








<div><div>1. <i>Apprentice Spell</i></div><div>Quicksilver Lash</div></div> <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> <div>Effect</div> <p>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.</p>	CV	Type	Duration	7+	Hex Missile Damage Range 24"	Instant	<div><div>2. <i>Adept Spell</i></div><div>Word of Iron</div></div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#ff0000][b]5+>[/b][color] or [color=#0000ff][b]24">[/b][color]</td><td>Augment Range [color=#ff0000][b]24">[/b][color] [color=#0000ff][b]18">[/b][color]</td><td>One Turn</td></tr></table> <div>Effect</div> <p>The target gains +1 to its Armour.</p>	CV	Type	Duration	[color=#ff0000][b]5+>[/b][color] or [color=#0000ff][b]24">[/b][color]	Augment Range [color=#ff0000][b]24">[/b][color] [color=#0000ff][b]18">[/b][color]	One Turn	<div><div>3. <i>Adept Spell</i></div><div>Glory of Gold</div></div> <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> <div>Effect</div> <p>The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.</p>	CV	Type	Duration	8+	Augment Range 18"	One Turn	<div><div>4. <i>Adept Spell</i></div><div>Silver Spike</div></div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#ff0000][b]6+>[/b][color] [color=#0000ff][b]18">[/b][color]</td><td>Hex Missile Damage Range [color=#ff0000][b]18">[/b][color] [color=#0000ff][b]36">[/b][color]</td><td>Instant</td></tr></table> <div>Effect</div> <p></p>	CV	Type	Duration	[color=#ff0000][b]6+>[/b][color] [color=#0000ff][b]18">[/b][color]	Hex Missile Damage Range [color=#ff0000][b]18">[/b][color] [color=#0000ff][b]36">[/b][color]	Instant
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<div><div>5. <i>Master Spell</i></div><div>Corruption of Tin</div></div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+</td><td>Hex Range 36"</td><td>Permanent</td></tr></table> <div>Effect</div> <p>The target suffers -1 Armour.</p>	CV	Type	Duration	8+	Hex Range 36"	Permanent	<div><div>6. <i>Master Spell</i></div><div>Molter Copper</div></div> <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> <div>Effect</div> <p>The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target’s Armour.</p>	CV	Type	Duration	7+	Hex Missile Damage Range 24"	Instant	<div><div>Alchemical Fire</div></div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td></td><td>Hex Range 18"</td><td>One Turn</td></tr></table> <div>Effect</div> <p>The target gains Flammable against Melee Attacks.</p>	CV	Type	Duration		Hex Range 18"	One Turn							
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The target suffers 1 hit with Strength 4 [6],
Armour Penetration 10, **Magical Attacks**,
[Multiple Wounds (D3)], and **Area Attack**
(1×5).