




	divination
1	Foresight
7	Augment Replicable Alcance 18" One Turn
<p>The target gains $+Y+2$ Def and $+X+2$ Off, where $[enquote](X)$ and $[enquote](Y)$ depend on the Game Turn number when the spell was cast.</p> <p>No model can be affected by more than one instance of this spell simultaneously.</p>	

	divination
2	Chance of Redemption
9	Augment Alcance 18" One Turn
<p>The target gains Divine Attacks.</p> <p>In addition it may immediately perform a 5" Magical Move.</p>	

	divination
3	The Stars Align
9	Augment Alcance 18" One Turn
<p>The target's Melee Attacks must reroll failed to-hit rolls.</p>	

	divination
4	Fate's Judgement
7	Hex Missile Damage Alcance 24" One Turn
<p>The target suffers $2D3+1$ hits with AP 1 and Magical Attacks. These hits are set to wound on $4+$ and are resolved with AP 0 and Magical Attacks $6+$ and gain a $+1$ to wound for each friendly turn before the current one. E.g. in the fourth Magic Phase it wounds on $3+$.</p>	

	divination
5	Augury of Despair
9	Hex Alcance 24" One Turn
<p>The target suffers -1 Off and -1 Agi (to a minimum of 1) -3 Off, -3 Agi, and treats all Terrain Features as Dangerous Terrain, including Open Terrain.</p>	

	divination
6	Inescapable Doom
11	Hex Missile Damage Alcance 24" One Turn
<p>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.</p> <p>No model can be affected by more than one instance of this spell simultaneously.</p>	

WIZARD KING SPELL
CROWN OF THE



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