



1. Apprentice Spell

Conoce a tu Enemigo

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

Effect

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



2. Adept Spell

Juicio del Destino

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

Predicción

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

Effect

El objetivo obtiene:
- Distracción.
- Objetivo Difícil.



4. Adept Spell

Alineamiento Estelar

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

Effect



5. Master Spell

Ataque Infalible

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

Presagio del Fin

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.



Luz Guía

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.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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El objetivo obtiene:

- Ataques Divinos.

- Debe repetir las tiradas fallidas para Impactar en Ataques de Combate "y de Disparo.