	cosmo	logy		cosmo	logy
1	[color=#0000ff]Altere	ed Sight[/color]	2	Truth of Time	
6	Universal Replicable Alcance 18"	One Turn	8	Universal Alcance 24"	One Turn
	Off is modified by [[refs be affected by more than this spell simultaneous [cosmotableone](+2){	n one instance of sly.	Th	e target's Cha and Mob a [[refsymbolalpha]].\ [cosmotableone](8"){4	
	cosmo	logy		cosmo	logy
9	Cosmic Scales Universal Alcance 18"	One Turn	6	[color=#0000ff] [color=#0000ff]Thund Lightning[/color][/colo	
			11	Hex Missile Damage Alcance 24"	One Turn
The target n	nust reroll natural to-hit a rolls of [[refsymbolalph [cosmotableone](1){6	na]]	Attacks, a hits. Before [cosmotate {\newrule{S} 6" of the ta select a thi	{[baselineskip]=1pt{ re resolved with Str 6, AF nd Magical Attacks. The re resolving hits, apply [[r eleone](The target suffers elect a new Unengaged rget: it suffers 2 hits. Beford Unengaged enemy un d unit to suffer 1 hit.[vspa	2 2, Lightning e target suffers 3 efsymbolalpha]] 1 additional hit) enemy unit within ore resolving hits, it within 6" of the

}[par]}

		cosmo	cosmology		
	4	Ice and Fire			
		Hex			
	10	Missile	One Turn		
		Damage			
		Alcance 24"			

cosmology

One Turn

Weal and Woe
Universal

Alcance 18"

The target's Melee Attacks to-wound rolls are modified by [[refsymbolalpha]] and gain **Magical Attacks**. [cosmotableone](+1){-(1)}

8

The target suffers 2D6 hits with Str 4, AP 0, and Magical Attacks. Successful [[refsymbolalpha]] against wounds caused by this spell must be rerolled.\
[cosmotableone](Special Saves){Armour Saves}

