

Alchemy		
A	Alchemical Fire	
18" Hex		Last one Turn
The target gains Flammable against Close Combat Attacks and Spells.		

Alchemy		
0	Quicksilver Lash	
8+	24" Hex, Missile, Damage	Instant
The target suffers D3+1 hits with Metalshifting.		

Alchemy		
1	Word of Iron	
6+ [9+]	24" Augment	Last one Turn
The target gains +1[+2] to its Armour Save.		

Alchemy		
2	Molten Copper	
7+	24" Hex, Missile, Damage	Instant
The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.		

Alchemy		
3	Silver Spike	
7+ [10+]	18" [36"] Hex, Missile, Damage	Permanent
The target suffers one hit with Strength 6, Armour Piercing (6), 8+ Multiple Wounds (D3), and Penetrating.		

Alchemy		
4	Corruption of Tin	
8+ [11+]	24" [48"] Hex	Instant
The target suffers -1 to its Armour Save.		

Alchemy		
5	Transmutation to Lead	
9+ [12+]	24" [48"] Hex	Last one Turn
The target's attacks cannot receive Strength bonuses from its Close Combat Weapons. Mundane Shooting Weapons wielded by the target unit suffer -1 Strength. Note that this spell only affects a model's equipment and its Strength, not any special rules.		

Alchemy		
6	Glory of Gold	
10+	18" Augment	Last one Turn
The target gains Magical Attacks, Flaming Attacks, and Armour Piercing (+1).		

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES