1. Apprentice Spell

Conosci il tuo nemico

CV	*Type*	*Duration*
[color=#ff0000]7+>[/color] [color=#0000ff]{12+}[/color]	Benedizione Range [color=#ff0000]18">[/color] [color=#0000ff]{6" Aura}[/color]	Un Turno

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] [color=#0000ff]{9+}[/color]	Maledizione Proiettile Danni Range 18"	Istantaneo

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

Scrutare

CV	*Type*	*Duration*
[color=#ff0000]7+>[/color] [color=#0000ff]{12+}[/color]	Benedizione Range [color=#ff0000]18">[/color] [color=#0000ff]{6" Aura}[/color]	Un Turno

Effect

The target gains Distracting and Hard Target.

4. Adept Spell

Le stelle si allineano

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

Effect

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.

5. Master Spell

Colpo infallibile

CV	*Type*	*Duration*
[color=#ff0000]7+>[/color] [color=#0000ff]{10+}[/color]	Maledizione Proiettile Danni Range 18"	Istantaneo

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 di morte

CV	*Type*	*Duration*
8+	Maledizione Range 24"	Permanente

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.

Luce guida

CV	*Type*	*Duration*
	Benedizione 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.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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