

*1. Apprentice Spell*

## Living Steel

| *CV* | *Type* | *Duration* |
|---|---|---|
| 9 | Augment<br>Replicable<br>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<br>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<br>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<br>Missile<br>Damage<br>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<br>Range 18 | One Turn |

*Effect*

The target gains +2~Arm and Metal Armour.



*6. Master Spell*

## Quicksilver Lash

| *CV* | *Type* | *Duration* |
|---|---|---|
| 11 | Hex<br>Missile<br>Damage<br>Range 24 | Instant |

*Effect*

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

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