Sferzata di mercurio				1. Apprentice Spell Parola di ferro			2. Adept Spell Rame fuso			3. Adept Spell Punta d'argento		
CV	Туре		Duration	CV	Туре	Duration	CV	Туре	Duration	CV	Type	Durat ion
8+	+ Hex Instant Missile Damage Range 24"		[color=#ff00 Augment One Turn 00]6+[/color Range 24" ] [color=#0000 ff][9+][/colo r]		[color=#ff00 00]7+[/color ]	Hex Missile Damage Range 24"	Instant	[color=#ff000 0]7+[/color] [color=#0000f f][10+][/color ]	Hex Pe Missile ma	Per man ent		
Effect						Effect			-	/color] [color=#0000		
The target suffers D3+1 hits with Metalshifting.			<i>Effect</i> The target gains span style="color: #ff0000;">+1/span>span style="color: #0000ff;">[+2]/span> to its Armour Save.			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.				][/color]	011][30	
									Effect			
		4. Adept Spell Corruzione dello			5. Master Spell Transmutation to			6. Master Spell Gloria dell'oro			Fuoco alchemico	
		stagno			Lead		CV	Туре	Duration	CV	Type	Duration
CV [color=#	#ff0000]	Type Hex	Dura tion Inst	<i>CV</i> [color=#ff00 00]9+[/color	<i>Type</i> Hex Range	Duration One Turn	10+	Augment Range 18"	One Turn		Hex Range 18"	One Turn
- 8+[/colo		Range [color=#ff0000]2 <sup>2</sup> [/color] [color=#0000ff][4 "][/color]	ant 24"	00]9+[/color ] [color=#0000 ff][12+][/col or]	[color=#ff00		Effect		Effect			
[11+][/c						The target gains Magical Attacks, Flaming Attacks, and Armour Piercing (+1).			The target gains Flammable against Close Combat Attacks and Spells.			
Effect												
The target suffers -1 to its Armour Save.				Effect								

#### MIZ¥BD KINC SÞEFF CBOMN OF LHE



THE IX AGE

## MIZ¥BD KINC SEELL CBOMN OF THE



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## MIZARD KING SPELL CROWN OF THE



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#### MIZVED KING SEELL CROWN OF THE



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# MIZARD KING SPELL CROWN OF THE



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### MIZVED KING SEELL CROWN OF THE



THE IX AGE

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.