1. Apprentice Spell

Smite the Unbeliever

CV	*Type*	*Duration*
9	Hex Missile Damage Replicable Range 24	Instant

Effect

2. Adept Spell

Light of Faith

CV	*Type*	*Duration*
5	Augment Range 24	One Turn

Effect

The target adds +1 to the Combat Score of its side, and gains +1 Dis.
itemize[label={}, parsep=0cm, labelindent=0cm, labelwidth=0cm, noitemsep, topsep=0em, leftmargin=0.4cm]%
\item[\refsymbolblessing]: the target gains Courageous.
\item[\refsymboladmonition]: the target's Charge, Flee, and Pursue rolls are Minimised.
itemize

3. Adept Spell

Weight of Judgement

CV	*Type*	*Duration*
8	Hex Range 24	One Turn

Effect

4. Adept Spell

Holy Affliction

CV	*Type*	*Duration*
9	Hex Range 24	One Turn

Effect

The target suffers 1 to wound with its Melee Attacks.
itemize[label={}, parsep=0cm, labelindent=0cm, labelwidth=0cm, noitemsep, topsep=0em, leftmargin=0.4cm]%
\item[\refsymbolblessing]: the target suffers 1~\ArmourPenetrationInitials
\item[\refsymboladmonition]: the target gains +1~\ArmourPenetrationInitials
itemize

5. Master Spell

Wrath of God

CV	*Type*	*Duration*
10	Ground Range 48	Permanent

Effect

6. Master Spell

Rain of Fire

CV	*Type*	*Duration*
11	Hex Damage Range 24	Instant

Effect

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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The target suffers D6+1~hits. All hits have \StrengthInitials~5, \ArmourPenetrationInitials~2, and Magical Attacks.itemize[label={}, parsep=0cm, labelindent=0cm, labelwidth=0cm, noitemsep, topsep=0em, leftmargin=0.4cm]
\item[\refsymbolblessing]: select an extra target, following the same targeting restrictions: that extra target suffers D3+1~hits.\item[\refsymboladmonition]: select a different target, following the same targeting restrictions. That target suffers D3+1 hits.itemize

Place a marker on the target point. Do not roll for Divine Intervention when resolving the effects of this spell. You must roll for Divine Intervention at the start of each subsequent Magic Phase: itemize[label={}, parsep=0cm, labelindent=0cm, labelwidth=0cm, noitemsep, topsep=0em, leftmargin=0.4cm]%
\item[\refsymbolblessing]: each unit within #1D6 (2) of the centre of the marker suffers #1D6 (2)~hits with \StrengthInitials~5, \ArmourPenetrationInitials~2, and Magical Attacks.Then remove the marker.
\item[\refsymboladmonition]: your opponent may move the marker up to~3 in any direction. itemize

The target suffers D3+1~hits. All other units within~3 of the target suffer 1~hit. \newline
All hits are resolved with \StrengthInitials~9, \ArmourPenetrationInitials~4, Magical Attacks,Flaming Attacks,.
itemize[label={}, parsep=0cm, labelindent=0cm, labelwidth=0cm, noitemsep, topsep=0em, leftmargin=0.4cm]%
\item[\refsymbolblessing]: increase the number of hits each unit suffers by~1.
\item[\refsymboladmonition]: decrease the number of hits each unit suffers by~1.
itemize

The target suffers 2~Def, and 2~\AgilityInitials (\AgilityInitials to a minimum of~1).
itemize[label={}, parsep=0cm, labelindent=0cm, labelwidth=0cm, noitemsep, topsep=0em, leftmargin=0.4cm]%
\item[\refsymbolblessing]: the target suffers 2~\Off.
\item[\refsymboladmonition]: the target does not suffer -2~\DefensiveSkillInitials (i.e. it only suffers 2~\AgilityInitials).
itemize