



1. Apprentice Spell

Kenne deinen Feind

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

Effect

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



2. Adept Spell

Schicksalsurteil

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

Effect

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).



3. Adept Spell

Hellsicht

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

Effect

Das Ziel erhält Ablenkend und Schwieriges Ziel.



4. Adept Spell

Gunst der Sterne

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

Effect

Das Ziel erhält Heilige Attacken und muss misslungene Trefferwürfe mit Nahkampf- und Schussattacken wiederholen.



5. Master Spell

Unfehlbarer Angriff

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

Zeichen des Untergangs

CV	Type	Duration
8+	Hex	Permanent
	Range	24"

Effect



Wegweisendes Licht

CV	Type	Duration
	Augment	One Turn
	Range	12"

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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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.