

1. Apprentice Spell

Molter Copper

CV	*Type*	*Duration*
8+	Maledizione Proiettile Danni Replicabile Range 18"	Istantaneo

Effect

The target suffers D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, and Zeal (against Metal Armour). These hits always wound on 4+.



2. Adept Spell

Corruzione dello stagno

CV	*Type*	*Duration*
8+	Maledizione Range 36"	Un Turno

Effect

The target suffers -1 Armour.



3. Adept Spell

Living Steel

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

Effect

The target gains +1 to hit and Magical Attacks (Melee & Shooting).



4. Adept Spell

Wall of Lead

CV	*Type*	*Duration*
8+	Suolo Range 24"	Un Turno

Effect

Place a Wall Terrain Feature with dimensions 1×6⊠ on the target.
Remove the Terrain Feature when the spell ends.



5. Master Spell

Parola di ferro

CV	*Type*	*Duration*
[color=#ff0000]5+[/color] [color=#0000ff][9+][/color]	Benedizione Range 18"	Un Turno

Effect

The target gains span style="color: #ff0000;"><**+1**>/span> span style="color: #0000ff;"><**{+2}**/span> to its Armour.



6. Master Spell

Sferzata di mercurio

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

Effect

The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than “7 minus the target’s Armour”. An unmodified ‘6’ always wounds and an unmodified ‘1’ always fails to wound.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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