



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 Range, Flee Distance, and Pursue Distance 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*

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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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