


Divination

A Guiding Light

12" Augment Last 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.




Divination

1 Know Thy Enemy

<7+> {12+} <18"> {6"Aura} Last one Turn
Augment

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




Divination

2 Fate's Judgement

18" Hex, Missile, Instant
<5+> {9+} Damage

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+} <18"> {6"Aura} Last one Turn
Augment

The target gains Distracting and Hard Target.



Divination

4 The Stars Align

<8+> {12+} <18"> {6"Aura} Last one Turn
Augment

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



Divination

5 Unerring Strike

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

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+} (18"){6" Aura} Permanent
Hex

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

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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