



1. *Apprentice Spell*

### Foschia Mentale

CV	Type	Duration
8	Maledizione Replicabile Range 24	Un Turno

*Effect*

Each Range Attack made by the target that fails its to-hit roll is instead allocated towards the attacking model's Health Pool with Automatic Hits.

Each Standard Melee Attack made by the target that results in a to-hit roll of 1 to hit, is instead allocated towards the attacking model's Health Pool with Automatic Hits.



2. *Adept Spell*

### Immagine Speculare

CV	Type	Duration
5	Range 24	Un Turno

*Effect*

The next two hits the target would suffer are ignored. If the target is hit by several simultaneous hits, the owner of the unit chooses which hits to ignore. (Hits that are multiplied into several hits e.g. due to Fury or Area Attack) are ignored after multiplication.



3. *Adept Spell*

### Sentieri Illusori

CV	Type	Duration
10	Universale Range 18	Un Turno

*Effect*

Scegli quale effetto applicare quando lanci l'incantesimo:  
 itemize  
 The target gains Movimento Casuale (#1D6 (2)).  
 The target gains Movimento Casuale (#1D6 (3)).  
 itemize%



4. *Adept Spell*

### Passi Felpati

CV	Type	Duration
8	Benedizione Range 18	Un Turno

*Effect*

Il portatore ottiene Bersaglio Difficile (1). In addition, it may immediately perform a  $\text{Movimento Magico } \{ \#1 \}$  (6).



5. *Master Spell*

### Vista Offuscata

CV	Type	Duration
11	Maledizione Range 24	Un Turno

*Effect*

The target cannot draw Line of Sight to a target more than ~12 away from it.



6. *Master Spell*

### Maledizione del Calderone

CV	Type	Duration
11	Maledizione Range 24	Un Turno

*Effect*

The target gains Debolezza.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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