

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'incatesimo:
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 \textbf{Movimento Magico {#1})} (6)}.



5. Master Spell

Vista Offuscata

CV	*Type*	*Duration*
8	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*
10	Maledizione Range 24	Un Turno

Effect

The target gains Debolezza.

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FANTASY BATTLES



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WIZARD KING SPELL

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