



1. *Apprentice Spell*

Quicksilver Lash

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

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.



2. *Adept Spell*

Word of Iron

CV	Type	Duration
[color=#ff0000]5+	Augment Range [color=#ff0000]24">	One Turn

Effect

The target gains +1 to its Armour.



3. *Adept Spell*

Glory of Gold

CV	Type	Duration
8+	Augment Range 18"	One Turn

Effect

The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.



4. *Adept Spell*

Silver Spike

CV	Type	Duration
[color=#ff0000]6+	Hex Missile Damage Range [color=#ff0000]9">	Inst ant

Effect

The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, **Magical Attacks**, **[Multiple Wounds (D3)]**, and **Area Attack (1x5)**.



5. *Master Spell*

Corruption of Tin

CV	Type	Duration
8+	Hex Range 36"	Permanent

Effect

The target suffers -1 Armour.



6. *Master Spell*

Molter Copper

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

Effect

The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.



Alchemical Fire

CV	Type	Duration
	Hex Range 18"	One Turn

Effect

The target gains Flammable against Melee Attacks.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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