



1. Apprentice Spell

Raven's Wing

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

Effect



2. Adept Spell

Deceptive Glamour

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

Effect



3. Adept Spell

Twisted Effigy

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

Effect

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



4. Adept Spell

The Wheel Turns

CV	Type	Duration
[color=#ff0000]8+[/color]	Hex Range 24"	One Turn

Effect



5. Master Spell

Will-o'-the-Wisp

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

Effect

The target gains Random Movement (2D6) and suffers a -2 modifier to its casting rolls.



6. Master Spell

Bewitching Glare

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

Effect

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



Evil Eye

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.

CROWN OF THE
WIZARD KING SPELL



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.