

Divination			
1	Know Thy Enemy		
<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn
<p>The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.</p>			

Divination			
2	Fate's Judgement		
<5+> {9+}	18"	Hex, Missile, Damage	Instant
<p>The target suffers &lt;1D3&gt; {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).</p>			

Divination			
3	Scrying		
<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn
<p>The target gains Distracting and Hard Target.</p>			

Divination			
4	The Stars Align		
<8+> {12+}	<18"> {6"Aura}	Augment	Last one Turn
<p>The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <b>&lt;and Shooting&gt;</b> Attacks.</p>			

Divination			
5	Unerring Strike		
<7+> {10+}	18"	Hex, Missile, Damage	Instant
<p>The target suffers &lt;2D6&gt; {3D6} hits that wound on 4+ with Armour Penetration 1, <b>Divine Attacks and Magical Attacks</b></p>			

Divination			
6	Mirror of the Veil		
(7+){10+}	(18"){6" Aura}	Hex	Permanent
<p>The target gains Magic Resistance (3) that is also applied to friendly spells.</p>			

Divination			
A	Guiding Light		
	12"	Augment	Last one Turn
<p>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.</p>			

WIZARD KING SPELL  
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