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|---|-------------------------------------|----------|--|
|    | <b>Divination</b>                   |          |  |
| 1   | Foresight                           |          |  |
| 7+  | Augment<br>Replicable<br>Portée 18" | One Turn |  |
| <p>The target gains +Y Def and +X Off, where "X" and "Y" depend on the Game Turn number when the spell was cast.</p> <ul style="list-style-type: none"> <li>• Game Turn 1-2: +0 Def and +4 Off</li> <li>• Game Turn 3-4: +2 Def and +2 Off</li> <li>• Game Turn 5-6: +4 Def and +0 Off</li> </ul> <p>No model or unit can be affected by more than one instance of this spell simultaneously.</p> |                                     |          |  |

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|---|--|---------|--|
|    | <b>Divination</b>                      |         |  |
| 2   | Fate's Judgement                       |         |  |
| 6+  | Hex<br>Missile<br>Damage<br>Portée 24" | Instant |  |
| <p>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.</p> |  |         |  |

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|  | <b>Divination</b>     |          |  |
| 3   | The Stars Align       |          |  |
| 10+   | Augment<br>Portée 18" | One Turn |  |
| <p>Target unit must reroll failed to-hit rolls.</p>                                 |                       |          |  |

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|                             | <b>Divination</b>     |          |  |
| 4  | Chance of Redemption  |          |  |
| 9+   | Augment<br>Portée 18" | One Turn |  |
| <p>The target may immediately perform a 5" Magical Move.<br/>In addition, it gains Divine Attacks (Melee).</p> |                       |          |  |

|   |  |           |  |
|---|--|-----------|--|
|    | <b>Divination</b>                      |           |  |
| 5   | Inescapable Doom                       |           |  |
| 11+   | Hex<br>Missile<br>Damage<br>Portée 24" | Permanent |  |
| <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 or unit can be affected by more than one instance of this spell simultaneously.</p> |  |           |  |

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|    | <b>Divination</b> |          |  |
| 6   | Augury of Dispair |          |  |
| 11+   | Hex<br>Portée 36" | One Turn |  |
| <p>The target suffers -3 Off, -3 Agi (to a minimum of 1), and treats all Terrain Features as Dangerous Terrain, including Open Terrain.</p> |                   |          |  |

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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