



## Divination

1

Foresight

---

7+

- Augment
- Replicable
- Range 18"

One Turn

---

The target gains +Y Def and +X Off, where “X” and “Y” depend on the Game Turn number when the spell was cast.

- Game Turn 1-2: +0 Def and +4 Off
- Game Turn 3-4: +2 Def and +2 Off
- Game Turn 5-6: +4 Def and +0 Off

No model or unit can be affected by more than one instance of this spell simultaneously.



## Divination

2

Fate's Judgement

---

6+

- Hex
- Missile
- Damage
- Range 24"

Instant

---

The target suffers D6+X hits, where “X” is the Game Turn number when the spell was cast. These hits are set to wound on 4+ and are resolved with AP 0 and Magical Attacks.



## Divination

3 The Stars Align

---

10+ 

- Augment
- Range 18"

 One Turn

---

Target unit must reroll failed to-hit rolls.



## Divination

4 Chance of Redemption

---

9+ 

- Augment
- Range 18"

 One Turn

---

The target may immediately perform a 5" Magical Move.

In addition, it gains Divine Attacks (Melee).



## Divination

5 Inescapable Doom

---

11+

- Hex
- Missile
- Damage
- Range 24"

Permanent

---

Immediately when the spell is cast, and at the start of each of the caster's subsequent Magic Phases, the target suffers 1 hit that wounds automatically with AP 10 and Magical Attacks.

No model or unit can be affected by more than one instance of this spell simultaneously.



## Divination

6

Augury of Dispair

---

11+

- Hex
- Range 36"

One Turn

---

The target suffers -3 Off, -3 Agi (to a minimum of 1), and treats all Terrain Features as Dangerous Terrain, including Open Terrain.

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