



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

Corruzione dello stagno

CV	Type	Duration
8+	Hex Range 36"	One Turn

Effect

The target suffers -1 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

Parola di ferro

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

[color=#0000ff][9+]

Effect

The target gains +1 to its Armour.



6. Master Spell

Sferzata di 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



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