

 1. Apprentice Spell Molter Copper <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Maldición Misil Daño Replicable Range 18"</td><td>Instantáneo</td></tr></table> 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+.	CV	Type	Duration	8+	Maldición Misil Daño Replicable Range 18"	Instantáneo	 2. Adept Spell Corrupción del Estaño <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Maldición Range 36"</td><td>Un Turno</td></tr></table> Effect El objetivo sufre: - Salvación por Armadura (-1).	CV	Type	Duration	8+	Maldición Range 36"	Un Turno	 3. Adept Spell Living Steel <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Potenciación Range 18"</td><td>Un Turno</td></tr></table> Effect The target gains +1 to hit and Magical Attacks (Melee & Shooting).	CV	Type	Duration	8+	Potenciación Range 18"	Un Turno	 4. Adept Spell Wall of Lead <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Terra Range 24"</td><td>Un Turno</td></tr></table> Effect Place a Wall Terrain Feature with dimensions 1×6 on the target. Remove the Terrain Feature when the spell ends.	CV	Type	Duration	8+	Terra Range 24"	Un Turno
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8+	Maldición Misil Daño Replicable Range 18"	Instantáneo																									
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 5. Master Spell Palabra de Hierro <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#ff0000]5+[/color]</td><td>Potenciación Range 18"</td><td>Un Turno</td></tr></table> Effect El objetivo obtiene: - Salvación por Armadura (+1). span style="color: #0000ff;">[Salvación por Armadura (+2)]/span>.	CV	Type	Duration	[color=#ff0000]5+[/color]	Potenciación Range 18"	Un Turno	 6. Master Spell Latigazo de Mercurio <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>7+</td><td>Maldición Misil Daño Range 24"</td><td>Instantáneo</td></tr></table> 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.	CV	Type	Duration	7+	Maldición Misil Daño Range 24"	Instantáneo														
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