



1. Apprentice Spell

Fiamme purificatrici

CV	Type	Duration
[color=#ff0000]5+[/color]	Maledizione Proiettile	Un Turno
]	Danni	
[color=#0000ff][8+][[/color]	Range 24"	

Effect



2. Adept Spell

Punire i miscredenti

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

Effect



3. Adept Spell

Lingua ignota

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

Effect

Units with at least one model affected by the spell cannot benefit from >Commanding Presence >Rally around the Flag.



4. Adept Spell

Mano del cielo

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

Effect



5. Master Spell

Ira di dio

CV	Type	Duration
12+	Suolo 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

Prova di fede

CV	Type	Duration
[color=#ff0000]7+[/color]	Maledizione Proiettile	Istantaneo
]	Danni	
[color=#0000ff][10+][[/color]	Focused Direct Range	
	[color=#ff0000]12"[/color]	
	[color=#0000ff][18"[/color]	

Effect



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



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The target suffers $\text{D6}+1$ hits with Strength $\text{D6}+1$, Armour Penetration 2, and Magical Attacks.

Immediately after successfully casting this spell, roll a D6 . Choose which effect to apply when casting the spell.

- If 1-3 is rolled, the target suffers -1 Resilience.
- If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.

The target gains Breath Attack (Strength $\text{D3}+2$, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.)

[This spell may only target Characters, Champions, and single model units.]

The Caster rolls $\text{D3}+1$ 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.