

Cosmology

0 Altered Sight

7+ {5+}

- Augment
- Range 24"

One Turn

The target gains +1 Weapon Skill and +1 Ballistic Skill.

Cosmology

1 Touch the Heart

7+ {5+}

- Augment
 - Focused Instant
 - Range 18"
-

The target Recovers 1 Wound.

Cosmology

2 Mind Games

- 7+ {5+}
- Augment Remains in
 - Range 18" Play
-

The target gains +1 Leadership.

Cosmology

3 Truth of Time

- 9+ {7+}
- Augment
 - Range 18"
- One Turn
-

When the target rolls a Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 and discards the lowest D6.

Cosmology

4 Ice and Fire

- 9+ {7+}
- Hex
 - Missile
 - Damage
 - Range 18"
- Instant
-

The target suffers 2D6 Strength 3 hits with Flaming Attacks and Divine Attacks.

Cosmology

5 Perception of Strength

10+ {8+} • Augment One Turn
• Range 18"

The target gains +1 Strength.

Cosmology

6 Unity in Divergence

11+ {9+} • Augment One Turn
• Range 18"

All models in the target unit gain a Ward Save (5+).

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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