



1. Apprentice Spell

Foresight

CV	Type	Duration
7	Augment Replicable Range 18"	One Turn

Effect



2. Adept Spell

Chance of Redemption

CV	Type	Duration
9	Augment Range 18"	One Turn

Effect

The target gains **Divine Attacks**.

In addition it may immediately perform a 5☐ Magical Move.



3. Adept Spell

The Stars Align

CV	Type	Duration
[color=#0000ff]9[/color]	Augment Range 18"	One Turn

Effect

The target's span style="color: #0000ff;">Melee Attacks/span> must reroll failed to-hit rolls.



4. Adept Spell

Fate's Judgement

CV	Type	Duration
[color=#0000ff]7[/color]	Hex Missile Damage Range 24"	One Turn

Effect



5. Master Spell

Augury of Despair

CV	Type	Duration
[color=#0000ff]9[/color]	Hex Range 24"	One Turn

Effect

The target suffers span style="color: #0000ff;">-1 Off and -1 Agi (to a minimum of 1)/span>del>-3 Off, -3 Agi, and treats all Terrain Features as **Dangerous Terrain**, including Open Terrain/del>.



6. Master Spell

Inescapable Doom

CV	Type	Duration
11	Hex Missile Damage Range 24"	One Turn

Effect



THE IX AGE
FANTASY BATTLES

CROWN OF THE
WIZARD KING SPELL



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The target gains ΔY Def and ΔX Offdel, where ΔX and ΔY depend on the Game Turn number when the spell was cast.

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

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**.

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The target suffers $2D3+1$ hits with AP 1 and **Magical Attacks**. These hits are **set** to wound on $4+$ and are resolved with AP 0 and **Magical Attacks** and gain a +1 to wound for each friendly turn before the current one. *E.g. in the fourth Magic Phase it wounds on $3+$.*