

Cosmology		
1	Altered Sight Cosmos	
5+	24" Augment	Last one Turn
<p>The target gains <b>+1</b> Offensive Skill and <b>+1</b> Defensive Skill, and has its weapons' Aim <b>improved</b> by 1.</p>		

Cosmology		
1	Altered Sight Chaos	
5+	24" Hex	Last one Turn
<p>The target suffers <b>-1</b> Offensive Skill and <b>-1</b> Defensive Skill, and has its weapons' Aim <b>worsened</b> by 1.</p>		

Cosmology		
2	Truth of Time Cosmos	
5+	24" Augment	Last one Turn
<p>The target gains <b>+2"</b> Advance Rate and <b>+2</b> Agility.</p>		

Cosmology		
2	Truth of Time Chaos	
5+	24" Hex	Last one Turn
<p>The target suffers <b>-2"</b> Advance Rate, to a minimum of 3", and <b>-2</b> Agility, to a minimum of 1.</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 <b>Magical Attacks</b>. Successful Armour Saves against wounds caused by this spell must be rerolled.</p>		

Cosmology		
4	Perception of Strength Cosmos	
8+	24" Augment	Last one Turn
<p>The target gains <b>+1</b> Strength and <b>+1</b> Armour Penetration.</p>		

Cosmology		
4	Perception of Strength Chaos	
8+	24" Hex	Last one Turn
<p>The target suffers <b>-1</b> Strength and <b>-1</b> Armour Penetration.</p>		

Cosmology		
5	Unity in Divergence Cosmos	
10+	24" Augment	Last one Turn
All models in the target unit <b>gain Aegis (5+)</b> .		

Cosmology		
5	Unity in Divergence Chaos	
10+	24" Hex, Damage, Direct	Instant
The target suffers 1 hit with Area Attack (6x6), Strength 3, Armour Penetration 0, and Magical Attacks.		

Cosmology		
6	Truth of Time Cosmos	
7+	24" Augment, Focused	Instant
The target <b>Recovers</b> 1 Health Point		

Cosmology		
6	Touch the Heart chaos	
7+	24" Hex, Missile, Damage, Focused	Instant
The target suffers <b>1 hit that wounds automatically</b> with Armour Penetration 10 and Magical Attacks.		



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



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