

1. Apprentice Spell

Living Steel

CV	*Type*	*Duration*
9	Augment Replicable Range 18	One Turn

Effect

The target's Standard Melee Attacks gain +1 to hit, +1~AP, and Magical Attacks. No model can be affected by more than one instance of this spell simultaneously.



2. Adept Spell

Corruption of Tin

CV	*Type*	*Duration*
5	Hex Range 18	One Turn

Effect

The target suffers 1~Arm and loses Metal Armour.



3. Adept Spell

Chalice of Gold

CV	*Type*	*Duration*
8	Augment Range 18	Permanent

Effect

The target gains one of the following Magic Items: Potion of Power Preservation, Potion of Healing, Dragon's Brew, Potion of Swiftness. See Common Potions and Scrolls. The target cannot gain an item that they already have unless it has already been activated.



4. Adept Spell

Silver Spike

CV	*Type*	*Duration*
8	Hex Missile Damage Range 24	Instant

Effect

The target suffers 1~hit with Str~3, AP~10, Area Attack (15), Direct Hit (Str 6, Multiple Wounds (D3)), Magical Attacks.



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 #1D3 (2)+1 hits with AP~4, Flaming Attacks, Magical Attacks,Zeal (versus Metal Armour). These hits always wound on 4+.

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CROWN OF THE
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