

<div>Divination</div> <div>1 Know Thy Enemy</div> <div><7+> {12+} <18"> {6"Aura} Last one Augment Turn</div> <div>The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.</div>	<div>Divination</div> <div>2 Fate's Judgement</div> <div>18" <5+> {9+} Hex, Missile, Instant Damage</div> <div>The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).</div>	<div>Divination</div> <div>3 Scrying</div> <div><7+> {12+} <18"> {6"Aura} Last one Augment Turn</div> <div>The target gains Distracting and Hard Target.</div>	<div>Divination</div> <div>4 The Stars Align</div> <div><8+> {12+} <18"> {6"Aura} Last one Augment Turn</div> <div>The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks.</div>
<div>Divination</div> <div>5 Unerring Strike</div> <div>18" <7+> {10+} Hex, Missile, Instant Damage</div> <div>The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks</div>	<div>Divination</div> <div>6 Mirror of the Veil</div> <div>(7+){10+} (18"){6" Aura} Permanent Hex</div> <div>The target gains Magic Resistance (3) that is also applied to friendly spells.</div>	<div>Divination</div> <div>A Guiding Light</div> <div>12" Augment Last one Turn</div> <div>Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.</div>	

WIZARD KING SPELL
CROWN OF THE



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