



Divination

1

Foresight

7+

- Augment
- Replicable
- Portée 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
- Portée 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
- Portée 18"

 One Turn

Target unit must reroll failed to-hit rolls.



Divination

4 Chance of Redemption

9+

- Augment
- Portée 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
- Portée 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
- Portée 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

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