

## Divination

1 Know Thy Enemy

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<7+> {12+}

- Augment
- Range <18"> {6"Aura}

One Turn

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The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.

## Divination

2 Fate's Judgement

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<5+> {9+}

- Hex
- Missile
- Damage
- Range 18"

Instant

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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).

## Divination

3 Scrying

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<7+> {12+} • Augment One Turn  
• Range <18"> {6"Aura}

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The target gains Distracting and Hard Target.

## Divination

4 The Stars Align

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<8+> {12+} • Augment One Turn  
• Range <18"> {6"Aura}

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The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks.

## Divination

5 Unerring Strike

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<7+> {10+} • Hex Instant  
• Missile  
• Damage  
• Range 18"

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The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, **Divine Attacks and Magical Attacks**.

# Divination

6 Portent of Doom

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8+ 

- Hex
- Range 24"

 Permanent

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When calculating Combat Score, a side with units containing at least one model affected by the spell suffers  $-X$  to its Combat Score (for each affected unit and instance of the spell), where  $X$  is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models.

A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.

# Divination

A Guiding Light

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- Augment
- Range 12"

 One Turn

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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.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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