




		
1	<b>Cosmology</b>	
	Weal and Woe	
8+	Universal Gamma 18"	One Turn
<p>The target must reroll [ ] to-wound rolls, except natural rolls of [ ].</p> <p>[ ]: Failed [ ]: '1'</p> <p>[ ]: Successful [ ]: '6'</p>		

		
2	<b>Cosmology</b>	
	Hearts and Minds	
6+	[ ] Gamma 24"	Instant
<p>If the target is Shaken, it stops being Shaken. If the target is not Shaken, it must take a Panic Test.</p> <p>[ ]: Hex, Damage [ ]: Augment</p>		

		
3	<b>Cosmology</b>	
	Truth of Time	
9+	Universal Gamma 24"	One Turn
<p>The target's Cha and Mob are set to [ ].</p> <p>[ ]: 8" [ ]: 3"</p>		

		
4	<b>Cosmology</b>	
	Ice and Fire	
10+	Hex Missile Damage Gamma 24"	Instant
<p>The target suffers 2D6 hits with Str 4, AP 0, and Magical Attacks. Successful [ ] against wounds caused by this spell must be rerolled.</p> <p>[ ]: Special Saves [ ]: Armour Saves</p>		

		
5	<b>Cosmology</b>	
	Cosmic Scales	
11+	Augment Gamma 18"	One Turn
<p>The target gains Divine Attacks (Melee &amp; Shooting) and Magical Attacks (Melee &amp; Shooting), and it's [ ] is set to at least 8.</p> <p>[ ]: Def [ ]: Off</p>		

		
6	<b>Cosmology</b>	
	Near and Far	
11+	Damage [ ]	Instant
<p>The target suffers D3+1 hits with Str 7, AP 3, and Magical Attacks.</p> <p>[ ]: Hex, Range 24" [ ]: Aura*, Range 9", Universal</p> <p>*The caster's unit is not targeted.</p>		

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