




	divination
1	Foresight
7	Augment Replicable Range 18" One Turn
<p>The target gains +Y+2 Def and +X+2 Off, where [enquote](X) and [enquote](Y) depend on the Game Turn number when the spell was cast.</p> <p>No model can be affected by more than one instance of this spell simultaneously.</p>	

	divination
2	Chance of Redemption
9	Augment Range 18" One Turn
<p>The target gains Divine Attacks.</p> <p>In addition it may immediately perform a 5" Magical Move.</p>	

	divination
3	The Stars Align
9	Augment Range 18" One Turn
<p>The target's Melee Attacks must reroll failed to-hit rolls.</p>	

	divination
4	Fate's Judgement
7	Hex Missile Damage Range 24" One Turn
<p>The target suffers 2D3+1 hits with AP 1 and Magical Attacks. These hits are set to wound on 4+ and are resolved with AP 0 and Magical Attacks 6+ and gain a +1 to wound for each friendly turn before the current one. <i>E.g. in the fourth Magic Phase it wounds on 3+.</i></p>	

	divination
5	Augury of Despair
9	Hex Range 24" One Turn
<p>The target suffers -1 Off and -1 Agi (to a minimum of 1) -3 Off, -3 Agi, and treats all Terrain Features as Dangerous Terrain, including Open Terrain.</p>	

	divination
6	Inescapable Doom
11	Hex Missile Damage Range 24" One Turn
<p>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.</p> <p>No model can be affected by more than one instance of this spell simultaneously.</p>	

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