

Divination	
1	Know Thy Enemy
<7+> {12+}	Augment Range <18"> One Turn {6"Aura}
The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.	

Divination	
2	Fate's Judgement
<5+> {9+}	Hex Missile Damage Instant Range 18"
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 Range <18"> One Turn {6"Aura}
The target gains Distracting and Hard Target.	

Divination	
4	The Stars Align
<8+> {12+}	Augment Range <18"> One Turn {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 Missile Damage Instant Range 18"
The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, <b>Divine Attacks and Magical Attacks</b>	

Divination	
6	Portent of Doom
8+	Hex Range 24" Permanent
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
	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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