



### 1. Apprentice Spell

## Smite The Unbeliever

| CV | Type                                 | Duration |
|----|--------------------------------------|----------|
| 7+ | Maldición<br>Mis<br>Dañ<br>Range 24" | Inst.    |

### Effect

The target suffers D6 hits with Str 4 5, AP 2, and Magical Attacks.

☒ : These hits are instead resolved with Str 7.

× : These hits are instead resolved with Str 3.



### 2. Adept Spell

## Light of Faith

| CV | Type                   | Duration |
|----|------------------------|----------|
| 6+ | Maldición<br>Range 24" | Un Turno |

### Effect

The target immediately suffers 2D6 hits with Str 2, AP 0, Magical Attacks, and Divine Attacks.

☒ : The target gains Minimise Flee rolls.

× : The target gains Maximised Flee rolls.



### 3. Adept Spell

## Weight of Judgement

| CV | Type                   | Duration |
|----|------------------------|----------|
| 9+ | Maldición<br>Range 24" | Un Turno |

### Effect

The target's Agi is set to 1.

☒ : Enemy\* units in the same combat† as the target has their Agi set to 1.

× : Friendly\* units in the same combat† as the target has their Agi set to 1.

\*From the perspective of the caster.

†At the time of casting the spell.



### 4. Adept Spell

## Holy Affliction

| CV  | Type                   | Duration |
|-----|------------------------|----------|
| 10+ | Maldición<br>Range 24" | Un Turno |

### Effect

The target suffers -1 to wound.

☒ : The target suffers -1 AP.

× : The target gains +1 AP



### 5. Master Spell

## Rain of Fire

| CV  | Type                     | Duration |
|-----|--------------------------|----------|
| 11+ | Dañ<br>Univ<br>Range 24" | Inst.    |

### Effect

The target suffers D3+1 hits, and all units within 3☒ of the target suffer 1 hit. These hits are resolved with Str 9, AP 4, Flaming Attacks and Magical Attacks.

☒ : Increase the number of hits each unit suffers from this Spell by 1.

× : Decrease the number of hits each unit suffers from this Spell by 1.



### 6. Master Spell

## Wrath of God

| CV  | Type             | Duration   |
|-----|------------------|------------|
| 11+ | Ter<br>Range 48" | Permanente |

### Effect

Place a marker on the target point. Instead of rolling for Divine Intervention when the spell is cast, do it at the start of each subsequent Magic Phase.

☒ : Each unit within 2D6☒ from the center of the marker suffers 2D6 with Str 5, AP 2, and Magical Attacks. Then remove the marker.

× : The opponent may move the marker in any direction up to 3☒.



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



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