



1. Apprentice Spell

### Smite the Unbeliever

CV	Type	Duration
7	Hex Missile Damage Replicable Range 24"	One Turn

*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]	Hex Range 24"	One Turn

*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]	Hex Range 24"	One Turn

*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	Hex Range 24"	One Turn

*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]	Ground Range 48"	One Turn

*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	Damage Universal Range 24"	One Turn

*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>

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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