



### Scrying

CV	Type	Duration
[color=#ff0000]7+[/color]	Augment Range	One Turn
[color=#0000ff][10+]/[color]	[color=#ff0000]18"[/color] [color=#0000ff][6" Aura]/[color]	n

#### Effect

The target gains Distracting and Hard Target.



### 1. Apprentice Spell

### Fate's Judgement

CV	Type	Duration
[color=#ff0000]7+[/color]	Hex Missile Damage	Instant
[color=#0000ff][10+]/[color]	[color=#ff0000]18"[/color] [color=#0000ff][6" Aura]/[color]	Range 18"

#### Effect

The target suffers  $\frac{D3}{\text{span}}$  hits that wound automatically, with no Ward or Regeneration Saves allowed.



### 2. Adept Spell

### Know Thy Enemy

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

#### Effect

The target gains +2 Weapon Skill and +2 Initiative.



### 3. Adept Spell

### The Stars Align

CV	Type	Duration
[color=#ff0000]9+[/color]	Augment Range	One Turn
[color=#0000ff][12+]/[color]	[color=#ff0000]18"[/color] [color=#0000ff][6" Aura]/[color]	n

#### Effect

The target gains Divine Attacks, and must reroll failed to-hit rolls 9+ with Close Combat and Shooting Attacks.



### 4. Adept Spell

### Look to the West

CV	Type	Duration
9+	Augment Range 18"	One Turn

#### Effect

The target gains Stubborn and Immune to Psychology.



### 5. Master Spell

### Unerring Strike

CV	Type	Duration
[color=#ff0000]9+[/color]	Hex Missile Damage	Instant
[color=#0000ff][13+]/[color]	[color=#ff0000]18"[/color]	Range 18"

#### Effect

The target suffers  $2D6$  hits that wound on 4+, have Armour Piercing (2) and Divine Attacks.



### 6. Master Spell

### Portent of Doom

CV	Type	Duration
10+	Hex Range 18"	One Turn

#### Effect

At the start of the following phases, roll a D6, plus one extra D6 for each Character in the unit. If one or more dice result in a '6', the target cannot perform the corresponding action this Phase. Declare Charges sub-phase: Declare Charges. Remaining Moves sub-phase: March Move. Magic Phase: Cast Spells. Shooting Phase: Shoot.



### Guiding Light

CV	Type	Duration
	Augment Range 18"	One Turn

#### Effect

When the target takes a Leadership Test, roll an additional D6 and remove the highest D6 rolled. A unit cannot be affected by this spell more than once per Magic Phase.



CROWN OF THE  
WIZARD KING SPELL

THE IX AGE  
FANTASY BATTLES



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