



### 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



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

### Effect



### 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 2D6 hits that wound on 4+ with Armour Penetration 1, **Divine Attacks** and **Magical Attacks**.



### 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.



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



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The target suffers 1D3 hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

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

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.