 **alchemy**


1 Living Steel

Augment  
Replicable  
Range 18"

7 One Turn

The target's **Melee Attacks** gains +1 to hit and **Magical Attacks** (~~Melee~~ ~~melee~~ and ~~shooting~~ ~~Shooting~~).

No model or unit can be affected by more than one instance of this spell simultaneously.


 **alchemy**

2 Corruption of Tin

Hex  
Range 24"

6 One Turn

The target suffers -1 Arm\removedrule{, -1 \Agi{}} and gains [ChTag](Metal Armour).


 **alchemy**

3 Wall of Lead

8 Range 24" One Turn

Place a Wall Terrain Feature with dimensions 1x6" **anywhere** on the target.

*Remove the Terrain Feature when the spell ends.*


 **alchemy**

4 Molten Copper

Hex  
Missile  
Damage  
Range 24"

8 One Turn

The target suffers D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, Zeal (against [ChTag](Metal Armour)). These hits **always** wound on 4+.


 **alchemy**

5 Word of Iron

Augment  
Range 18"

11 One Turn

The target gains +2 Arm and [ChTag](Metal Armour).

 **alchemy**

6 Quicksilver Lash

Hex  
Missile  
Damage  
Range 24"

11 One Turn

The target suffers 2D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, Zeal (against [ChTag](Metal Armour)). These hits **always** wound on 4+.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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