1. Apprentice Spell

Fontana della Giovinezza

CV	*Type*	*Duration*
5	Benedizione Replicabile Range 18	Istantaneo

Effect

2. Adept Spell

Radici Avvinghianti

CV	*Type*	*Duration*
8	Maledizione Range 24	Un Turno

Effect

The target halves its Charge Speed and Mobility (rounding fractions up), and suffers 2~Agi, to a minimum of~1.

3. Adept Spell

Velo di Nebbia

CV	*Type*	*Duration*
8	Maledizione Range 24	Un Turno

Effect

All units within~12 of the target when the spell is cast suffer a 2 modifier to their Casting Rolls except spells with Benedizione and a~1 to hit with Shooting Attacks.

4. Adept Spell

Pelle di Pietra

CV	*Type*	*Duration*
10	Benedizione Range 18	Un Turno

Effect

The target gains +1~Res. In addition, Melee Attacks allocated against it never wound on better than~4+.

5. Master Spell

Scudo di Spine

CV	*Type*	*Duration*
9	Benedizione Range 18	Un Turno

Effect

The target gains Parata.
For each Standard Melee Attack allocated against the model that rolls a 6 to hit, the attacking model's Health Pool suffers one hit at the same Agility Step, with For~5, Pen~2, and Immodificabile.

6. Master Spell

Scivolamento nel Fango

CV	*Type*	*Duration*
10	Maledizione Range 24	Un Turno

Effect

The target must immediately take a Terreno Pericoloso (6+) Test, and treats Open Terrain as Terreno Pericoloso (6+). In addition, the target suffers 1 to-hit with its Melee Attacks.

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

Choose one of the following effects for the target:
itemize
One Health Pool in the target Recovers 1~PV.
A Ranghi-e-File Health Pool of the target, Raises 2~PV. The Ranghi-e-File Health Pool cannot have a Single model unit limitation.

itemize Each Health Pool can only be chosen once per Magic~Phase.