1. Apprentice Spell

Foresight

CV	*Type*	*Duration*
7+	Amélioration Rép. Range 18"	Un tour

Effect

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.

2. Adept Spell

Fate’s Judgement

CV	*Type*	*Duration*
6+	Malédiction Projectile Dégât Range 24"	Immédiat

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.

3. Adept Spell

The Stars Align

CV	*Type*	*Duration*
10+	Amélioration Range 18"	Un tour

Effect

Target unit must reroll failed to-hit rolls.

4. Adept Spell

Chance of Redemption

CV	*Type*	*Duration*
9+	Amélioration Range 18"	Un tour

Effect

The target may immediately perform a 5 Magical Move.
In addition, it gains Divine Attacks (Melee).

5. Master Spell

Inescapable Doom

CV	*Type*	*Duration*
11+	Malédiction Projectile Dégât Range 24"	Permanent

Effect

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.

6. Master Spell

Augury of Dispair

CV	*Type*	*Duration*
11+	Malédiction Range 36"	Un tour

Effect

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

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CROWN OF THE
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