



1. Apprentice Spell

### Fontana della Giovinezza

CV	Type	Duration
5	Benedizione Replicabile	Istantaneo Range 18

*Effect*



2. Adept Spell

### Radici Avvinghianti

CV	Type	Duration
8	Maledizione	Un Turno Range 24

*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	Un Turno Range 24

*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	Un Turno Range 18

*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	Un Turno Range 18

*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	Un Turno Range 24

*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.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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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.