



1. Apprentice Spell

Fiamme purificatrici

CV	Type	Duration
[color=#ff0000]5+[/color]	Maledizione Proiettile	Un Turno
[color=#0000ff]8+[/color]	Danni 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
7+	Maledizione Range 18"	Un Turno

Effect

If this spell targets a friendly unit, the target may reroll failed Discipline Tests. If this spell targets an enemy unit, the target can never reroll failed Discipline Tests.



4. Adept Spell

Mano del cielo

CV	Type	Duration
[color=#ff0000]5+[/color]	[Augment] Focused Range	Istantaneo
[color=#0000ff]8+[/color]	[color=#ff0000]00]Caster[/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
[color=#0000ff]10+[/color]	Danni Focused Direct Range	
	[color=#ff0000]12[/color]	
	[color=#0000ff]18[/color]	

Effect



THE IX AGE
FANTASY BATTLES

CROWN OF THE
WIZARD KING SPELL



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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.