

Sferzata di mercurio

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

Effect

The target suffers D3+1 hits with Metalshifting.



1. Apprentice Spell

Parola di ferro

CV	*Type*	*Duration*
[color=#ff0000]6+[/color] [color=#0000ff][9+][/color]	Benedizione Range 24"	Un Turno

Effect

The target gains span style="color: #ff0000;">+1/span>span style="color: #0000ff;">[+2]/span> to its Armour Save.



2. Adept Spell

Rame fuso

CV	*Type*	*Duration*
[color=#ff0000]7+[/color]	Maledizione Proiettile Danni Range 24"	Istantaneo

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] [color=#0000ff][10+][/color]	Maledizione Proiettile Danni Range [color=#ff0000]18"[/color] [color=#0000ff][36"][/color]	Permanente

Effect

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



4. Adept Spell

Corruzione dello stagno

CV	*Type*	*Duration*
[color=#ff0000]8+[/color] [color=#0000ff][11+][/color]	Maledizione Range [color=#ff0000]24"[/color] [color=#0000ff][48"][/color]	Istantaneo

Effect

The target suffers -1 to its Armour Save.



5. Master Spell

Transmutation to Lead

CV	*Type*	*Duration*
[color=#ff0000]9+[/color] [color=#0000ff][12+][/color]	Maledizione Range [color=#ff0000]24"[/color] [color=#0000ff][48"][/color]	Un Turno

Effect



6. Master Spell

Gloria dell'oro

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

Effect

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



Fuoco alchemico

CV	*Type*	*Duration*
	Maledizione Range 18"	Un Turno

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'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.