



1. Apprentice Spell

Mano del cielo

CV	Type	Duration
[color=#ff0000]5+[/color]	Hex Missile	Instant
[color=#0000ff][9+][[/color]	Damage Range 24"	

Effect

The target suffers |D6| hits with Strength #0000ff; hits with Strength #ff0000; D6 hits with Strength #ff0000; D6 Toughness.



2. Adept Spell

Fiamme purificatrici

CV	Type	Duration
[color=#ff0000]6+[/color]	[Augment] Focused	One Turn
[color=#0000ff][10+][[/color]	Range Caster[/color]	
[color=#0000ff][24][[/color]	Range 24"	

Effect

The target suffers |D6| hits with Strength #ff0000; D6 hits with Strength #ff0000; D6 Toughness.



3. Adept Spell

Prova di fede

CV	Type	Duration
[color=#ff0000]7+[/color]	Hex Damage	Instant
[color=#0000ff][11+][[/color]	Direct Range	
[color=#0000ff][24][[/color]	Range 12" Range 24"	

Effect

The target suffers |D6| hits with Strength #ff0000; D6 hits with Strength #ff0000; D6 Toughness.



4. Adept Spell

Lingua ignota

CV	Type	Duration
8+	Hex	One Turn
	Range 24"	

Effect

The target cannot benefit from Inspiring Presence.



5. Master Spell

Punire i miscredenti

CV	Type	Duration
11+	Hex	One Turn
	Range 24"	

Effect

Immediately after successfully casting this spell, roll a D6. If 4-6 is rolled, the target suffers -1 Strength. If 1-3 is rolled, the target suffers -1 Toughness.



6. Master Spell

Ira di dio

CV	Type	Duration
13+	Ground	Permanent
	Range 96"	

Effect

Choose a point within range on the table and place a counter there. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same spot. If 4-6 is rolled, each unit within (2D6+X)" suffers 2D6 Strength (4+X) hits, where X is equal to the number of counters. The spell then ends, remove all counters.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

The target gains Breath Weapon (Strength D3+2). (Roll this D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions and single model units.]

Both the Caster and target roll a D6. If the Caster's roll is higher, the target suffers a number of Wounds with Armour Piercing (6) equal to the difference between their respective rolls.