1. Apprentice Spell

Hand of Heaven

CV	*Type*	*Duration*
[color=#ff0000]5+[/color] [color=#0000ff][8+][/color]	Hex Missile Damage Range 24"	One Turn

Effect

2. Adept Spell

Smite the Unbeliever

CV	*Type*	*Duration*
[color=#ff0000]6+[/color] [color=#0000ff][9+][/color]	Hex Range 24"	One Turn

Effect

3. Adept Spell

Speaking in Tongues

CV	*Type*	*Duration*
5+	Hex Range 24"	One Turn

Effect

The target must take a Discipline Test:
- If the test is passed, the target gains Fearless.
- If the test is failed, the target becomes Shaken.

4. Adept Spell

Cleansing Fire

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

Effect

5. Master Spell

Wrath of God

CV	*Type*	*Duration*
12+	Ground Range 96"	Permanent

Effect

6. Master Spell

Trial of Faith

CV	*Type*	*Duration*
[color=#ff0000]7+[/color] [color=#0000ff][10+][/color]	Hex Missile Damage Focused Direct Range [color=#ff0000]12"[/color] [color=#0000ff][18"][/color]	Instant

Effect

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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The target suffers span style="color: #ff0000;">D6/span> span style="color: #0000ff;">[D6+1]/span> hits with Strength span style="color: #ff0000;">D6/span> span style="color: #0000ff;">[D6+1]/span>, Armour Penetration span style="color: #ff0000;">2/span> span style="color: #0000ff;">[3]/span>, and Magical Attacks.
Roll once for the number of hits and once for the Strength and apply the rolled Strength value to all hits

span style="color: #ff0000;">Immediately after successfully casting this spell, roll a D6./span> span style="color: #0000ff;">[Choose which effect to apply when casting the spell.]/span>
- span style="color: #ff0000;">If 1-3 is rolled,/span> the target suffers -1 Resilience.
- span style="color: #ff0000;">If 4-6 is rolled,/span> 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.)
span style="color: #0000ff;">[This spell may only target Characters, Champions, and single model units.]/span>

Place a counter on the target point.
At the end of each subsequent Magic Phase roll a D6:
• If 1–3 is rolled, nothing happens.
• If 4–6 is rolled, each unit within 2D6 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 (for all other rules, the Caster is considered to be the attacker).
The spell then ends.

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.