



1. *Apprentice Spell*

**Hand of Heaven**

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

*Effect*



2. *Adept Spell*

**Smite the Unbeliever**

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

*Effect*



3. *Adept Spell*

**Speaking in Tongues**

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

*Effect*

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



4. *Adept Spell*

**Cleansing Fire**

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

*Effect*



5. *Master Spell*

**Wrath of God**

CV	Type	Duration
12+	Ground Range 96"	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) inches, 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*

**Trial of Faith**

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