



ALCHEMY

1 QUICKSILVER LASH

	Range 24"	
7+	Hex	Instant
	Missile	
	Damage	

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.

The greatest skill of the highborn mages is that their spells can render the very protections we craft into our own undoing.



ALCHEMY

2 WORD OF IRON

5+	Augment	
9+	Range 24"	One Turn
	Range 18"	

The target gains +1/+2 Armour.

I have commanded the spirit of iron to lend its strength to you, now go, you need not fear blade or bow, kill in my name.



ALCHEMY

3 GLORY OF GOLD

8+	Range 18" Augment	One Turn
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The target gains +1 Armour Penetration, Flaming Attacks, and Magical Attacks.

Pride of place amongst all metals is held by gold, whose power and majesty can be felt even by those unskilled in magic. The greatest of alchemists can call on its grace to imbue allies with a measure of its authority. Illuminated by its halo of power, their weapons take on a nimbus of enchanted flames.



ALCHEMY

4 SILVER SPIKE

	Hex	
	Missile	
6+	Damage	Instant
9+	Range 18"	
	Range 36"	

The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1×5).

The silver spike is said to be able to damage the soul as much as the body, should its victim not be pure of heart, and who among the countless souls in this world are pure...



ALCHEMY

5 CORRUPTION OF TIN

8+	Range 36" Hex	Permanent
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The target suffers -1 Armour.

Armour holds no sway over the Magus' art, we render even the strongest breastplate and the best wrought mail fallible, yielding even to the attacks of our slaves.



ALCHEMY

6 **MOLTEN COPPER**

	Range 24"	
	Hex	
7+	Missile	Instant
	Damage	

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.

With a wave of splayed hands, and eldritch incantation, a spray of molten copper, dripping hot, found purchase in even the smallest of cracks in armour, scalding and burning flesh.



ALCHEMY

A ALCHEMICAL FIRE

Range 18"	One Turn
Hex	

The target gains Flammable against Melee Attacks.

By some means of secret and mystic arts, they summoned clouds of the sparkling white powder which clung uncannily to skin, cloth, leather, and metal alike, the flames seeming to seek it out.

