



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 Swiftiness. 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 (against Metal Armour). These hits always wound on 4+.

WIZARD KING SPELL  
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