

| Alchemy  |                                       |         |
|--|---------------------------------------|---------|
| 0  | Quicksilver Lash                      |         |
| 8+   | Hex<br>Missile<br>Damage<br>Range 24" | Instant |
| The target suffers D3+1 hits with Metalshifting. |                                       |         |

| Alchemy                                     |                      |          |
|---|----------------------|----------|
| 1   | Word of Iron         |          |
| 6+ [9+]                                     | Augment<br>Range 24" | One Turn |
| The target gains +1[+2] to its Armour Save. |                      |          |

| Alchemy  |                                       |         |
|--|---------------------------------------|---------|
| 2  | Molten Copper                         |         |
| 7+   | Hex<br>Missile<br>Damage<br>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<br>Missile<br>Damage<br>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<br>Range 24" [48"] | Instant |
| The target suffers -1 to its Armour Save. |                        |         |

| Alchemy  |                        |          |
|--|------------------------|----------|
| 5  | Transmutation to Lead  |          |
| 9+ [12+]   | Hex<br>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<br>Range 18" | One Turn |
| The target gains Magical Attacks, Flaming Attacks, and Armour Piercing (+1). |                      |          |

| Alchemy   |                  |          |
|---|------------------|----------|
| A   | Alchemical Fire  |          |
|   | Hex<br>Range 18" | One Turn |
| The target gains Flammable against Close Combat Attacks and Spells. |                  |          |

WIZARD KING SPELL  
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