

Alchemy		
1	Quicksilver Lash	
7+	24" Hex, Missile, Damage	Instant
<p>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.</p>		

Alchemy		
2	Word of Iron	
<5+> {9+}	<24"> {18"} Augment	Last one Turn
<p>The target gains &lt;+1&gt; {+2} to its Armour.</p>		

Alchemy		
3	Glory of Gold	
8+	18" Augment	Last one Turn
<p>The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.</p>		

Alchemy		
4	Silver Spike	
<6+> {9+}	<18"> {36"} Hex, Missile, Damage	Instant
<p>The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, <b>Magical Attacks</b>, <b>Multiple Wounds (D3)</b>, and <b>Area Attack (1x5)</b>.</p>		

Alchemy		
5	Corruption of Tin	
8+	36" Hex	Permanent
<p>The target suffers -1 Armour.</p>		

Alchemy		
6	Molter Copper	
7+	24" Hex, Missile, Damage	Instant
<p>The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.</p>		

Alchemy		
A	Alchemical Fire	
	18" Hex	Last one Turn
<p>The target gains Flammable against Melee Attacks.</p>		

WIZARD KING SPELL  
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