



Cosmology

1

Altered Sight Cosmos

5+

- Augment
- Range 24"

One 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+

- Hex
- Range 24"

One Turn

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+

- Augment
- Range 24"

One Turn

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



Cosmology

2

Truth of Time Chaos

5+

- Hex
- Range 24"

One Turn

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+

- Hex
- Missile
- Damage
- Range 24"

Instant

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+

- Hex
- Damage
- Augment
- Range 24"

Instant

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+

- Augment
- Range 24"

One Turn

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



Cosmology

4

Perception of Strength Chaos

8+

- Hex
- Range 24"

One Turn

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



Cosmology

5 Unity in Divergence Cosmos

10+

- Augment
- Range 24"

 One Turn

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



Cosmology

5 Unity in Divergence Chaos

10+

- Hex
- Damage
- Direct
- Range 24"

 Instant

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+

- Augment
 - Focused
 - Range 24"
- Instant

The target **Recovers** 1 Health Point



Cosmology

6

Touch the Heart chaos

7+

- Hex
- Missile
- Damage
- Focused
- Range 24"

Instant

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

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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