

## Divination


1 Know Thy Enemy

Augment  
One Turn

<7+> {12+}      Range <18"> {6"Aura}

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



## Divination


2 Fate's Judgement

Hex  
Missile  
Damage  
Instant  
Range 18"

<5+> {9+}

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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 Srying

Augment  
One Turn

<7+> {12+}      Range <18"> {6"Aura}

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The target gains Distracting and Hard Target.



## Divination


4 The Stars Align

Augment  
One Turn

<8+> {12+}      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

Hex  
Missile  
Damage  
Instant  
Range 18"

<7+> {10+}

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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 Mirror of the Veil

Hex  
Permanent

{7+}{10+}      Range {18"}{6" Aura}

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



## Divination

A Guiding Light

Augment  
One Turn

Range 12"

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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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