




	Kosmologie
1	Weal and Woe
8+	Universal Angebot 18" One Turn
<p>The target must reroll [] to-wound rolls, except natural rolls of [].</p> <p>[]: Failed []: '1'</p> <p>[]: Successful []: '6'</p>	

	Kosmologie
2	Hearts and Minds
6+	[] Angebot 24" Instant
<p>If the target is Shaken, it stops being Shaken. If the target is not Shaken, it must take a Panic Test.</p> <p>[]: Hex, Damage []: Augment</p>	

	Kosmologie
3	Truth of Time
9+	Universal Angebot 24" One Turn
<p>The target's Cha and Mob are set to [].</p> <p>[]: 8" []: 3"</p>	

	Kosmologie
4	Ice and Fire
10+	Hex Missile Damage Angebot 24" Instant
<p>The target suffers 2D6 hits with Str 4, AP 0, and Magical Attacks. Successful [] against wounds caused by this spell must be rerolled.</p> <p>[]: Special Saves []: Armour Saves</p>	

	Kosmologie
5	Cosmic Scales
11+	Augment Angebot 18" One Turn
<p>The target gains Divine Attacks (Melee & Shooting) and Magical Attacks (Melee & Shooting), and it's [] is set to at least 8.</p> <p>[]: Def []: Off</p>	

	Kosmologie
6	Near and Far
11+	Damage [] Instant
<p>The target suffers D3+1 hits with Str 7, AP 3, and Magical Attacks.</p> <p>[]: Hex, Range 24" []: Aura*, Range 9", Universal</p> <p>*The caster's unit is not targeted.</p>	

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES