

 1. Apprentice Spell Living Steel <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#0000ff]7[/color]</td><td>Amélioration Réplicable Range 18"</td><td>Un tour</td></tr></table> Effect The target's Melee Attacks> gains +1 to hit and Magical Attacks del>(Melee \meleeandshooting{} Shooting)/del>. >No model or unit can be affected by more than one instance of this spell simultaneously./span>	CV	Type	Duration	[color=#0000ff]7[/color]	Amélioration Réplicable Range 18"	Un tour	 2. Adept Spell Corruption of Tin <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#0000ff]6[/color]</td><td>Malédiction Range 24"</td><td>Un tour</td></tr></table> Effect The target suffers -1 Arm\removedrule{, -1 \Agi{}} and gains [ChTag](Metal Armour).	CV	Type	Duration	[color=#0000ff]6[/color]	Malédiction Range 24"	Un tour	 3. Adept Spell Wall of Lead <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8</td><td>Range 24"</td><td>Un tour</td></tr></table> \removedrule{{*Choose the target such that the placed Terrain Feature is placed fully within range and not in contact with any enemy unit or Terrain Feature.}}[color=#0000ff]As long as the target point is within range, part of the wall is allowed to be outside the Range of the spell.[/color] Effect Place a Wall Terrain Feature with dimensions 1×6>anywhere/span> on the target. Remove the Terrain Feature when the spell ends.	CV	Type	Duration	8	Range 24"	Un tour	 4. Adept Spell Molten Copper <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8</td><td>Malédiction Projectile Dégât Range 24"</td><td>Un tour</td></tr></table> Effect The target suffers D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, Zeal (against [ChTag](Metal Armour)). These hits always wound on 4+.	CV	Type	Duration	8	Malédiction Projectile Dégât Range 24"	Un tour
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8	Malédiction Projectile Dégât Range 24"	Un tour																									
 5. Master Spell Word of Iron <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>11</td><td>Amélioration Range 18"</td><td>Un tour</td></tr></table> Effect The target gains +2 Arm and [ChTag](Metal Armour).	CV	Type	Duration	11	Amélioration Range 18"	Un tour	 6. Master Spell Quicksilver Lash <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>11</td><td>Malédiction Projectile Dégât Range 24"</td><td>Un tour</td></tr></table> Effect The target suffers 2D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, Zeal (against [ChTag](Metal Armour)). These hits always wound on 4+.	CV	Type	Duration	11	Malédiction Projectile Dégât Range 24"	Un tour														
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