




	divination
1	Foresight
7	Augment Replicable Gamma 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 Gamma 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 Gamma 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 Gamma 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. <i>E.g. in the fourth Magic Phase it wounds on 3+.</i></p>	

	divination
5	Augury of Despair
9	Hex Gamma 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 Gamma 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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