

<div>Alchemy</div> <div>1    Quicksilver Lash</div> <div>24" 7+    Hex, Missile,    Instant Damage</div> <div>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.</div>	<div>Alchemy</div> <div>2    Word of Iron</div> <div>24"    Last one 5+ [9+]    Augment    Turn</div> <div>The target gains +1[+2] to its Armour.</div>	<div>Alchemy</div> <div>3    Glory of Gold</div> <div>18"    Last one 8+    Augment    Turn</div> <div>The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.</div>	<div>Alchemy</div> <div>4    Silver Spike</div> <div>(18"){36"} (6+){9+}    Hex, Missile,    Instant Damage</div> <div>The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1×5).</div>
<div>Alchemy</div> <div>5    Corruption of Tin</div> <div>36" 8+    Hex    Permanent</div> <div>The target suffers -1 Armour.</div>	<div>Alchemy</div> <div>6    Molter Copper</div> <div>24"    Instant 7+    Hex, Missile,    Damage</div> <div>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.</div>	<div>Alchemy</div> <div>A    Alchemical Fire</div> <div>18"    Last one Hex    Turn</div> <div>The target gains Flammable against Melee Attacks.</div>	

WIZARD KING SPELL  
CROWN OF THE



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