



1. Apprentice Spell

Raven's Wing

CV	Type	Duration
[color=#ff0000]7+[/color]	Benedizione Range 18"	Istantaneo
[color=#0000ff][9+]/[color]		

Effect



2. Adept Spell

Fascino ingannevole

CV	Type	Duration
[color=#ff0000]4+[/color]	Maledizione Range 24"	Un Turno
[color=#0000ff][6+]/[color]		

Effect



3. Adept Spell

Effigie contorta

CV	Type	Duration
[color=#ff0000]5+[/color]	Maledizione Range 36"	Un Turno
[color=#0000ff][7+]/[color]		

Effect

The target cannot use Shooting Attacks >[and suffers a -2 modifier to its casting rolls]/>.



4. Adept Spell

La ruota gira

CV	Type	Duration
[color=#ff0000]8+[/color]	Universale Range 24"	Un Turno
[color=#0000ff][10+]/[color]		

Effect



5. Master Spell

Will-o'-the-Wisp

CV	Type	Duration
[color=#ff0000]8+[/color]	Universale Range 18"	Un Turno
[color=#0000ff][8+]/[color]		

Effect

Choose which effect to apply when casting the spell:

- The target gains Random Movement (2D6)
- The target gains Random Movement (3D6)



6. Master Spell

Sguardo ammaliante

CV	Type	Duration
[color=#ff0000]8+[/color]	Maledizione Range 18"	Un Turno
[color=#0000ff][12+]/[color]		

Effect

Melee >{and Shooting}/> Attacks against the target must reroll failed to-wound rolls.



Malocchio

CV	Type	Duration
	Universale Range 24"	Un Turno

Effect

If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate.
If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively.
A unit cannot be affected by this spell more than twice in the same Magic Phase.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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The target may perform a 8 Magical Move and gains Fly and Light Troops until the end of the Player Turn.
In addition, the target loses Scoring until the start of the next friendly Magic Phase.

The target suffers 1 Offensive Skill, -2 Defensive Skill and 1 Agility.

Melee Attacks made by R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.