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=0em, 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=0em, 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=0em, 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

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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=0em, 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=0em, 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=0em, 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