



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=0cm, 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=0cm, 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



THE IX AGE
FANTASY BATTLES

CROWN OF THE
WIZARD KING SPELL



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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