



Cosmology

1

Weal and Woe

8+

- Universal
- Range 18"

One Turn

The target must reroll [] to-wound rolls, except natural rolls of [].

[]: Failed

[]: '1'

[]: Successful

[]: '6'



Cosmology

2

Hearts and Minds

6+

- []
- Range 24"

Instant

If the target is Shaken, it stops being Shaken. If the target is not Shaken, it must take a Panic Test.

[]: Hex, Damage

[]: Augment



Cosmology

3 Truth of Time

9+

- Universal
- Range 24"

 One Turn

The target's Cha and Mob are set to [].

[]: 8"

[]: 3"



Cosmology

4 Ice and Fire

10+

- Hex
- Missile
- Damage
- Range 24"

 Instant

The target suffers 2D6 hits with Str 4, AP 0, and Magical Attacks. Successful [] against wounds caused by this spell must be rerolled.

[]: Special Saves

[]: Armour Saves



Cosmology

5

Cosmic Scales

11+

- Augment
- Range 18"

One Turn

The target gains Divine Attacks (Melee & Shooting) and Magical Attacks (Melee & Shooting), and it's [] is set to at least 8.

[]: Def

[]: Off



Cosmology

6

Near and Far

11+

- Damage
- []

Instant

The target suffers D3+1 hits with Str 7, AP 3, and Magical Attacks.

[]: Hex, Range 24"

[]: Aura*, Range 9", Universal

*The caster's unit is not targeted.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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