



### 1. Apprentice Spell

## Conoce a tu Enemigo

| CV                           | Type                             | Duration |
|------------------------------|----------------------------------|----------|
| [color=#ff0000]7+>[/color]   | Poten. Range                     | Un Turno |
| [color=#0000ff]{12+}[/color] | [color=#ff0000]18">[/color]      | no       |
|                              | [color=#0000ff]{6" Aura}[/color] |          |

### Effect

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



### 2. Adept Spell

## Juicio del Destino

| CV                          | Type      | Duration |
|-----------------------------|-----------|----------|
| [color=#ff0000]5+>[/color]  | Maldición | Inst.    |
| [color=#0000ff]{9+}[/color] | Mis Dañ   |          |
|                             | Range 18" |          |

### Effect

The target suffers span style="color: #ff0000;"><1D3>/span> span style="color: #0000ff;">{1D6}/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

## Predicción

| CV                           | Type                             | Duration |
|------------------------------|----------------------------------|----------|
| [color=#ff0000]7+>[/color]   | Poten. Range                     | Un Turno |
| [color=#0000ff]{12+}[/color] | [color=#ff0000]18">[/color]      | no       |
|                              | [color=#0000ff]{6" Aura}[/color] |          |

### Effect

El objetivo obtiene:  
- Distracción.  
- Objetivo Difícil.



### 4. Adept Spell

## Alineamiento Estelar

| CV                           | Type                             | Duration |
|------------------------------|----------------------------------|----------|
| [color=#ff0000]8+>[/color]   | Poten. Range                     | Un Turno |
| [color=#0000ff]{12+}[/color] | [color=#ff0000]18">[/color]      |          |
|                              | [color=#0000ff]{6" Aura}[/color] |          |

### Effect



### 5. Master Spell

## Ataque Infalible

| CV                           | Type      | Duration |
|------------------------------|-----------|----------|
| [color=#ff0000]7+>[/color]   | Maldición | Inst.    |
| [color=#0000ff]{10+}[/color] | Mis Dañ   |          |
|                              | Range 18" |          |

### 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**.



### 6. Master Spell

## Presagio del Fin

| CV | Type      | Duration   |
|----|-----------|------------|
| 8+ | Maldición | Permanente |
|    | Range 24" |            |

### Effect

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.



## Luz Guía

| CV | Type             | Duration |
|----|------------------|----------|
|    | Poten. Range 12" | Un Turno |

### 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.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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El objetivo obtiene:

- Ataques Divinos.

- Debe repetir las tiradas fallidas para Impactar en Ataques de Combate

span style="color: #ff0000;">"y de Disparo