

Divination

1 Know Thy Enemy

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

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

Divination

2 Fate's Judgement

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

The target gains Distracting and Hard Target.

Divination

4 The Stars Align

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

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

Divination

A Guiding Light

12" Last one
Augment 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

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