



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

Corruption of Tin

CV	Type	Duration
7+	Hex Range 24"	One Turn

Effect

The target suffers -1 Arm, -1 Agi and gains Metal Armour.



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

Word of Iron

CV	Type	Duration
11+	Augment Range 18"	One Turn

Effect

The target gains +2 Arm and Metal Armour.



6. Master Spell

Quicksilver Lash

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

Effect

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

WIZARD KING SPELL
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THE IX AGE
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