



## Alchemy

1

Quicksilver Lash

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7+

- Hex
- Missile
- Damage
- Range 24"

Instant

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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

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<5+> {9+}

- Augment
  - Range <24"> {18"} One Turn
- 

The target gains <+1> {+2} to its Armour.



## Alchemy

3

Glory of Gold

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8+

- Augment
- Range 18"

One Turn

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



## Alchemy

4

Silver Spike

<6+> {9+}

- Hex
- Missile
- Damage
- Range <18"> {36"}

Instant

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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      Permanent  
          • Range 36"

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The target suffers -1 Armour.



## Alchemy

6

Molter Copper

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7+

- Hex
- Missile
- Damage
- Range 24"

Instant

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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.



## Alchemy

A

Alchemical Fire

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- Hex
- Range 18"

One Turn

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The target gains Flammable against Melee Attacks.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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