



1. *Apprentice Spell*

Hand of Heaven

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

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 |
|----|------------------------|----------|
| 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 [color=#ff0000]8+[color] | Instant Caster[olor] [color=#0000ff]18"[/color] |

Effect



5. *Master Spell*

Wrath of God

| CV | Type | Duration |
|-----|--------|------------------------|
| 12+ | Ground | Permanent Range 96" |

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)⊗, 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] | 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.