



Divination

1

Know Thy Enemy

<7+> {12+}

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

One Turn

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



Divination

2

Fate's Judgement

<5+> {9+}

- Hex
- Missile
- Damage
- Range 18"

Instant

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

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

The target gains Distracting and Hard Target.



Divination

4

The Stars Align

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

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



Divination

5

Unerring Strike

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

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



Divination

6

Mirror of the Veil

(7+){10+}

- Hex
- Range (18"){6" Aura}

Permanent

The target gains Magic Resistance (3) that is also applied to friendly spells.



Divination

A

Guiding Light

- Augment
- Range 12"

One Turn

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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