



1. Apprentice Spell

Fuego Purificador

| CV | Type | Duration |
|---------------------------|-------------|-----------|
| [color=#ff0000]5+[/color] | Hex Missile | One Turn |
| [color=#0000ff]8+[/color] | Damage | Range 24" |

Effect



2. Adept Spell

Castigo al Incrédulo

| CV | Type | Duration |
|---------------------------|-----------|----------|
| [color=#ff0000]6+[/color] | Hex | One Turn |
| [color=#0000ff]9+[/color] | Range 24" | |

Effect



3. Adept Spell

Lenguas Extrañas

| CV | Type | Duration |
|----|-----------|----------|
| 7+ | Universal | One Turn |
| | Range 18" | |

Effect

If this spell targets a friendly unit, the target may reroll failed Discipline Tests. If this spell targets an enemy unit, the target can never reroll failed Discipline Tests.



4. Adept Spell

Mano del Cielo

| CV | Type | Duration |
|---------------------------|----------------------------------|----------|
| [color=#ff0000]5+[/color] | [Augment] Focused | Instant |
| [color=#0000ff]8+[/color] | Range | |
| | [color=#ff0000]00]Caster[/color] | |
| | [color=#0000ff]18"[/color] | |

Effect



5. Master Spell

Ira de Dios

| CV | Type | Duration |
|-----|-----------|-----------|
| 12+ | Ground | Permanent |
| | Range 96" | |

Effect



6. Master Spell

Prueba de Fe

| CV | Type | Duration |
|----------------------------|----------------------------|----------|
| [color=#ff0000]7+[/color] | Hex Missile | Instant |
| [color=#0000ff]10+[/color] | Damage | |
| | Focused | |
| | Direct | |
| | Range | |
| | [color=#ff0000]12"[/color] | |
| | [color=#0000ff]18"[/color] | |



THE IX AGE
FANTASY BATTLES

CROWN OF THE
WIZARD KING SPELL



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The target suffers D6 hits with Strength D6+1, Armour Penetration 2, and Magical Attacks.

Immediately after successfully casting this spell, roll a D6.
Choose which effect to apply when casting the spell.
- If 1-3 is rolled, the target suffers -1 Resilience.
- If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.

The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks).
(Roll the D3 immediately after successfully casting this spell.)
This spell may only target Characters, Champions, and single model units.

Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within $(2D6+X)$, where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters.

Effect

The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.