







|  Alchemy | | |
|--|---|---------|
| 1 | Molter Copper | |
| 8+ | Hex Missile Damage Replicable Range 18" | Instant |
| <p>The target suffers D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, and Zeal (against Metal Armour). These hits always wound on 4+.</p> | | |

|  Alchemy | | |
|--|-------------------|----------|
| 2 | Corruption of Tin | |
| 7+ | Hex Range 24" | One Turn |
| <p>The target suffers -1 Arm, -1 Agi and gains Metal Armour.</p> | | |

|  Alchemy | | |
|--|----------------------|----------|
| 3 | Living Steel | |
| 8+ | Augment Range 18" | One Turn |
| <p>The target gains +1 to hit and Magical Attacks (Melee & Shooting).</p> | | |

|  Alchemy | | |
|---|---------------------|----------|
| 4 | Wall of Lead | |
| 8+ | Ground Range 24" | One Turn |
| <p>Place a Wall Terrain Feature with dimensions 1x6" on the target. Remove the Terrain Feature when the spell ends.</p> | | |

|  Alchemy | | |
|--|----------------------|----------|
| 5 | Word of Iron | |
| 11+ | Augment Range 18" | One Turn |
| <p>The target gains +2 Arm and Metal Armour.</p> | | |

|  Alchemy | | |
|---|---------------------------------------|---------|
| 6 | Quicksilver Lash | |
| 11+ | Hex Missile Damage Range 24" | Instant |
| <p>The target suffers 2D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, and Zeal (against Metal Armour). These hits always wound on 4+.</p> | | |

WIZARD KING SPELL
CROWN OF THE



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