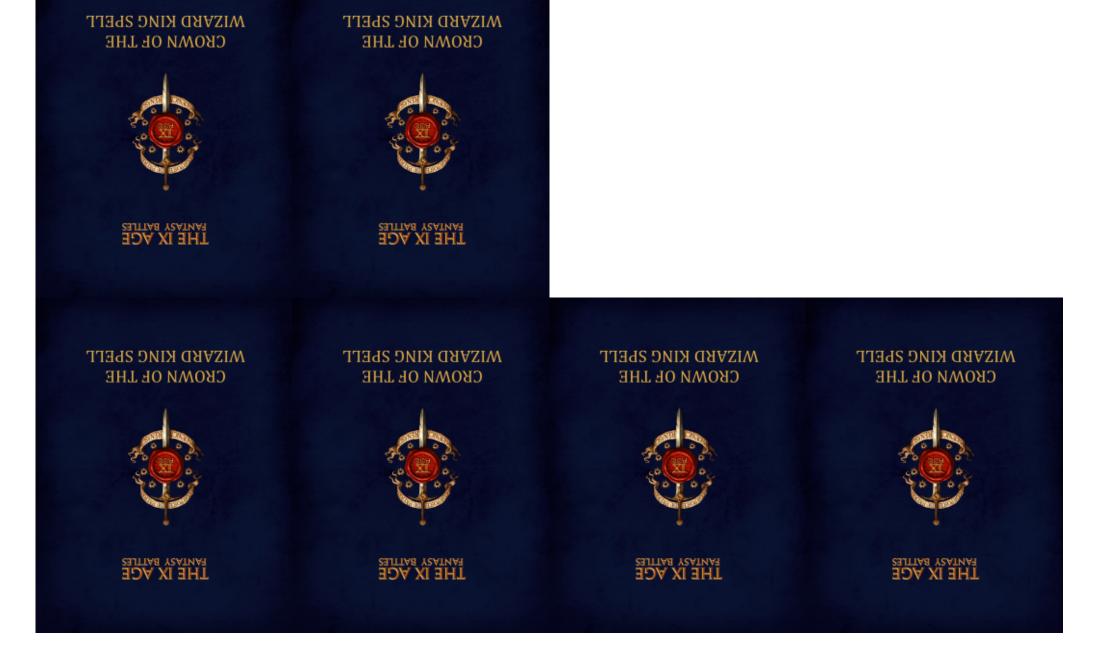
	1. Apprentice Spell  Foresight				2. Adept Spell  Fate's Judgement		3. Adept Spell  The Stars Align			4. Adept Spell  Chance of	
CV 7+ Effect	Type  Augment Replicable Range 18"	Augment One Turn Replicable		CV Type Duration  6+ Hex Instant Missile Damage Range 24"  Effect  The target suffers D6+X hits, where "X" is the Game Turn number when the spell was cast. These hits are set to wound on 4+ and are resolved with AP 0 and Magical Attacks.		CV 10+  Effect  Target v	10+ Augment One Turn Range 18"		Redemption  CV Type Duration  9+ Augment One Turn Range 18"  Effect  The target may immediately perform a 5\omega Magical Move. In addition, it gains Divine Attacks (Melection)		
<i>CV</i> 11+	5. Master Spell  Inescapable Doom  Type Duration  Hex Permanent Missile		6. Master Spell  Augury of Dispair  CV Type Duration  11+ Hex One Turn Range 36"								

Damage Range 24"

Effect

Effect

The target suffers -3 Off, -3 Agi (to a minimum of 1), and treats all Terrain Features as Dangerous Terrain, including Open Terrain.



The target gains +Y Def and +X Off, where "X" and "Y" depend on the Game Turn number when the spell was cast.
• Game Turn 1-2: +0 Def and +4 Off

- Game Turn 3-4: +2 Def and +2 Off
- Game Turn 5-6: +4 Def and +0 Off

No model or unit can be affected by more than one instance of this spell simultaneously.

Immediately when the spell is cast, and at the start of each of the caster's subsequent Magic Phases, the target suffers 1 hit that wounds automatically with AP 10 and Magical Attacks.

No model or unit can be affected by more than one instance of this spell simultaneously.