



### Sferzata di mercurio

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

#### Effect

The target suffers D3+1 hits with Metalsifting.



### 1. Apprentice Spell

### Parola di ferro

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

#### 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]	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	Permanent

#### 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]	Hex Range	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	One Turn

#### Effect



### 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.



CROWN OF THE  
WIZARD KING SPELL

THE IX AGE  
FANTASY BATTLES



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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.