



### 1. Apprentice Spell

## Fountain of Youth

| CV                       | Type                                               | Duration |
|--------------------------|----------------------------------------------------|----------|
| [color=#0000ff]6[/color] | Benedizione<br>Focused<br>Replicabile<br>Range 24" | Un Turno |

[color=#0000ff][i]\*Alternatively, the range can be set to 6 and be measured from a Forest, Hill, Water, Impassable, or Field Terrain Feature.[/i][/color]

### Effect



### 2. Adept Spell

## Entwining Roots

| CV | Type                     | Duration |
|----|--------------------------|----------|
| 7  | Maledizione<br>Range 24" | Un Turno |

[color=#0000ff][i]\*Alternatively, the range can be set to 6 and be measured from a Forest Terrain Feature.[/i][/color]

### Effect

The target suffers -2 Cha and -2 Mob, both to a minimum of 2.

In addition the target suffers -2 Agi to a minimum of 1.



### 3. Adept Spell

## Veil of Mist

| CV                       | Type                     | Duration |
|--------------------------|--------------------------|----------|
| [color=#0000ff]9[/color] | Maledizione<br>Range 24" | Un Turno |

[color=#0000ff][i]\*Alternatively, the range can be set to 6 and be measured from a Water Terrain Feature.[/i][/color]

### Effect

span style="color: #0000ff;">All units within 12 of the target suffer - 1 to hit with Shooting Attacks and a - 1 modifier to their Casting Rolls.



### 4. Adept Spell

## [color=#0000ff]Shower of Rocks[/color]

| CV                       | Type                              | Duration |
|--------------------------|-----------------------------------|----------|
| [color=#0000ff]9[/color] | Maledizione<br>Danni<br>Range 24" | Un Turno |

[color=#0000ff][i]\*Alternatively, the range can be set to 6 and be measured from a Hill Terrain Feature.[/i][/color]

### Effect



### 5. Master Spell

## Stone Skin

| CV | Type                     | Duration |
|----|--------------------------|----------|
| 11 | Benedizione<br>Range 24" | Un Turno |

[color=#0000ff][i]\*Alternatively, the range can be set to 6 and be measured from a Impassable Terrain Feature.[/i][/color]

### Effect

The target gains +1 Res. In addition, Melee Attacks allocated towards it **never** wound on better than 4+.



### 6. Master Spell

## [color=#0000ff]Quicksand[/color]

| CV                        | Type      | Duration |
|---------------------------|-----------|----------|
| [color=#0000ff]11[/color] | Range 24" | Un Turno |

[color=#0000ff][i]\*Alternatively, the range can be set to 6 and be measured from a Field Terrain Feature.[/i][/color]

### Effect



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



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**Raise** 1 HP in the target's Health Pool.

No model can **Raise** more than 1 HP per turn from this spell.

>The target suffers 2D3+1 hits with Str 3, AP 1, and **Magical Attacks**. If the target contains a Rank-and-File model with **Light Troops**, these hits are instead resolved with Str 4, AP 2, and **Magical Attacks**.

>The target suffers - 1 to-hit with its Melee Attacks. The first time in each Player Turn that it performs a Move (*See Definitions and Terminology Chapter*), each of its Health Pools must take a **Dangerous Terrain(6+)** Test.