

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 Round number.



6. Master Spell

Inescapable Doom

CV	*Type*	*Duration*
11	Hex Missile Damage Range 24	Permanent note

Effect

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.%

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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