



1. Apprentice Spell

Fuego Purificador

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

Effect



2. Adept Spell

Castigo al Incrédulo

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

Effect



3. Adept Spell

Lenguas Extrañas

CV	Type	Duration
[color=#ff0000]7+[/color]	Hex	One Turn
]	Range 18"	
[color=#0000ff][7+][color]		

Effect

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



4. Adept Spell

Mano del Cielo

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

Effect



5. Master Spell

Ira de Dios

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) 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

Prueba de Fe

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

Effect

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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THE IX AGE
FANTASY BATTLES

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.