



1. Apprentice Spell

Altered Sight Cosmos

CV	Type	Duration
5+	Augment Range 24"	One Turn

Effect

The target gains +1 Offensive Skill and +1 Defensive Skill, and has its weapons' Aim **improved** by 1.



1. Apprentice Spell

Altered Sight Chaos

CV	Type	Duration
5+	Hex Range 24"	One Turn

Effect

The target suffers -1 Offensive Skill and -1 Defensive Skill, and has its weapons' Aim **worsened** by 1.



2. Adept Spell

Truth of Time Cosmos

CV	Type	Duration
5+	Augment Range 24"	One Turn

Effect

The target gains +2" Advance Rate and +2 Agility.



2. Adept Spell

Truth of Time Chaos

CV	Type	Duration
5+	Hex Range 24"	One Turn

Effect

The target suffers -2" Advance Rate, to a minimum of 3", and -2 Agility, to a minimum of 1.



3. Adept Spell

Ice and Fire Cosmos

CV	Type	Duration
8+	Hex Missile Damage Range 24"	Instant

Effect

The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and **Magical Attacks**. Successful **Special Saves** against wounds caused by this spell must be rerolled.



3. Adept Spell

Ice and Fire Chaos

CV	Type	Duration
8+	Hex Damage Augment Range 24"	Instant

Effect

The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and **Magical Attacks**. Successful **Armour Saves** against wounds caused by this spell must be rerolled.



4. Adept Spell

Perception of Strength Cosmos

CV	Type	Duration
8+	Augment Range 24"	One Turn

Effect

The target gains +1 Strength and +1 Armour Penetration.



4. Adept Spell

Perception of Strength Chaos

CV	Type	Duration
8+	Hex Range 24"	One Turn

Effect

The target suffers -1 Strength and -1 Armour Penetration.



5. Master Spell

Unity in Divergence Cosmos

CV	Type	Duration
10+	Augment Range 24"	One Turn

Effect

All models in the target unit **gain Aegis (5+)**.



5. Master Spell

Unity in Divergence Chaos

CV	Type	Duration
10+	Hex Damage Direct Range 24"	Instant

Effect

The target suffers 1 hit with Area Attack (6×6), Strength 3, Armour Penetration 0, and Magical Attacks.



6. Master Spell

Truth of Time Cosmos

CV	Type	Duration
7+	Augment Focused Range 24"	Instant

Effect

The target **Recovers** 1 Health Point



6. Master Spell

Touch the Heart chaos

CV	Type	Duration
7+	Hex Missile Damage Focused Range 24"	Instant

Effect

The target suffers **1 hit that wounds automatically** with Armour Penetration 10 and Magical Attacks.

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FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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