

WARHAMMER



LORE OF METAL

Chamon, Gold Magic
Alchemy, Transmutancy

METALLIC ATTRACTION (Lore Attribute)

Chamon is attracted to dense materials and particularly metals. The heavier and denser the element, the greater Chamon's attraction to it.

The casting difficulty for a *Lore of Metal* spell is lowered by 1 if the majority of models in the target unit has light or medium armour, or lowered by 2 if the majority have heavy or full-plate armour.



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SEARING DOOM (Signature Spell - Cast on 10+)

A scintillating spray of sizzling silver slivers skips from the Wizard's outstretched fingers. Under their command plates, links and rivets turn molten, searing their wearer.

Searing Doom is a **magic missile** with a range of 24" and causes D6 hits with the Ignores Armour Saves and Flaming Attacks special rules. The To Wound score is equal to the unmodified armour save of the target (excluding Natural Armour). Models without an armour save cannot be wounded.

The Wizard can choose to have the spell instead inflict 2D6 hits. If they do, the casting value is increased to 20+.

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1. PLAGUE OF RUST Cast on 7+

At the Wizard's command, the armour of the enemy begins to rot, shedding away in clouds of tiny flakes.

Plague of Rust is a **hex** spell with a range of 24". The target's armour save is lowered by one point for the rest of the game (e.g. a model with light armour and shield will only have a 6+ save). *Plague of Rust* can be repeatedly cast on the same target, reducing its armour save by a further -1 each time.

The Wizard can choose to extend the range of the spell to 48". If they do, the casting value is increased to 10+.

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2. ENCHANTED BLADES OF AIBAN Cast on 9+

The Wizard sends powerful magic coursing over their allies' weapons, making them infinitely stronger and sharper than before.

Enchanted Blades of Aiban is an **augment** spell with a range of 24". The target unit has a +1 bonus when rolling to hit with all shooting and close combat attacks until the start of the caster's next Magic phase. All of their attacks have both the Magical Attacks and Armour Piercing special rules.

The Wizard can choose to extend the range of the spell to 48". If they do so, the casting value is increased to 12+.

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3. GLITTERING ROBE

Cast on 9+

Shaping a sigil of power, the Wizard conjures a gaudy (but effective) cloak of shimmering scale to protect their allies.

Glittering Robe is an **augment** spell with a range of 12". The target unit has the Natural Armour (5+) special rule until the start of the caster's next Magic phase.

The Wizard can choose to instead have the spell target all friendly units within 12". If they do so, the casting value increases to 16+.



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4. GEHENNA'S GOLDEN HOUNDS

Cast on 9+

Blowing on a glimmering, golden whistle, the Wizard summons a massive pair of clockwork hounds, which bound after their chosen prey and drag it screaming to its doom.

Gehenna's Golden Hounds is a **direct damage** spell with a range of 12". Choose a single enemy model within range – it suffers D6 Strength 5 hits (even a character in a unit; "Look Out, Sir!" cannot be used).

The Wizard can choose to extend the range of this spell to 24". If they do so, the casting value is increased to 12+.

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5. TRANSMUTATION OF LEAD

Cast on 12+

As the Wizard gestures at their foes, their weapons become much heavier and more cumbersome – twice the burden they were but moments before.

Transmutation of Lead is a **hex** spell with a range of 24". The target suffers a -1 penalty to its Weapon Skill, Ballistic Skill and Armour Saves until the start of the caster's next Magic Phase.

The Wizard can choose to extend the range of this spell to 48". If they do so, the casting value is increased to 15+.

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6. FINAL TRANSMUTATION

Cast on 15+

The Wizard transmutes the flesh of their foes to unliving, golden statues.

Final Transmutation is a **direct damage** spell with a range of 18". Roll a D6 for every model in the target unit – on a 5+ it has been turned to gold and is removed as a casualty, with no saves except Magic Resistance allowed. Models with more than one wound on their profile are affected on a roll of 6.

In addition, any enemy unit within 12" of the target at the start of their turn (including the target itself) must test for Stupidity in order to overcome the lure of the riches that have appeared in their vicinity.

If the casting roll is 18+, the Wizard can choose to extend the range of the spell to 36".

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