

Alchemy

1 Quicksilver Lash

7+

- Hex
- Missile
- Damage
- Range 24"

 Instant

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.

Alchemy

2 Word of Iron

5+ [9+]

- Augment
- Range 24"

 One Turn

The target gains +1[+2] to its Armour.

Alchemy

3 Glory of Gold

8+

- Augment
- Range 18"

One Turn

The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.

Alchemy

4

Silver Spike

(6+){9+}

- Hex
- Missile
- Damage
- Range (18"){36"}

Instant

The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1x5).

Alchemy

5 Corruption of Tin

8+

- Hex
- Range 36"

 Permanent

The target suffers -1 Armour.

Alchemy

6 Molter Copper

7+

- Hex
- Missile
- Damage
- Range 24"

 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

A Alchemical Fire

- Hex
- Range 18"

 One Turn

The target gains Flammable against Melee Attacks.

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