



1. Apprentice Spell

Raven's Wing

CV	Type	Duration
[color=#ff0000]7+[/color]	Augment Range 18"	Instant
[color=#0000ff][9+]/[color]		

Effect



2. Adept Spell

Fascino ingannevole

CV	Type	Duration
[color=#ff0000]4+[/color]	Hex Range 24"	One Turn
[color=#0000ff][6+]/[color]		

Effect



3. Adept Spell

Effigie contorta

CV	Type	Duration
[color=#ff0000]5+[/color]	Hex Range 36"	One Turn
[color=#0000ff][7+]/[color]		

Effect

The target cannot use Shooting Attacks span style="color: #0000ff;">[and suffers a -2 modifier to its casting rolls]/span>.



4. Adept Spell

La ruota gira

CV	Type	Duration
[color=#ff0000]8+[/color]	Universal Range 24"	One Turn
[color=#0000ff][10+]/[color]		

Effect



5. Master Spell

Will-o'-the-Wisp

CV	Type	Duration
[color=#ff0000]8+[/color]	Universal Range 18"	One Turn
[color=#0000ff][8+]/[color]		

Effect



6. Master Spell

Sguardo ammaliante

CV	Type	Duration
[color=#ff0000]8+[/color]	Hex Range 18"	One Turn
[color=#0000ff][12+]/[color]		

Effect

Melee span style="color: #0000ff;">[and Shooting]/span> Attacks against the target must reroll failed to-wound rolls.



Malocchio

CV	Type	Duration
	Universal Range 24"	One Turn

Effect

If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.

CROWN OF THE
WIZARD KING SPELL



THE IX AGE
FANTASY BATTLES

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The target may perform a 8 Magical Move and gains Fly and Light Troops until the end of the Player Turn.
In addition, the target loses Scoring until the start of the next friendly Magic Phase.

The target suffers -1 -2 Offensive Skill, -1 -2 Defensive Skill and -1 -2 Agility.

Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.

Choose which effect to apply when casting the spell:

- The target gains Random Movement (2D6)
- The target gains Random Movement (3D6)