



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+	Hex	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.