



1. Apprentice Spell

### Altered Sight Cosmos

CV	Type	Duration
5+	Augment Range 24"	One Turn

*Effect*

The target gains **+1** Offensive Skill and **+1** Defensive Skill, and has its weapons' Aim **improved** by 1.



1. Apprentice Spell

### Altered Sight Chaos

CV	Type	Duration
5+	Hex Range 24"	One Turn

*Effect*

The target suffers **-1** Offensive Skill and **-1** Defensive Skill, and has its weapons' Aim **worsened** by 1.



2. Adept Spell

### Truth of Time Cosmos

CV	Type	Duration
5+	Augment Range 24"	One Turn

*Effect*

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.



2. Adept Spell

### Truth of Time Chaos

CV	Type	Duration
5+	Hex Range 24"	One Turn

*Effect*

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.



3. Adept Spell

### Ice and Fire Cosmos

CV	Type	Duration
7+	Hex Missile Damage Range 24"	Instant

*Effect*

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.



3. Adept Spell

### Ice and Fire Chaos

CV	Type	Duration
7+	Hex Damage Augment Range 24"	Instant

*Effect*

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.



4. Adept Spell

### Perception of Strength Cosmos

CV	Type	Duration
8+	Augment Range 24"	One Turn

*Effect*

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



4. Adept Spell

### Perception of Strength Chaos

CV	Type	Duration
8+	Hex Range 24"	One Turn

*Effect*

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



5. Master Spell

### Unity in Divergence Cosmos

CV	Type	Duration
10+	Augment Range 24"	One Turn

*Effect*

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



5. Master Spell

### Unity in Divergence Chaos

CV	Type	Duration
10+	Hex Damage Direct Range 24"	Instant

*Effect*

Each model in the target unit **suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks.**



6. Master Spell

### Truth of Time Cosmos

CV	Type	Duration
7+	Augment Focused Range 24"	Instant

*Effect*

The target **Recovers** 1 Health Point



6. Master Spell

### Touch the Heart chaos

CV	Type	Duration
7+	Hex Missile Damage Focused Range 24"	Instant

*Effect*

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

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FANTASY BATTLES



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