



## Adivinación

1 Foresight

7+ Augment  
Replicable One Turn  
Alcance 18"

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.



## Adivinación

2 Fate's Judgement

6+ Hex  
Missile Instant  
Damage  
Alcance 24"

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.



## Adivinación

3 The Stars Align

10+ Augment  
Alcance 18" One Turn

Target unit must reroll failed to-hit rolls.



## Adivinación

4 Chance of Redemption

9+ Augment  
Alcance 18" One Turn

The target may immediately perform a 5" Magical Move.  
In addition, it gains Divine Attacks (Melee).



## Adivinación

5 Inescapable Doom

11+ Hex  
Missile Permanent  
Damage  
Alcance 24"

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.



## Adivinación

6 Augury of Dispair

11+ Hex  
Alcance 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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