



### 1. Apprentice Spell

## Hand of Heaven

CV	Type	Duration
[color=#ff0000]5+[/color]	Hex Missile	One Turn
[color=#0000ff]8+[/color]	Damage 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
7+	Universal Range 18"	One Turn

*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

## 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]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.