



## Cosmology

1 Altered Sight Cosmos

5+ 24" Last one  
Augment Turn

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



## Cosmology

1 Altered Sight Chaos

5+ 24" Last one Turn  
Hex

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



## Cosmology

2 Truth of Time Cosmos

5+ 24" Last one  
Augment Turn

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



## Cosmology

2 Truth of Time Chaos

5+ 24" Last one Turn  
Hex

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



## Cosmology

3 Ice and Fire Cosmos

8+ 24" Hex, Missile, Instant  
Damage

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.



## Cosmology

3 Ice and Fire Chaos

8+ 24" Hex, Damage, Instant  
Augment

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.



## Cosmology

4 Perception of Strength Cosmos

8+ 24" Last one  
Augment Turn

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



## Cosmology

4 Perception of Strength Chaos

8+ 24" Last one Turn  
Hex

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



## Cosmology

5      Unity in Divergence Cosmos

10+      24"      Last one  
            Augment      Turn

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



## Cosmology

5      Unity in Divergence Chaos

10+      24"      Instant  
            Hex, Damage,      Direct

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



## Cosmology

6      Truth of Time Cosmos

7+      24"      Instant  
            Augment, Focused

The target **Recovers** 1 Health Point



## Cosmology

6      Touch the Heart chaos

7+      24"      Instant  
            Hex, Missile,      Damage, Focused

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

THE IX AGE  
FANTASY BATTLES



CROWN OF THE  
WIZARD KING SPELL

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