



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.



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).



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



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

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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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