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

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Choose one of the following effects for the target:
itemize
One Health Pool in the target Recovers 1~PF.
A Ranghi-e-File Health Pool of the target, Raises 2~PF. 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.