CV 7 Effect	1. Apprentice Spell Foresight Type Duration Augment One Turn Replicable Range 18"	2. Adept Spell Chance of Redemption CV Type Duration 9 Augment One Turn Range 18" Effect The target gains Divine Attacks. In addition it may immediately perform a 5\omega Magical Move.	The Stars Align CV Type Duration [color=#0000 Augment One Turn ff]9[/color] Range 18" Effect The target's span style="color: #0000ff;">Melee Attacks/span> must reroll failed to-hit rolls.	Fate's Judgement CV Type Duration [color=#0000 Hex One Turn Missile Damage Range 24" Effect
CV	5. Master Spell Augury of Despair Type Duration	6. Master Spell Inescapable Doom CV Type Duration		

One Turn

[color=#0000 Hex

Range 24"

The target suffers span style="color: #0000ff;">-1 Off and -1 Agi (to a minimum of 1)/span>del>-3 Off, -3 Agi, and treats all Terrain Features as **Dangerous Terrain**, including Open Terrain/del>.

ff]9[/color]

Effect

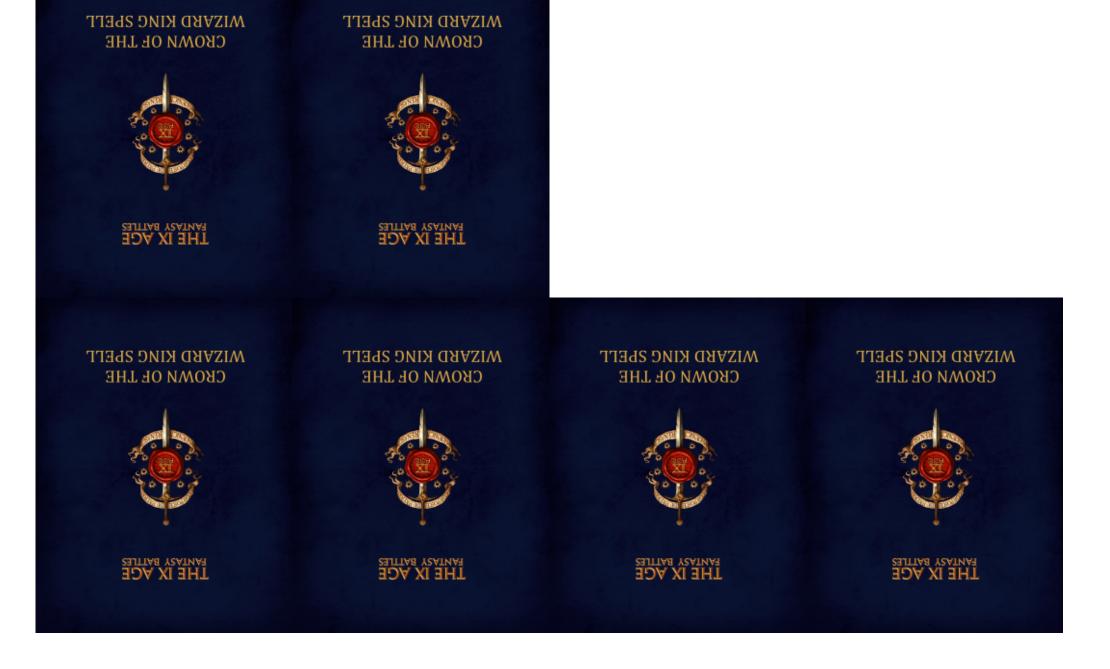
One Turn

11

Effect

Hex

Missile Damage Range 24"



The target gains del>+Y/del>span style="color: #0000ff;">+2/span> Def and del>+X/del>span style="color: #0000ff;">+2/span> Offdel>, where [enquote](X) and [enquote](Y) depend on the Game Turn number when the spell was cast/del>.

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

The target suffers span style="color: #0000ff;">2D3+1 hits with AP 1 and Magical Attacks/span>. These hits are set to wound on del>4+ and are resolved with AP 0 and Magical Attacks/del>span style="color: #0000ff;">6+ and gain a +1 to wound for each friendly turn before the current one. E.g. in the fourth Magic Phase it wounds on 3+/span>.