





## COSMOLOGY

### DUALITY

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All Cosmology spells are divided into two versions, representing opposing aspects; Cosmos  and Chaos . When casting Cosmology spells, always declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.



COSMOLOGY

1 ALTERED SIGHT



5+

Range 24"  
Augment

One Turn

The target gains **+2** Offensive Skill, and has its weapons' Aim **improved** by 1.



5+

Range 24"  
Hex

One Turn

The target suffers **-2** Offensive Skill, and has its weapons' Aim **worsened** by 1.

*Mist obscured our sight, but parted for them at will  
— until we put a crossbow bolt in the witch.*

The 9th Age — Arcane Compendium — 2nd edition, 2022



COSMOLOGY

2 TRUTH OF TIME



5+

Range 24"  
Augment

One Turn

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.



5+

Range 24"  
Hex

One Turn

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.

*The forest seemed to conspire against us, speeding their advance and delaying our retreat.*

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COSMOLOGY

3 ICE AND FIRE



8+

Range 24"  
Hex  
Missile  
Damage

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.



8+

Range 24"  
Hex  
Missile  
Damage

Instant

The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks. Successful **Armour Saves** against wounds caused by this spell must be rerolled.

*The chill of Chaos to freeze grasping hands to the bone, or the heat of Cosmos to scorch flesh.*



COSMOLOGY

4 PERCEPTION OF STRENGTH



8+

Range 24"  
Augment

One Turn

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



8+

Range 24"  
Hex

One Turn

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

*Some feel themselves strong, others weak. Our name is Dread; to us all are the same - inferior.*

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COSMOLOGY

5    **UNITY IN DIVERGENCE**



9+

Range 24"  
Augment

One Turn

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



9+

Range 24"  
Hex  
Direct  
Damage

Instant

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

*Their mages held their ship together with one hand,  
while the other tore shards from our hull.*

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COSMOLOGY

6 TOUCH THE HEART



7+

Range 24"  
Focused  
Augment

Instant

The target **Recovers** 1 Health Point.



7+

Range 24"  
Focused  
Hex  
Missile  
Damage

Instant

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

*I may reach out my hand and infuse the heart with  
fresh life — or clench my fist and feel it stop.*

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