



## Sorcellerie

1

Evil Eye

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7+

- Hex
- Portée 18"

One Turn

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The target suffers -1 Cou and loses Devastating Charge and/or First Strike (if it has them). If the target rolls for the number of Impact Hits, this roll is Minimised.

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



## Sorcellerie

2

Soured Luck

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7+

- Hex
- Portée 24"

One Turn

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Melee Attacks against the target are set to hit on 2+



## Sorcellerie

3

Illusory Paths

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10+

- Universal
- Portée 18"

One Turn

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Choose which effect to apply when casting the spell:

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

The target must perform a move in the movement phase if able to.



## Sorcellerie

4

Cauldron's Curse

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9+

- Hex
- Portée 24"

One Turn

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The target gains Weakness (Ranged Attacks).



## Sorcellerie

5

Mists of Invisibility

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11+

- Damage
- Augment
- Portée 12"

Instant

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Mark the ground under the center of the target. The target gains Ambush (within 12" of the marked point). Then remove the target from the Battlefield. It automatically passes the roll to return to the Battlefield in your next Player Turn.

\*Cannot target Shaken units



## Sorcellerie

6

Clouded Sight

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11+

- Hex
- Portée 24"

One Turn

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The target cannot draw Line of Sight to a target more than 12" from it.



WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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