	Alchemy
1 Molter Copper	

8+	Hex Missile Damage Replicable Range 18"	Instant

The target suffers D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, and Zeal (against Metal Armour). These hits always wound on 4+.

	Alchemy
2 Corruption of Tin	

7+	Hex Range 24"	One Turn

The target suffers –1 Arm, -1 Agi and gains Metal Armour.

	Alchemy
3 Living Steel	

8+	Augment Range 18"	One Turn

The target gains +1 to hit and Magical Attacks (Melee & Shooting).

	Alchemy
4 Wall of Lead	

8+	Ground Range 24"	One Turn

Place a Wall Terrain Feature with dimensions 1×6″ on the target.
Remove the Terrain Feature when the spell ends.

	Alchemy
5 Word of Iron	

11+	Augment Range 18"	One Turn

The target gains +2 Arm and Metal Armour.

	Alchemy
6 Quicksilver Lash	

11+	Hex Missile Damage Range 24"	Instant

The target suffers 2D3+1 hits with AP 4, Flaming Attacks, Magical Attacks, and Zeal (against Metal Armour).
These hits always wound on 4+.

CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES