



1. *Apprentice Spell*

### Foresight

CV	Type	Duration
8	Augment Replicable Range 18	Permanent

*Effect*

The target gains +1~Def and +1~Off.



2. *Adept Spell*

### Immortal's Bane

CV	Type	Duration
5	Augment Range 18	One Turn

*Effect*

The target gains Divine Attacks, Magic Resistance (3).



3. *Adept Spell*

### The Stars Align

CV	Type	Duration
9	Augment Range 18	One Turn

*Effect*

The target gains Hatred.



4. *Adept Spell*

### Fate's Judgement

CV	Type	Duration
8	Hex Missile Damage Range 24	Instant

*Effect*

The target suffers a number of hits equal to the number of Magic Dice on this turn's Flux Card. Those hits are resolved with Str~4, AP~2, and Magical Attacks.



5. *Master Spell*

### Augury of Triumph

CV	Type	Duration
10	Augment Range 18	One Turn

*Effect*

The target's side gains a bonus to its Static Combat Score equal to the Game Turn number.



6. *Master Spell*

### Inescapable Doom

CV	Type	Duration
11	Hex Missile Damage Range 24	Permanent*

*Effect*

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

Mark a Health Pool in the target unit, which has to be Rank-and-File if possible. Place one “Doom” Token on the marked Health Pool, and one at the start of each friendly Magic Phase. At the end of any friendly Magic Phase, if the target is Unengaged, the Caster may end the spell. If so, remove all corresponding Doom Tokens: for each removed token, the marked Health Pool suffers 3~hits with Str~6, AP~2, and Magical Attacks.  
%