



## Divinazione

1

Foresight

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7+

- Augment
- Replicable
- Gamma 18"

One Turn

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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.



## Divinazione

2

Fate's Judgement

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6+

- Hex
- Missile
- Damage
- Gamma 24"

Instant

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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.



## Divinazione

3 The Stars Align

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10+      • Augment      One Turn  
          • Gamma 18"

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Target unit must reroll failed to-hit rolls.



## Divinazione

4 Chance of Redemption

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9+              • Augment              One Turn  
                  • Gamma 18"

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The target may immediately perform a 5" Magical Move.

In addition, it gains Divine Attacks (Melee).



## Divinazione

5 Inescapable Doom

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11+

- Hex
- Missile
- Damage
- Gamma 24"

Permanent

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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.



## Divinazione

6

Augury of Dispair

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11+

- Hex
- Gamma 36"

One Turn

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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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