



1. Apprentice Spell

Kenne deinen Feind

CV	Type	Duration
[color=#ff0000]7+[/color]	Augment Range	One Turn
[color=#0000ff][12+]/[color]	[color=#ff0000]18" /color]	n
	[color=#0000ff][6" Aura]/[color]	

Effect

The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.



2. Adept Spell

Schicksalsurteil

CV	Type	Duration
[color=#ff0000]5+[/color]	Hex Missile	Instant
[color=#0000ff][9+]/[color]	Damage Range 18"	

Effect

The target suffers $\text{span style="color: #ff0000;">D3$ hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).



3. Adept Spell

Hellsicht

CV	Type	Duration
[color=#ff0000]7+[/color]	Augment Range	One Turn
[color=#0000ff][12+]/[color]	[color=#ff0000]18" /color]	n
	[color=#0000ff][6" Aura]/[color]	

Effect

Das Ziel erhält Ablenkend und Schwieriges Ziel.



4. Adept Spell

Gunst der Sterne

CV	Type	Duration
[color=#ff0000]8+[/color]	Augment Range	One Turn
[color=#0000ff][12+]/[color]	[color=#ff0000]18" /color]	n
	[color=#0000ff][6" Aura]/[color]	

Effect

Das Ziel erhält Heilige Attacken und muss misslungene Trefferwürfe mit Nahkampf- und Schussattacken wiederholen.



5. Master Spell

Unfehlbarer Angriff

CV	Type	Duration
[color=#ff0000]7+[/color]	Hex Missile	Instant
[color=#0000ff][10+]/[color]	Damage Range 18"	

Effect

The target suffers $\text{span style="color: #ff0000;">2D6$ hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks.



6. Master Spell

Zeichen des Untergangs

CV	Type	Duration
8+	Hex	Permanent
	Range 24"	

Effect



Wegweisendes Licht

CV	Type	Duration
	Augment Range 12"	One Turn

Effect

Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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When calculating Combat Score, a side with units containing at least one model affected by the spell suffers $-X$ to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models.

A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.