



1. Apprentice Spell

Hand of Heaven

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

Effect



2. Adept Spell

Smite the Unbeliever

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

Effect



3. Adept Spell

Speaking in Tongues

CV	Type	Duration
[color=#ff0000]7+[/color]	Hex Range 18"	One Turn
]		
[color=#0000ff][7+][[/color>		

Effect



4. Adept Spell

Cleansing Fire

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

Effect



5. Master Spell

Wrath of God

CV	Type	Duration
12+	Ground Range 96"	Permanent

Effect



6. Master Spell

Trial of Faith

CV	Type	Duration
[color=#ff0000]7+[/color]	Hex Missile Damage	Instant
]		
[color=#0000ff][10+][[/color]	Focused Direct Range	
	[color=#ff0000]00]12"[/color]	
	[color=#0000ff][18"[/color]	



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



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The target suffers  $\text{D6} + 1$  hits with Strength  $\text{D6} + 1$ , Armour Penetration 2, and Magical Attacks.

Immediately after successfully casting this spell, roll a  $\text{D6}$ .  
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.

Units with at least one model affected by the spell cannot benefit from Commanding Presence.  
Rally around the Flag.

The target gains Breath Attack (Strength  $\text{D3} + 2$ , Armour Penetration 1, Magical Attacks).  
(Roll the  $\text{D3}$  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  $\text{D6}$ ; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within  $(2\text{D6} + X)$ , where X is equal to the number of counters, suffers  $2\text{D6}$  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  $\text{D3} + 1$  and the target rolls  $\text{D3}$ . 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.