







<div><div></div><div>1. Apprentice Spell</div><div>Living Steel</div></div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#0000ff]7[/color]</td><td>Augment Replicable Range 18"</td><td>One Turn</td></tr></table> <div>Effect</div> <p>The target>'s Melee Attacks> gains +1 to hit and Magical Attacks del>(Melee \meleecandshooting{} Shooting)/del>.</p> <p>>No model or unit can be affected by more than one instance of this spell simultaneously.></p>	CV	Type	Duration	[color=#0000ff]7[/color]	Augment Replicable Range 18"	One Turn	<div><div></div><div>2. Adept Spell</div><div>Corruption of Tin</div></div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#0000ff]6[/color]</td><td>Hex Range 24"</td><td>One Turn</td></tr></table> <div>Effect</div> <p>The target suffers -1 Arm\removedrule{, -1 \Agi{}} and gains [ChTag](Metal Armour).</p>	CV	Type	Duration	[color=#0000ff]6[/color]	Hex Range 24"	One Turn	<div><div></div><div>3. Adept Spell</div><div>Wall of Lead</div></div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8</td><td>Range 24"</td><td>One Turn</td></tr></table> <div>Effect</div> <p>\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]</p>	CV	Type	Duration	8	Range 24"	One Turn	<div><div></div><div>4. Adept Spell</div><div>Molten Copper</div></div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8</td><td>Hex Missile Damage Range 24"</td><td>One Turn</td></tr></table> <div>Effect</div> <p>The target suffers D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, Zeal (against [ChTag](Metal Armour)). These hits always wound on 4+.</p>	CV	Type	Duration	8	Hex Missile Damage Range 24"	One Turn
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<div><div></div><div>5. Master Spell</div><div>Word of Iron</div></div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>11</td><td>Augment Range 18"</td><td>One Turn</td></tr></table> <div>Effect</div> <p>The target gains +2 Arm and [ChTag](Metal Armour).</p>	CV	Type	Duration	11	Augment Range 18"	One Turn	<div><div></div><div>6. Master Spell</div><div>Quicksilver Lash</div></div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>11</td><td>Hex Missile Damage Range 24"</td><td>One Turn</td></tr></table> <div>Effect</div> <p>The target suffers 2D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, Zeal (against [ChTag](Metal Armour)). These hits always wound on 4+.</p>	CV	Type	Duration	11	Hex Missile Damage Range 24"	One Turn														
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THE IX AGE
FANTASY BATTLES

CROWN OF THE
WIZARD KING SPELL



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Place a Wall Terrain Feature with dimensions 1×6 anywhere on the target.

Remove the Terrain Feature when the spell ends.