

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

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

Cosmology		
2	Truth of Time Cosmos	
5+	24" Augment	Last one Turn
<p>Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll.</p>		

Cosmology		
2	Truth of Time Chaos	
5+	24" Hex	Last one Turn
<p>Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll.</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 Magical Attacks. Successful Special Saves 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>		

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

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

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

Cosmology		
5	Unity in Divergence Chaos	
10+	24" Hex, Damage, Direct	Instant
Each model in the target unit suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks.		

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

Cosmology		
6	Touch the Heart chaos	
7+	24" Hex, Missile, Damage, Focused	Instant
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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