

Alchemy		
1	Quicksilver Lash	
7+	Hex Missile Damage Range 24"	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+}	Augment Range <24"> {18"}"	One Turn
<p>The target gains &lt;+1&gt; {+2} to its Armour.</p>		

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

Alchemy		
4	Silver Spike	
<6+> {9+}	Hex Missile Damage Range <18"> {36"}"	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+	Hex Range 36"	Permanent
<p>The target suffers -1 Armour.</p>		

Alchemy		
6	Molter Copper	
7+	Hex Missile Damage Range 24"	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	
	Hex Range 18"	One Turn
<p>The target gains Flammable against Melee Attacks.</p>		

WIZARD KING SPELL  
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