



### 1. Apprentice Spell

## Flügel des Raben

CV	Type	Duration
[color=#ff0000]7+[/color]	Augment Range 18"	Instant
[color=#0000ff][9+]/[color]		

*Effect*



### 2. Adept Spell

## Trügerischer Glanz

CV	Type	Duration
[color=#ff0000]4+[/color]	Hex Range 24"	One Turn
[color=#0000ff][6+]/[color]		

*Effect*



### 3. Adept Spell

## Verbogenes Abbild

CV	Type	Duration
[color=#ff0000]5+[/color]	Hex Range 36"	One Turn
[color=#0000ff][7+]/[color]		

*Effect*

The target cannot use Shooting Attacks > and suffers a -2 modifier to its casting rolls/span>.



### 4. Adept Spell

## Schicksalsrad

CV	Type	Duration
[color=#ff0000]8+[/color]	Universal Range 24"	One Turn
[color=#0000ff][10+]/[color]		

*Effect*



### 5. Master Spell

## Irrlicht

CV	Type	Duration
[color=#ff0000]8+[/color]	Universal Range 18"	One Turn
[color=#0000ff][8+]/[color]		

*Effect*



### 6. Master Spell

## Bezauberndes Licht

CV	Type	Duration
[color=#ff0000]8+[/color]	Hex Range 18"	One Turn
[color=#0000ff][12+]/[color]		

*Effect*

Melee > Attacks against the target must reroll failed to-wound rolls.



## Böses Auge

CV	Type	Duration
	Universal Range 24"	One Turn

*Effect*

If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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The target may perform a 8 Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.

The target suffers 1 2 Offensive Skill, 1 2 Defensive Skill and 1 2 Agility.

Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.

Choose which effect to apply when casting the spell:

- The target gains Random Movement (2D6)
- The target gains Random Movement (3D6)