1. Apprentice Spell

Reinigendes Feuer

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

Effect

2. Adept Spell

Zerschmetterung der Ungläubigen

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

Effect

3. Adept Spell

Sprachengewirr

CV	*Type*	*Duration*
7+	Hex Range 18"	One Turn

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

Effect

5. Master Spell

Der Zorn Gottes

CV	*Type*	*Duration*
12+	Ground Range 96"	Permanent

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)⌧, 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] [color=#0000ff][10+][/color]	Hex Missile Damage Focused Direct Range [color=#ff0000]12"[/color] [color=#0000ff][18"][/color]	Instant

Effect

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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The target suffers span style="color: #ff0000;">D6/span> span style="color: #0000ff;">[D6+1]/span> hits with Strength span style="color: #ff0000;">D6/span> span style="color: #0000ff;">[D6+1]/span>, Armour Penetration span style="color: #ff0000;">2/span> span style="color: #0000ff;">[3]/span>, and Magical Attacks.

span style="color: #ff0000;">Immediately after successfully casting this spell, roll a D6./span> span style="color: #0000ff;">[Choose which effect to apply when casting the spell.]/span>
- span style="color: #ff0000;">If 1-3 is rolled,/span> the target suffers -1 Resilience.
- span style="color: #ff0000;">If 4-6 is rolled,/span> the target suffers -1 Strength and -1 Armour Penetration.

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.

The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks).
(Roll the D3 immediately after successfully casting this spell.)
span style="color: #0000ff;">[This spell may only target Characters, Champions, and single model units.]/span>