



1. Apprentice Spell

Living Steel

CV	Type	Duration
[color=#0000ff]7[/color]	Augment Replicable	One Turn Range 18"

Effect

The target gains +1 to hit and **Magical Attacks** (Melee \meleandshooting{} Shooting)/del>.

No model or unit can be affected by more than one instance of this spell simultaneously.



2. Adept Spell

Corruption of Tin

CV	Type	Duration
[color=#0000ff]6[/color]	Hex	One Turn Range 24"

Effect

The target suffers -1 Arm \removedrule{, -1 \Agi{}} and gains [ChTag](Metal Armour).



3. Adept Spell

Wall of Lead

CV	Type	Duration
8	Range 24"	One Turn

*removedrule{*Choose the target such that the placed Terrain Feature is placed fully within range and not in contact with any enemy unit or Terrain Feature.}[/color]As long as the target point is within range, part of the wall is allowed to be outside the Range of the spell.[/color]*

Effect

Place a Wall Terrain Feature with dimensions 1x6x anywhere on the target.

Remove the Terrain Feature when the spell ends.



4. Adept Spell

Molten Copper

CV	Type	Duration
8	Hex Missile Damage	One Turn Range 24"

Effect

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



5. Master Spell

Word of Iron

CV	Type	Duration
11	Augment	One Turn Range 18"

Effect

The target gains +2 Arm and [ChTag](Metal Armour).



6. Master Spell

Quicksilver Lash

CV	Type	Duration
11	Hex Missile Damage	One Turn Range 24"

Effect

The target suffers 2D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, Zeal (against [ChTag](Metal Armour)). These hits **always** wound on 4+.

WIZARD KING SPELL
CROWN OF THE



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