




	cosmology
1	[color=#0000ff]Altered Sight[/color]
6	Universal Replicable Alcance 18" One Turn
<p>The target's Off is modified by [[refsymbolalpha]]. No model can be affected by more than one instance of this spell simultaneously. [cosmotableone]{+2}{-2}</p>	

	cosmology
2	Truth of Time
8	Universal Alcance 24" One Turn
<p>The target's Cha and Mob are set to [[refsymbolalpha]].\ [cosmotableone]{8"}{4"}</p>	

	cosmology
3	Weal and Woe
8	Universal Alcance 18" One Turn
<p>The target's Melee Attacks to-wound rolls are modified by [[refsymbolalpha]] and gain Magical Attacks. [cosmotableone]{+1}{-1}</p>	

	cosmology
4	Ice and Fire
10	Hex Missile Damage Alcance 24" One Turn
<p>The target suffers 2D6 hits with Str 4, AP 0, and Magical Attacks. Successful [[refsymbolalpha]] against wounds caused by this spell must be rerolled. [cosmotableone]{Special Saves}{Armour Saves}</p>	

	cosmology
5	Cosmic Scales
9	Universal Alcance 18" One Turn
<p>The target must reroll natural to-hit and Armour Save rolls of [[refsymbolalpha]] [cosmotableone]{1}{6}</p>	

	cosmology
6	[color=#0000ff]Thunder and Lightning[/color]
11	Hex Missile Damage Alcance 24" One Turn
<p>{[baselineskip]=1pt{ All hits are resolved with Str 6, AP 2, Lightning Attacks, and Magical Attacks. The target suffers 3 hits. Before resolving hits, apply [[refsymbolalpha]] [cosmotableone]{The target suffers 1 additional hit {newrule{Select a new Unengaged enemy unit within 6" of the target: it suffers 2 hits. Before resolving hits, select a third Unengaged enemy unit within 6" of the second unit to suffer 1 hit.[vspace]*{-10pt}} }[par]}</p>	

WIZARD KING SPELL
CROWN OF THE



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