

1. Apprentice Spell

Raven's Wing

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

Effect



2. Adept Spell

Fascino ingannevole

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

Effect



3. Adept Spell

Effige contorta

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

Effect

The target cannot use Shooting Attacks span style="color: #0000ff;">[and suffers a -2 modifier to its casting rolls]/span>.



4. Adept Spell

La ruota gira

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

Effect



5. Master Spell

Will-o'-the-Wisp

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

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] [color=#0000ff][12+][/color]	Maledizione Range 18"	Un Turno

Effect

Melee span style="color: #0000ff;">{and Shooting}/span> 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.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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The target may perform a span style="color: #ff0000;">8"/span> span style="color: #0000ff;">[12"]/span> 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 span style="color: #ff0000;">-1/span> span style="color: #0000ff;">[-2]/span> Offensive Skill, span style="color: #ff0000;">-1/span> span style="color: #0000ff;">[-2]/span> Defensive Skill and span style="color: #ff0000;">-1/span> span style="color: #0000ff;">[-2]/span> Agility.

Melee Attacks made by span style="color: #0000ff;">{and distributed towards}/span> R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by span style="color: #0000ff;">{and allocated against}/span> 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.