



1. Apprentice Spell

Altered Sight

CV	Type	Duration
8	Universale Replicabile Range 18	Un Turno

Effect

The target's Abilità Offensiva is modified by~[]%. No model can be affected by more than one instance of each version of this spell simultaneously.
+3{3}



2. Adept Spell

Verità del Tempo

CV	Type	Duration
6	Universale Range 18	Un Turno

Effect

The target's Velocità di Carica and Mobilità are set to~[]%.
8{4}



3. Adept Spell

Sollievo e Dolore

CV	Type	Duration
8	Universale Range 18	Un Turno

Effect

The target's Melee Attacks to-wound rolls are modified by~[]% and gain Attacchi Magici.
+1{1}



4. Adept Spell

Ghiaccio e Fuoco

CV	Type	Duration
9	Maledizione Proiettile Danni Range 24	Istantaneo

Effect

The target suffers #1D6 (2)~hits with \StrengthInitials~4, \ArmourPenetrationInitials~0, and Attacchi Magici. Successful []% against wounds caused by this spell must be rerolled.
Rigenerazione and Egida saves{Armour Saves}



5. Master Spell

Bilancia Cosmica

CV	Type	Duration
11	Universale Range 18	Un Turno

Effect

Melee Attacks ~[]% the target can never hit nor wound on better than~4+.
allocated against{allocated by}



6. Master Spell

Tuoni e Fulmini

CV	Type	Duration
10	Maledizione Proiettile Danni Range 24	Istantaneo

Effect

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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All hits are resolved with `\StrengthInitials~6,`
`\ArmourPenetrationInitials~2, Attacchi`
`Fulminanti, Attacchi Magici.` The target suffers
`3~hits.` Before removing casualties, apply `[]%`
The target suffers 1~additional hit{Select a new
Unengaged enemy unit within~6 of the target: it
suffers 2~hits. Before removing casualties, select a
3rd~Unengaged enemy unit within~6 of the
2nd~unit: it suffers 1~hit.\vspace*{-10pt}}
`\par`