



1. Apprentice Spell

Quecksilberpeitsche

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.



2. Adept Spell

Wort des Eisens

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

Effect

Das Ziel erhält span style="color: #ff0000;">+1/span> span style="color: #0000ff;">+2/span> auf seinen Rüstungswurf.



3. Adept Spell

Ruhm des Goldes

CV	Type	Duration
8+	Augment Range 18"	One Turn

Effect

The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.



4. Adept Spell

Silver Spike

CV	Type	Duration
[color=#ff0000][b]6+>[/b][color]	Hex Missile Damage Range	Instant

Effect

The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, **Magical Attacks**, [Multiple Wounds (D3)], and Area Attack (1×5).



5. Master Spell

Zersetzung des Zinns

CV	Type	Duration
8+	Hex Range 36"	Permanent

Effect

Das Ziel erleidet -1 auf seinen Rüstungswurf.



6. Master Spell

Molter Copper

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

Effect

The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.



Alchemistisches Feuer

CV	Type	Duration
	Hex Range 18"	One Turn

Effect

Das Ziel erhält Brennbar gegen Nahkampfattacken und Zauber.



CROWN OF THE
WIZARD KING SPELL



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