Alchemy

0 Quicksilver Lash

8+	Hex	Instant
	Missile	
	Damage	
	Range 24"	

The target suffers D3+1 hits with Metalshifting.

Alchemy

1 Word of Iron

6+ [9+]	Augment	One Turn
	Range 24"	

The target gains +1[+2] to its Armour Save.

Alchemy

2 Molten Copper

7+	Hex	Instant
	Missile	
	Damage	
	Range 24"	

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

3 Silver Spike

7+ [10+]	Hex	Permanent
	Missile	
	Damage	
	Range 18" [36"]	

The target suffers one hit with Strength 6, Armour Piercing (6), 8+ Multiple Wounds (D3), and Penetrating.

Alchemy

4 Corruption of Tin

8+ [11+]	Hex	Instant
	Range 24" [48"]	

The target suffers -1 to its Armour Save.

Alchemy

5 Transmutation to Lead

9+ [12+]	Hex	One Turn
	Range 24" [48"]	

The target's attacks cannot receive Strength bonuses from its Close Combat Weapons. Mundane Shooting Weapons wielded by the target unit suffer -1 Strength. Note that this spell only affects a model's equipment and its Strength, not any special rules.

Alchemy

6 Glory of Gold

10+	Augment	One Turn
	Range 18"	

The target gains Magical Attacks, Flaming Attacks, and Armour Piercing (+1).

Alchemy

A Alchemical Fire

	Hex	One Turn
	Range 18"	

The target gains Flammable against Close Combat Attacks and Spells.

CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES