



1. Apprentice Spell

Hand of Heaven

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

Effect



2. Adept Spell

Smite the Unbeliever

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

Effect



3. Adept Spell

Speaking in Tongues

CV	Type	Duration
5+	Hex Range 24"	One Turn

Effect

The target must take a Discipline Test:

- If the test is passed, the target gains Fearless.
- If the test is failed, the target becomes Shaken.



4. Adept Spell

Cleansing Fire

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

Effect



5. Master Spell

Wrath of God

CV	Type	Duration
12+	Ground Range 96"	Permanent

Effect



6. Master Spell

Trial of Faith

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

Effect

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 suffers $D6$ hits with Strength $D6$, Armour Penetration $D6+1$, and Magical Attacks. Roll once for the number of hits and once for the Strength and apply the rolled Strength value to all hits

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, nothing happens.
- If 4-6 is rolled, each unit within $2D6$ 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 (for all other rules, the Caster is considered to be the attacker). The spell then ends.

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.