



1. Apprentice Spell

Fiamme purificatrici

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

Effect



2. Adept Spell

Punire i miscredenti

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

Effect



3. Adept Spell

Lingua ignota

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

Effect

Units with at least one model affected by the spell cannot benefit from >Commanding Presence or >[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]00]Caster[/color]	
	[color=#0000ff][18"[/color]	

Effect



5. Master Spell

Ira di dio

CV	Type	Duration
12+	Ground Range 96"	Permanent

Effect



6. Master Spell

Prova di fede

CV	Type	Duration
[color=#ff0000]7+[/color]	Hex Missile	Instant
]	Damage	
[color=#0000ff][10+][color]	Focused Direct	
or]	Range	
	[color=#ff0000]00]12"[/color]	
	[color=#0000ff][18"[/color]	



THE IX AGE
FANTASY BATTLES

CROWN OF THE
WIZARD KING SPELL



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The target suffers D6 hits with Strength D6+1, Armour Penetration 2, 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.

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.

Effect

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.