

 1. <i>Apprentice Spell</i> Molter Copper <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Hex Missile Damage Replicable Range 18"</td><td>Instant</td></tr></table> <i>Effect</i> 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+	Hex Missile Damage Replicable Range 18"	Instant	 2. <i>Adept Spell</i> Zersetzung des Zinns <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Hex Range 36"</td><td>One Turn</td></tr></table> <i>Effect</i> Das Ziel erleidet -1 auf seinen Rüstungswurf.	CV	Type	Duration	8+	Hex Range 36"	One Turn	 3. <i>Adept Spell</i> Living Steel <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Augment Range 18"</td><td>One Turn</td></tr></table> <i>Effect</i> The target gains +1 to hit and Magical Attacks (Melee & Shooting).	CV	Type	Duration	8+	Augment Range 18"	One Turn	 4. <i>Adept Spell</i> Wall of Lead <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Ground Range 24"</td><td>One Turn</td></tr></table> <i>Effect</i> Place a Wall Terrain Feature with dimensions 1×6 on the target. Remove the Terrain Feature when the spell ends.	CV	Type	Duration	8+	Ground Range 24"	One Turn
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 5. <i>Master Spell</i> Wort des Eisens <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#ff0000]5+[/color]</td><td>Augment Range 18"</td><td>One Turn</td></tr></table> <i>Effect</i> Das Ziel erhält span style="color: #ff0000;">+1/span> span style="color: #0000ff;">+2/span> auf seinen Rüstungswurf.	CV	Type	Duration	[color=#ff0000]5+[/color]	Augment Range 18"	One Turn	 6. <i>Master Spell</i> Quecksilberpeitsche <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>7+</td><td>Hex Missile Damage Range 24"</td><td>Instant</td></tr></table> <i>Effect</i> 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+	Hex Missile Damage Range 24"	Instant														
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