1. Apprentice Spell
Know Thy Enemy

CV	Type	Duration
[color=#ff0000]7+[/color] [color=#0000ff][12+][/color]	Augment Range [color=#ff0000]18"[/color] [color=#0000ff][6" Aura][/color]	One Turn

Effect

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

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2. Adept Spell
Fate's Judgement

CV	Type	Duration
[color=#ff0000]5+[/color] [color=#0000ff][9+][/color]	Hex Missile Damage Range 18"	Instant

Effect

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3. Adept Spell
Scrying

CV	Type	Duration
[color=#ff0000]7+[/color] [color=#0000ff][12+][/color]	Augment Range [color=#ff0000]18"[/color] [color=#0000ff][6" Aura][/color]	One Turn

Effect

The target gains Distracting and Hard Target.

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4. Adept Spell
The Stars Align

CV	Type	Duration
[color=#ff0000]8+[/color] [color=#0000ff][12+][/color]	Augment Range [color=#ff0000]18"[/color] [color=#0000ff][6"Aura][/color]	One Turn

Effect

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5. Master Spell
Unerring Strike

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

Effect

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

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6. Master Spell
Portent of Doom

CV	Type	Duration
8+	Hex Range 24"	Permanent

Effect

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.

CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES

The target suffers span style="color: #ff0000;">D3/span> span style="color: #0000ff;">[D6]/span> hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

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.

The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat span style="color: #ff0000;">and Shooting/span> Attacks.