1. Apprentice Spell

Preveggenza

CV	*Type*	*Duration*
8	Benedizione Replicabile Range 18	Permanente

Effect

The target gains +1~Dif and +1~Off.

2. Adept Spell

Tormento degli Immortali

CV	*Type*	*Duration*
5	Benedizione Range 18	Un Turno

Effect

The target gains Attacchi Divini, Resistenza alla Magia (3).

3. Adept Spell

Le Stelle si Allineano

CV	*Type*	*Duration*
9	Benedizione Range 18	Un Turno

Effect

The target gains Odio.

4. Adept Spell

Giudizio del Fato

CV	*Type*	*Duration*
8	Maledizione Proiettile Danni Range 24	Istantaneo

Effect

The target suffers a number of hits equal to the number of Magic Dice on this turn's Flux Card. Those hits are resolved with For~4, Pen~2, and Attacchi Magici.

5. Master Spell

Presagio di Trionfo

CV	*Type*	*Duration*
10	Benedizione Range 18	Un Turno

Effect

The target's side gains a bonus to its Static Combat Score equal to the Game Turn number.

6. Master Spell

Destino Ineluttabile

CV	*Type*	*Duration*
11	Maledizione Proiettile Danni Range 24	Permanentenote

Effect

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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Mark a Health Pool in the target unit, which has to be Ranghi-e-File if possible. Place one “Doom” Token on the marked Health Pool, and one at the start of each friendly Magic Phase.
At the end of any friendly Magic Phase, if the target is Unengaged, the Caster may end the spell. If so, remove all corresponding Doom Tokens: for each removed token, the marked Health Pool suffers 3~hits with For~6, Pen~2, and Attacchi Magici.
%