



### Witchcraft

1 Raven's Wing

7+ [9+]      18"      Instant  
Augment      Turn

The target may perform a **8" [12"]** Magical Move and gains Fly and Light Troops until the end of the Player Turn. In addition, the target loses Scoring until the start of the next friendly Magic Phase.



### Witchcraft

2 Deceptive Glamour

5+ [8+]      24"      Last one  
Hex      Turn

The target suffers **-1 [-2]** Offensive Skill, **-1 [-2]** Defensive Skill and **-1 [-2]** Agility.



### Witchcraft

3 Twisted Effigy

5+ [7+]      36"      Last one  
Hex      Turn

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



### Witchcraft

4 The Wheel Turns

6+ [8+]      18"      Last one  
Universal      Turn

Melee Attacks against the target always **(hit [wound])** on 4+.



### Witchcraft

5 Will-o'-the-Wisp

8+ [8+]      18"      Last one  
Universal      Turn

Choose which effect to apply when casting the spell:

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



### Witchcraft

6 Bewitching Glare

8+ [12+]      18"      Last one  
Hex      Turn

Melee **[and Shooting]** Attacks against the target must reroll failed to-wound rolls.



### Witchcraft

A Evil Eye

24"      Last one  
Universal      Turn

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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