



1. *Apprentice Spell*

### Smite The Unbeliever

CV	Type	Duration
7+	Hex Missile Damage Range 24"	Instant

*Effect*

The target suffers D6 hits with Str 4 5, AP 2, and Magical Attacks.

☒ : These hits are instead resolved with Str 7.

× : These hits are instead resolved with Str 3.



2. *Adept Spell*

### Light of Faith

CV	Type	Duration
6+	Hex Range 24"	One Turn

*Effect*

The target immediately suffers 2D6 hits with Str 2, AP 0, Magical Attacks, and Divine Attacks.

☒ : The target gains Minimise Flee rolls.

× : The target gains Maximised Flee rolls.



3. *Adept Spell*

### Weight of Judgement

CV	Type	Duration
9+	Hex Range 24"	One Turn

*Effect*

The target's Agi is set to 1.

☒ : Enemy\* units in the same combat† as the target has their Agi set to 1.

× : Friendly\* units in the same combat† as the target has their Agi set to 1.

\*From the perspective of the caster.

†At the time of casting the spell.



4. *Adept Spell*

### Holy Affliction

CV	Type	Duration
10+	Hex Range 24"	One Turn

*Effect*

The target suffers -1 to wound.

☒ : The target suffers -1 AP.

× : The target gains +1 AP



5. *Master Spell*

### Rain of Fire

CV	Type	Duration
11+	Damage Universal Range 24"	Instant

*Effect*

The target suffers D3+1 hits, and all units within 3☒ of the target suffer 1 hit. These hits are resolved with Str 9, AP 4, Flaming Attacks and Magical Attacks.

☒ : Increase the number of hits each unit suffers from this Spell by 1.

× : Decrease the number of hits each unit suffers from this Spell by 1.



6. *Master Spell*

### Wrath of God

CV	Type	Duration
11+	Ground Range 48"	Permanent

*Effect*

Place a marker on the target point. Instead of rolling for Divine Intervention when the spell is cast, do it at the start of each subsequent Magic Phase.

☒ : Each unit within 2D6☒ from the center of the marker suffers 2D6 with Str 5, AP 2, and Magical Attacks. Then remove the marker.

× : The opponent may move the marker in any direction up to 3☒.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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