



1. Apprentice Spell

### Raven's Wing

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

*Effect*



2. Adept Spell

### Fascino ingannevole

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

*Effect*



3. Adept Spell

### Effigie contorta

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

*Effect*

The target cannot use Shooting Attacks > and suffers a -2 modifier to its casting rolls/<.



4. Adept Spell

### La ruota gira

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

*Effect*



5. Master Spell

### Will-o'-the-Wisp

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

*Effect*

Choose which effect to apply when casting the spell:

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



6. Master Spell

### Sguardo ammaliante

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

*Effect*

Melee > Attacks against the target must reroll failed to-wound rolls.



### Malocchio

| CV | Type                   | Duration |
|----|------------------------|----------|
|    | Universal<br>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.

WIZARD KING SPELL  
CROWN OF THE



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 Offensive Skill, -1 Defensive Skill and -1 Agility.

Melee Attacks made by R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by 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.