



1. Apprentice Spell

Molter Copper

CV	Type	Duration
8+	Hex Missile Damage Replicable Range 18"	Instant

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

Zersetzung des Zinns

CV	Type	Duration
8+	Hex Range 36"	One Turn

Effect

Das Ziel erleidet -1 auf seinen Rüstungswurf.



3. Adept Spell

Living Steel

CV	Type	Duration
8+	Augment Range 18"	One Turn

Effect

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



4. Adept Spell

Wall of Lead

CV	Type	Duration
8+	Ground Range 24"	One Turn

Effect

Place a Wall Terrain Feature with dimensions 1x6 on the target. Remove the Terrain Feature when the spell ends.



5. Master Spell

Wort des Eisens

CV	Type	Duration
[color=#ff0000]5+	Augment Range 18"	One Turn

Effect

Das Ziel erhält span style="color: #ff0000;">+1 auf seinen Rüstungswurf.



6. Master Spell

Quecksilberpeitsche

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.

WIZARD KING SPELL
CROWN OF THE



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