

Divination	
1	Know Thy Enemy
<7+> {12+}	<18"> {6"Aura} Augment 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, Instant Damage
<p>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).</p>	

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

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

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



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES