Alchemy

0	Quicksilver Lash	

8+	- Hex - Missile - Damage - Range 24"	Instant

The target suffers D3+1 hits with Metalshifting.

Alchemy

1	Word of Iron	

6+ [9+]	- Augment - Range 24"	One Turn

The target gains +1[+2] to its Armour Save.

Alchemy

2	Molten Copper	

7+	• Hex • Missile • Damage • Range 24"	Instant

The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.

Alchemy

3	Silver Spike

7+ [10+]	• Hex • Missile • Damage • Range 18" [36"]	Permanent

The target suffers one hit with Strength 6, Armour Piercing (6), 8+ Multiple Wounds (D3), and Penetrating.

Alchemy

4	Corruption of Tin

8+ [11+]	• Hex • Range 24" [48"]	Instant

The target suffers -1 to its Armour
Save.

Alchemy

5	Transmutation to Lead	

9+ [12+]	• Hex • Range 24" [48"]	One Turn

The target's attacks cannot receive Strength bonuses from its Close Combat Weapons. Mundane Shooting Weapons wielded by the target unit suffer -1 Strength. Note that this spell only affects a model's equipment and its Strength, not any special rules.

Alchemy

6	Glory of Gold

10+	• Augment • Range 18"	One Turn

The target gains Magical Attacks, Flaming Attacks, and Armour Piercing (+1).

Alchemy

A	Alchemical Fire

- Hex
- Range 18"

One Turn

The target gains Flammable against Close Combat Attacks and Spells.

CROWN OF THE WIZARD KING SPELL

THE IX AGE FANTASY BATTLES

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