



1. Apprentice Spell

Reinigendes Feuer

CV	Type	Duration
[color=#ff0000]5+[color]	Hex Missile Damage	One Turn Range 24"

Effect



2. Adept Spell

Zerschmetterung der Ungläubigen

CV	Type	Duration
[color=#ff0000]6+[color]	Hex Range 24"	One Turn

Effect



3. Adept Spell

Sprachengewirr

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

Hand des Himmels

CV	Type	Duration
[color=#ff0000]5+[color]	[Augment] Focused Range	Instant

Effect



5. Master Spell

Der Zorn Gottes

CV	Type	Duration
12+	Ground	Permanent

Effect

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)Ø, 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.



6. Master Spell

Glaubensprüfung

CV	Type	Duration
[color=#ff0000]7+[color]	Hex Missile Damage Focused Direct Range	Instant

Effect

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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The target suffers $D6$ hits with Strength $D6+1$, Armour Penetration $D6+1$, 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.]

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.