



1. Apprentice Spell

Conosci il tuo nemico

| 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

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

Scrutare

| 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 Distracting and Hard Target.



4. Adept Spell

Le stelle si allineano

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



5. Master Spell

Colpo infallibile

| 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 di morte

| 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.



Luce guida

| 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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