



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*

### Corrupción del Estaño

CV	Type	Duration
8+	Hex Range 36"	One Turn

*Effect*

El objetivo sufre:  
- Salvación por Armadura (-1).



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*

### Palabra de Hierro

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

*Effect*

El objetivo obtiene:  
- Salvación por Armadura (+1).  
span style="color: #0000ff;">[Salvación por Armadura (+2)]/span>.



6. *Master Spell*

### Latigazo de Mercurio

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



THE IX AGE  
FANTASY BATTLES

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