End of Phase. It may immediately perform a Magical Move~Mob) (4)}. No model can be affected by more than one instance of the same simultaneously.

Rune of Revocation

CV	*Type*	*Duration*
3	Universal Replicable Range 18	One Turn

Effect

Ignore all other spell effects on the target from spells with Duration: One Turn. The target unit gains Magic Resistance (2), which is also applied to friendly spells. No model can be affected by more than one instance of the same Bound Spell simultaneously.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL