



1. Apprentice Spell

Ala de Cuervo

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

Effect



2. Adept Spell

Belleza Engañosa

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

Effect



3. Adept Spell

Efigie Retorcida

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]/span>.



4. Adept Spell

La Rueda Gira

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

Effect



5. Master Spell

Fuego Fatuo

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

Effect



6. Master Spell

Mirada Hechizante

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

Effect

Melee >{and Shooting}/span> Attacks against the target must reroll failed to-wound rolls.



Mal de Ojo

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

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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)