



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

#### 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

## 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]	

#### Effect

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



### 5. Master Spell

## Colpo infallibile

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 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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