



1. Apprentice Spell

Know Thy Enemy

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 $\text{span style="color: #ff0000;">}<1D3>/\text{span}>$ $\text{span style="color: #0000ff;">}>\{1D6\}/\text{span}>$ 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

Scrying

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

The Stars Align

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 $\text{span style="color: #ff0000;">}>\text{and Shooting}>/\text{span}>$ Attacks.



5. Master Spell

Unerring Strike

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

Effect

The target suffers $\text{span style="color: #ff0000;">}>2D6>/\text{span}>$ $\text{span style="color: #0000ff;">}>\{3D6\}/\text{span}>$ hits that wound on 4+ with Armour Penetration 1, **Divine Attacks and Magical Attacks**.



6. Master Spell

Mirror of the Veil

CV	Type	Duration
[color=#ff0000](7+)[/color]	Hex Range	Per man
[color=#0000ff]{10+}[/color]	[color=#ff0000](18 ")[/color][color=#0000ff]{6" Aura}[/color]	ent

Effect

The target gains Magic Resistance (3) that is also applied to friendly spells.



Guiding Light

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.

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FANTASY BATTLES

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