



1. Apprentice Spell

Punire i Miscredenti

CV	Type	Duration
9	Maledizione Proiettile Danni Replicabile Range 24	Istantaneo

Effect



2. Adept Spell

Luce della Fede

CV	Type	Duration
5	Benedizione Range 24	Un Turno

Effect

The target adds +1 to the Combat Score of its side, and gains +1 Dis.
itemize[label={}, parsep=0cm, labelindent=0cm, labelwidth=0cm, noitemsep, topsep=0cm, leftmargin=0.4cm]%
\item[\refsymbolblessing]: the target gains Coraggioso.
\item[\refsymboladmonition]: the target's Charge, Flee, and Pursue rolls are Minimised.
itemize



3. Adept Spell

Il Peso del Giudizio

CV	Type	Duration
8	Maledizione Range 24	Un Turno

Effect

The target suffers 2~Def, and 2~\AgilityInitials (\AgilityInitials to a minimum of~1).
itemize[label={}, parsep=0cm, labelindent=0cm, labelwidth=0cm, noitemsep, topsep=0cm, leftmargin=0.4cm]%
\item[\refsymbolblessing]: the target suffers 2~\Off.
\item[\refsymboladmonition]: the target does not suffer -2~\DefensiveSkillInitials (i.e. it only suffers 2~\AgilityInitials).
itemize



4. Adept Spell

Sacra Afflizione

CV	Type	Duration
9	Maledizione Range 24	Un Turno

Effect

The target suffers 1 to wound with its Melee Attacks.
itemize[label={}, parsep=0cm, labelindent=0cm, labelwidth=0cm, noitemsep, topsep=0cm, leftmargin=0.4cm]%
\item[\refsymbolblessing]: the target suffers 1~\ArmourPenetrationInitials
\item[\refsymboladmonition]: the target gains +1~\ArmourPenetrationInitials
itemize



5. Master Spell

Ira di Dio

CV	Type	Duration
10	Suolo Range 48	Permanente

Effect



6. Master Spell

Pioggia di Fuoco

CV	Type	Duration
11	Maledizione Danni Range 24	Istantaneo

Effect



THE IX AGE
FANTASY BATTLES

CROWN OF THE
WIZARD KING SPELL



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The target suffers D6+1~hits. All hits have
\StrengthInitials~5,
\ArmourPenetrationInitials~2, and Attacchi
Magici.
itemize[label={}, parsep=0cm, labelindent=0cm,
labelwidth=0cm, noitemsep, topsep=0cm,
leftmargin=0.4cm]%
\item[\refsymbolblessing]: select an extra target,
following the same targeting restrictions: that
extra target suffers D3+1 hits.
\item[\refsymboladmonition]: select a different
target, following the same targeting restrictions.
That target suffers D3+1 hits.
itemize

Piazza un segnalino nel punto bersaglio. Do not
roll for Divine Intervention when resolving the
effects of this spell. You must roll for Divine
Intervention at the start of each subsequent Magic
Phase:
itemize[label={}, parsep=0cm, labelindent=0cm,
labelwidth=0cm, noitemsep, topsep=0cm,
leftmargin=0.4cm]%
\item[\refsymbolblessing]: each unit within #1D6
(2) of the centre of the marker suffers #1D6
(2)~hits with \StrengthInitials~5,
\ArmourPenetrationInitials~2, and Attacchi
Magici. Then remove the marker.
\item[\refsymboladmonition]: your opponent may
move the marker up to~3 in any direction.
itemize

The target suffers D3+1~hits. All other units
within~3 of the target suffer 1~hit. \newline
All hits are resolved with \StrengthInitials~9,
\ArmourPenetrationInitials~4, Attacchi
Magici,Attacchi Infuocati,.
itemize[label={}, parsep=0cm, labelindent=0cm,
labelwidth=0cm, noitemsep, topsep=0cm,
leftmargin=0.4cm]%
\item[\refsymbolblessing]: increase the number of
hits each unit suffers by~1.
\item[\refsymboladmonition]: decrease the
number of hits each unit suffers by~1.
itemize