

Alchemy		
1	Quicksilver Lash	
7+	Hex Missile Damage Range 24"	Instant
<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>		

Alchemy		
2	Word of Iron	
<5+> {9+}	Augment Range <24"> {18"} One Turn	
<p>The target gains <+1> {+2} to its Armour.</p>		

Alchemy		
3	Glory of Gold	
8+	Augment Range 18"	One Turn
<p>The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.</p>		

Alchemy		
4	Silver Spike	
<6+> {9+}	Hex Missile Damage Range <18"> {36"} Instant	
<p>The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1x5).</p>		

Alchemy		
5	Corruption of Tin	
8+	Hex Range 36"	Permanent
<p>The target suffers -1 Armour.</p>		

Alchemy		
6	Molter Copper	
7+	Hex Missile Damage Range 24"	Instant
<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>		

Alchemy		
A	Alchemical Fire	
	Hex Range 18"	One Turn
<p>The target gains Flammable against Melee Attacks.</p>		

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