

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

Cosmology		
3	Ice and Fire Cosmos	
8+	24" Hex, Missile, Damage	Instant
<p>The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and <b>Magical Attacks</b>. Successful <b>Special Saves</b> against wounds caused by this spell must be rerolled.</p>		

Cosmology		
3	Ice and Fire Chaos	
8+	24" Hex, Damage, Augment	Instant
<p>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.</p>		



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



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