



1. Apprentice Spell

### Evil Eye

CV	Type	Duration
[color=#0000ff]6[/color]	Hex Replicable Range 36"	One Turn

#### Effect



2. Adept Spell

### Soured Luck

CV	Type	Duration
7	Hex Range 24"	One Turn

#### Effect

Melee Attacks against the target are **set** to hit on 6 **at least** 3+.



3. Adept Spell

### Illusory Paths

CV	Type	Duration
10	Universal Range 18"	One Turn

#### 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	Hex Range 24"	One Turn

#### Effect

The target gains **Weakness (Ranged Attacks)**.



5. Master Spell

### Clouded Sight

CV	Type	Duration
11	Hex Range 24"	One Turn

#### 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	Damage Range 12"	One Turn

#### Effect

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

\*Cannot target Shaken units



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



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

No model can be affected by more than one instance of this spell simultaneously.