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"	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+3 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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