



### 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] [color=#0000ff]{6" Aura}[/color]	n

#### 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 Range 18"
[color=#0000ff]{9+}[/color]		

#### Effect

The target suffers  $\text{span style="color:#ff0000;">1D3$  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] [color=#0000ff]{6" Aura}[/color]	n

#### 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] [color=#0000ff]{6" Aura}[/color]	

#### Effect



### 5. Master Spell

## Ataque Infalible

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

## 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.