



1. Apprentice Spell

**Reinigendes Feuer**

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

[color=#0000ff][8+][color]	Damage	Range 24"
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Effect



2. Adept Spell

**Zerschmetterung der Ungläubigen**

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

[color=#0000ff][9+][color]	Damage	Range 24"
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Effect



3. Adept Spell

**Sprachengewirr**

CV	Type	Duration
7+	Hex	One Turn
		Range 18"

7+	Hex	One Turn
		Range 18"

Effect

If this spell targets a friendly unit, the target may reroll failed Discipline Tests. If this spell targets an enemy unit, the target can never reroll failed Discipline Tests.



4. Adept Spell

**Hand des Himmels**

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

[color=#0000ff][8+][color]	[color=#ff0000]Caster[color]	
	[color=#0000ff][18"][color]	

Effect



5. Master Spell

**Der Zorn Gottes**

CV	Type	Duration
12+	Ground	Permanent
		Range 96"

12+	Ground	Permanent
		Range 96"

Effect

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)Ø, 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.



6. Master Spell

**Glaubensprüfung**

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

[color=#0000ff][10+][color]	Damage	
	Focused	
	Direct	
	Range	
	[color=#ff0000]12"[/color]	
	[color=#0000ff][18"[/color]	

Effect

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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CROWN OF THE



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THE IX AGE  
FANTASY BATTLES

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

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.