



### 1. Apprentice Spell

## Know Thy Enemy

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

### Effect

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



### 2. Adept Spell

## Fate's Judgement

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

### 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

## Scrying

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

### Effect

The target gains Distracting and Hard Target.



### 4. Adept Spell

## The Stars Align

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

### Effect

The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat and Shooting Attacks.



### 5. Master Spell

## Unerring Strike

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

### 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

## Portent of Doom

CV	Type	Duration
8+	Hex	Permanent
	Range 24"	

### Effect

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.



## Guiding Light

CV	Type	Duration
	Augment	One Turn
	Range 12"	

### 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.

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THE IX AGE  
FANTASY BATTLES

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