

1. Apprentice Spell

Smite the Unbeliever

CV	*Type*	*Duration*
7	Malédiction Projectile Dégât Rép. Range 24"	Un tour

Effect

The target suffers D6 hits with Str 5, AP 2, and **Magical Attacks**.
ul>li>: These hits are instead resolved with Str 7, AP 2, and **Magical Attacks**./li>li>×: These hits are instead resolved with Str 3, AP 2, and **Magical Attacks**./li>/ul>



2. Adept Spell

Light of Faith

CV	*Type*	*Duration*
[color=#0000ff]7[/color]	Malédiction Range 24"	Un tour

Effect

span style="color: #0000ff;">The target counts as having one fewer Proper Ranks when Engaged./span>
ul>li>: span style="color: #0000ff;">Two fewer Proper Ranks instead/span>/li>li>×: span style="color: #0000ff;">Spell has no effect /span>/li>/ul>



3. Adept Spell

Weight of Judgement

CV	*Type*	*Duration*
[color=#0000ff]8[/color]	Malédiction Range 24"	Un tour

Effect

The target suffers del>-10/del> span style="color: #0000ff;">-2/span> Agi to a minimum of 1.
ul>li>: \newrule{\minuss{}3 Agi instead}/li>li>×: \newrule{\minuss{}1 Agiinstead }/li>/ul>



4. Adept Spell

Holy Affliction

CV	*Type*	*Duration*
10	Malédiction Range 24"	Un tour

Effect

The target suffers -1 to wound.
ul>li>: The target suffers -1 AP./li>li>×: The target gains +1 AP./li>/ul>



5. Master Spell

Wrath of God

CV	*Type*	*Duration*
[color=#0000ff]10[/color]	Marqueur Range 48"	Un tour

Effect

Place a marker on the target point. span style="color: #0000ff;">You **must** roll for Divine Intervention/span> at the start of each subsequent Magic Phase.
ul>li>: Each unit within 2D6 of the centre of the marker suffers 2D6 with Str 5, AP 2, and **Magical Attacks**. Then remove the marker./li>li>×: The opponent may move the marker up to 3 in any direction./li>/ul>



6. Master Spell

Rain of Fire

CV	*Type*	*Duration*
11	Dégât Universel Range 24"	Un tour

Effect

The target suffers D3+1 hits. All span style="color: #0000ff;">other/span> units within 3 of the target suffer 1 hit.

All hits are resolved with Str 9, AP 4, Flaming Attacks, Magical Attacks.
ul>li>: Increase the number of hits each unit suffers by 1./li>li>×: Decrease the number of hits each unit suffers by 1./li>/ul>

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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