



1. Apprentice Spell

Mano del cielo

CV	Type	Duration
[color=#ff0000]5+[/color]	Hex Missile	Instant
[color=#0000ff]9+[/color]	Damage Range 24"	

Effect

The target suffers |D6| hits with Strength #0000ff;">[D6+1]/span> hits with Strength span style="color: #ff0000;">D6/span>span style="color: #0000ff;">[D6+1]/span>.



2. Adept Spell

Fiamme purificatrici

CV	Type	Duration
[color=#ff0000]6+[/color]	[Augment] Focused Range	One Turn
[color=#0000ff]10+[/color]	[color=#ff0000]Caster[/color] [color=#0000ff]24"[/color]	

Effect



3. Adept Spell

Prova di fede

CV	Type	Duration
[color=#ff0000]7+[/color]	Hex Damage Focused	Instant
[color=#0000ff]11+[/color]	Direct Range [color=#ff0000]12"[/color] [color=#0000ff]24"[/color]	

Effect



4. Adept Spell

Lingua ignota

CV	Type	Duration
8+	Hex Range 24"	One Turn

Effect

The target cannot benefit from Inspiring Presence.



5. Master Spell

Punire i miscredenti

CV	Type	Duration
11+	Hex Range 24"	One Turn

Effect

Immediately after successfully casting this spell, roll a D6.
If 4-6 is rolled, the target suffers -1 Strength.
If 1-3 is rolled, the target suffers -1 Toughness.



6. Master Spell

Ira di dio

CV	Type	Duration
13+	Ground Range 96"	Permanent

Effect

Choose a point within range on the table and place a counter there. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same spot. If 4-6 is rolled, each unit within (2D6+X)" suffers 2D6 Strength (4+X) hits, where X is equal to the number of counters. The spell then ends, remove all counters.



THE IX AGE
FANTASY BATTLES

CROWN OF THE
WIZARD KING SPELL



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The target gains Breath Weapon (Strength D3+2). (Roll this D3 immediately after successfully casting this spell.) >[This spell may only target Characters, Champions and single model units.]/span>

Both the Caster and target roll a D6. If the Caster's roll is higher, the target suffers a number of Wounds with Armour Piercing (6) equal to the difference between their respective rolls.