

Alchemy		
1	Molter Copper	
8+	18" Hex, Missile, Damage	Instant
<p>Replicable The target suffers D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, and Zeal (against Metal Armour). These hits always wound on 4+.</p>		

Alchemy		
2	Corruption of Tin	
7+	24" Hex	One Turn
<p>The target suffers -1 Arm, -1 Agi and gains Metal Armour.</p>		

Alchemy		
3	Living Steel	
8+	18" Augment	One Turn
<p>The target gains +1 to hit and Magical Attacks (Melee & Shooting).</p>		

Alchemy		
4	Wall of Lead	
8+	24"	One Turn
<p>Place a Wall Terrain Feature with dimensions 1x6" on the target. Remove the Terrain Feature when the spell ends.</p>		

Alchemy		
5	Word of Iron	
11+	18"	One Turn
<p>The target gains +2 Arm and Metal Armour.</p>		

Alchemy		
6	Quicksilver Lash	
11+	24" Hex, Missile, Damage	Instant
<p>The target suffers 2D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, and Zeal (against Metal Armour). These hits always wound on 4+.</p>		

WIZARD KING SPELL
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