



1. *Apprentice Spell*

Alito di corruzione

CV	Type	Duration
[color=#ff0000]6+[/color]	[Augment] Focused Range	One Turn
[color=#0000ff][9+][color]	[color=#ff0000]Caster[/color]	
	[color=#0000ff][12"[/color]	

Effect



2. *Adept Spell*

Mano della gloria

CV	Type	Duration
[color=#ff0000]6+[/color]	[Augment] Focused Range	One Turn
[color=#0000ff][8+][color]	[color=#ff0000]Caster[/color]	
	[color=#0000ff][12"[/color]	

Effect



3. *Adept Spell*

Il marcio dentro

CV	Type	Duration
6+	Hex Range 24"	Permanent

Effect

The target suffers -1 Offensive Skill and -1 Defensive Skill.
span style="color: #006000;">{The Caster gains +1 Offensive Skill and +1 Defensive Skill.}/span>



4. *Adept Spell*

Pentagramma del dolore

CV	Type	Duration
[color=#ff0000]5+[/color]	[Hex] [Direct] [Universal] [Damage] Range	Instant
[color=#0000ff][6+][color]	[color=#ff0000]24"[/color]	
	[color=#0000ff][12" Aur	

Effect



5. *Master Spell*

Condannato alla rovina

CV	Type	Duration
9+	Hex Damage Direct Range 24"	Instant

Effect

The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks.
span style="color: #006000;">{If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}/span>



6. *Master Spell*

La tomba chiama

CV	Type	Duration
11+	Hex Damage Direct Range 12"	Instant

Effect

The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks.
span style="color: #006000;">{The hits gain +1 Strength and +1 Armour Penetration.}/span>

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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The target gains Breath Attack (Magical Attacks, Toxic Attacks).
>[This spell may only target Characters, Champions, and single model units.]/span>
{If the Breath Attack is used as a Shooting Attack, its range is increased to 18℧.}

The target <<, all models in its unit when the spell is cast, and Raised models in the unit>> gain Aegis (6+) and Aegis (+1, max 3+).
>{This spell may only target Characters, Champions, and single model units.}/span>

The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
>[The Caster's unit is unaffected.]/span>
>{If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}/span>