



### Evil Eye

CV	Type	Duration
	Universal Range 24"	One Turn

#### Effect

If this spell targets a friendly unit, the target gains +1 Movement.  
 If this spell targets an enemy unit, the target suffers -1 Movement, to minimum of 3.  
 A unit cannot be affected by this spell more than twice in the same Magic Phase.



#### 1. Apprentice Spell

### Deceptive Glamour

CV	Type	Duration
[color=#ff0000]5+[color]	Hex Range [color=#0000ff]8+[color]	One Turn n

#### Effect

The target suffers a -1 modifier to hit.



#### 2. Adept Spell

### Raven's Wing

CV	Type	Duration
[color=#ff0000]6+[color]	Augment Range 18"	Instant

#### Effect



#### 3. Adept Spell

### Twisted Effigy

CV	Type	Duration
[color=#ff0000]7+[color]	Hex Range [color=#0000ff]10+[color]	One Turn n

#### Effect

All Shooting Attacks made by the target span style="color: #0000ff;">[and all Spells cast by the target]/span> have their Range halved.



#### 4. Adept Spell

### Will-o'-the-Wisp

CV	Type	Duration
8+	Universal Range 18"	One Turn

#### Effect

The target gains Random Movement (2D6).



#### 5. Master Spell

### Bewitching Glare

CV	Type	Duration
8+	Hex Range 24"	Remains in Play

#### Effect

The target gains Stupidity. For each Character in the unit, the target suffers -1 Leadership.



#### 6. Master Spell

### The Wheel Turns

CV	Type	Duration
[color=#ff0000]9+[color]	[Hex] [Augment] Range 24"	One Turn

#### Effect

R&F models in the target unit will successfully roll to hit and to wound on a 4+ with their Close Combat attacks, regardless of Weapon Skill, Strength and Toughness (apply this before any other modifiers).

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

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The target may perform a 6/10] Flying Magical Move. Both before and after making this move the target is allowed to Reform, which does not prevent the target from Shooting.