



Scrying

CV	Type	Duration
[color=#ff0000]7+[/color]	Augment Range	One Turn
[color=#0000ff][10+]/[color]	[color=#ff0000]18"[/color] [color=#0000ff][6" Aura]/[color]	n

Effect

The target gains Distracting and Hard Target.



1. Apprentice Spell

Fate's Judgement

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

Effect

The target suffers 7 D3 hits that wound automatically, with no Ward or Regeneration Saves allowed.



2. Adept Spell

Know Thy Enemy

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 +2 Weapon Skill and +2 Initiative.



3. Adept Spell

The Stars Align

CV	Type	Duration
[color=#ff0000]9+[/color]	Augment Range	One Turn
[color=#0000ff][12+]/[color]	[color=#ff0000]18"[/color] [color=#0000ff][6" Aura]/[color]	

Effect



4. Adept Spell

Look to the West

CV	Type	Duration
9+	Augment Range 18"	One Turn

Effect

The target gains Stubborn and Immune to Psychology.



5. Master Spell

Unerring Strike

CV	Type	Duration
[color=#ff0000]9+[/color]	Hex Missile Damage	Instant
[color=#0000ff][13+]/[color]	Range 18"	

Effect

The target suffers 9 D6 hits that wound on 4+, have Armour Piercing (2) and Divine Attacks.



6. Master Spell

Portent of Doom

CV	Type	Duration
10+	Hex Range 18"	One Turn

Effect

At the start of the following phases, roll a D6, plus one extra D6 for each Character in the unit. If one or more dice result in a '6', the target cannot perform the corresponding action this Phase. Declare Charges sub-phase: Declare Charges. Remaining Moves sub-phase: March Move. Magic Phase: Cast Spells. Shooting Phase: Shoot.



Guiding Light

CV	Type	Duration
	Augment Range 18"	One Turn

Effect

When the target takes a Leadership Test, roll an additional D6 and remove the highest D6 rolled. 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 gains Divine Attacks, and must reroll failed to-hit rolls 9+ with Close Combat > and Shooting> Attacks.