



1. *Apprentice Spell*

Hand of Heaven

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

Effect

The target suffers |D6| hits with Strength #0000ff; hits with Strength #ff0000; D6 hits with Strength #ff0000; D6 Toughness.



2. *Adept Spell*

Cleansing Fire

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*

Trial of Faith

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

Effect



4. *Adept Spell*

Speaking in Tongues

CV	Type	Duration
8+	Hex	One Turn
	Range 24"	

Effect

The target cannot benefit from Inspiring Presence.



5. *Master Spell*

Smite the Unbeliever

CV	Type	Duration
11+	Hex	One Turn
	Range 24"	

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*

Wrath of God

CV	Type	Duration
13+	Ground	Permanent
	Range 96"	

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.

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THE IX AGE
FANTASY BATTLES

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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.]

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.