

*1. Apprentice Spell*

## Smite the Unbeliever

| *CV* | *Type* | *Duration* |
|---|---|---|
| 9 | Hex<br>Missile<br>Damage<br>Replicable<br>Range 24 | Instant |

*Effect*



*2. Adept Spell*

## Light of Faith

| *CV* | *Type* | *Duration* |
|---|---|---|
| 5 | Augment<br>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<br>Range 24 | One Turn |

*Effect*



*4. Adept Spell*

## Holy Affliction

| *CV* | *Type* | *Duration* |
|---|---|---|
| 9 | Hex<br>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<br>Range 48 | Permanent |

*Effect*



*6. Master Spell*

## Rain of Fire

| *CV* | *Type* | *Duration* |
|---|---|---|
| 11 | Hex<br>Damage<br>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