




		
Divination		
1	Foresight	
7+	Augment Replicable Portée 18"	One Turn
<p>The target gains +Y Def and +X Off, where "X" and "Y" depend on the Game Turn number when the spell was cast.</p> <ul style="list-style-type: none"> • 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 <p>No model or unit can be affected by more than one instance of this spell simultaneously.</p>		

		
Divination		
2	Fate's Judgement	
6+	Hex Missile Damage Portée 24"	Instant
<p>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.</p>		

		
Divination		
3	The Stars Align	
10+	Augment Portée 18"	One Turn
<p>Target unit must reroll failed to-hit rolls.</p>		

		
Divination		
4	Chance of Redemption	
9+	Augment Portée 18"	One Turn
<p>The target may immediately perform a 5" Magical Move. In addition, it gains Divine Attacks (Melee).</p>		

		
Divination		
5	Inescapable Doom	
11+	Hex Missile Damage Portée 24"	Permanent
<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 or unit can be affected by more than one instance of this spell simultaneously.</p>		

		
Divination		
6	Augury of Dispair	
11+	Hex Portée 36"	One Turn
<p>The target suffers -3 Off, -3 Agi (to a minimum of 1), and treats all Terrain Features as Dangerous Terrain, including Open Terrain.</p>		

WIZARD KING SPELL
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