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">** **{18"}**	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 (1×5)**.

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+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

	- Hex - Range 18"	One Turn

The target gains Flammable against Melee Attacks.

CROWN OF THE WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES

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