



Quicksilver Lash

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

Effect

The target suffers D3+1 hits with Metalsifting.



1. Apprentice Spell

Word of Iron

CV	Type	Duration
[color=#ff0000]6+[color]	Augment Range 24"	One Turn
[color=#0000ff]9+[color]		

Effect

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



2. Adept Spell

Molten Copper

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

Silver Spike

CV	Type	Duration
[color=#ff0000]7+[color]	Hex Missile Damage Range	Per man ent
[color=#0000ff]10+[color]	[color=#ff0000]18[/color] [color=#0000ff]36[/color]	

Effect

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



4. Adept Spell

Corruption of Tin

CV	Type	Duration
[color=#ff0000]8+[color]	Hex Range	Inst ant
[color=#0000ff]11+[color]	[color=#ff0000]24[/color] [color=#0000ff]48[/color]	

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
[color=#0000ff]12+[color]	[color=#ff0000]24[/color] [color=#0000ff]48[/color]	

Effect



6. Master Spell

Glory of Gold

CV	Type	Duration
10+	Augment Range 18"	One Turn

Effect

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



Alchemical Fire

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'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.