



Sferzata di mercurio

| CV | Type | Duration |
|----|---------------------------------|----------|
| 8+ | Hex Missile Damage Range 24" | Instant |

Effect

The target suffers D3+1 hits with Metalshifting.



1. Apprentice Spell

Parola di ferro

| CV | Type | Duration |
|---------------------------|-------------------|----------|
| [color=#ff0000]6+[/color] | Augment Range 24" | One Turn |

Effect

The target gains +1 to its Armour Save.



2. Adept Spell

Rame fuso

| CV | Type | Duration |
|---------------------------|---------------------------------|----------|
| [color=#ff0000]7+[/color] | Hex Missile Damage Range 24" | Instant |

Effect

The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.



3. Adept Spell

Punta d'argento

| CV | Type | Duration |
|---------------------------|---------------------------------|-----------|
| [color=#ff0000]7+[/color] | Hex Missile Damage Range 24" | Permanent |

Effect

The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.



4. Adept Spell

Corruzione dello stagno

| CV | Type | Duration |
|---------------------------|---------------|----------|
| [color=#ff0000]8+[/color] | Hex Range 24" | Instant |

Effect

The target suffers -1 to its Armour Save.



5. Master Spell

Transmutation to Lead

| CV | Type | Duration |
|---------------------------|---------------|----------|
| [color=#ff0000]9+[/color] | Hex Range 24" | One Turn |

Effect

The target gains +1 to its Armour Save.



6. Master Spell

Gloria dell'oro

| CV | Type | Duration |
|-----|-------------------|----------|
| 10+ | Augment Range 18" | One Turn |

Effect

The target gains Magical Attacks, Flaming Attacks, and Armour Piercing (+1).



Fuoco alchemico

| CV | Type | Duration |
|----|---------------|----------|
| | Hex Range 18" | One Turn |

Effect

The target gains Flammable against Close Combat Attacks and Spells.



THE IX AGE
FANTASY BATTLES

CROWN OF THE
WIZARD KING SPELL



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The target suffers one hit with Strength 6, Armour Piercing (6), 8+ Multiple Wounds (D3), and Penetrating.

The target's attacks cannot receive Strength bonuses from its Close Combat Weapons. Mundane Shooting Weapons wielded by the target unit suffer -1 Strength. Note that this spell only affects a model's equipment and its Strength, not any special rules.