1. Apprentice Spell

Fuego Purificador

CV	*Type*	*Duration*
[color=#ff0000]5+[/color] [color=#0000ff][8+][/color]	Maldición Mis Dañ Range 24"	Un Turno

Effect

2. Adept Spell

Castigo al Incrédulo

CV	*Type*	*Duration*
[color=#ff0000]6+[/color] [color=#0000ff][9+][/color]	Maldición Range 24"	Un Turno

Effect

3. Adept Spell

Lenguas Extrañas

CV	*Type*	*Duration*
[color=#ff0000]7+[/color] [color=#0000ff][7+][/color]	Maldición Range 18"	Un Turno

Effect

Units with at least one model affected by the spell cannot benefit from span style="color: #ff0000;">Commanding Presence/span> span style="color: #0000ff;">[Rally around the Flag]/span>.

4. Adept Spell

Mano del Cielo

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

Effect

5. Master Spell

Ira de Dios

CV	*Type*	*Duration*
12+	Ter Range 96"	Permanente

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

Prueba de Fe

CV	*Type*	*Duration*
[color=#ff0000]7+[/color] [color=#0000ff][10+][/color]	Maldición Mis Dañ Focused Direct Range [color=#ff0000]12"[/color] [color=#0000ff][18"][/color]	Inst.

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>