



## Occultism

1 The Devouring Dark

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7+

- Hex
- Damage
- Replicable
- Range 18"

One Turn

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The target suffers a hit with Area Attack (2×2), Str 5, AP 2, and Magical Attacks.



## Occultism

2 Hand of Glory

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8+

- Augment
- Range 12"

One Turn

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The target gains Aegis (6+) and Aegis (+1, max. 3+).

The Sacrifice may be performed for this spell.



## Occultism

3 Blood Curse

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9+

- Hex
- Range 18"

One Turn

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The target suffers -1 Str and -1 AP.

The Sacrifice may be performed for this spell.



## Occultism

4

Pentagram of Pain

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9+

- Universal
- Aura
- Range 12"

Instant

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The target suffers 3 hits, with Str 5, AP 2, and Magical Attacks. If one or more unsaved wounds are caused with this spell, the Caster of the spell Recovers 1 HP.

The Sacrifice may be performed for this spell.



## Occultism

5

The Grave Calls

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11+

- Hex
- Damage
- Range 12"

Instant

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The target suffers 8 hits, with Str 5, AP 2, and Magical Attacks.

The Sacrifice may be performed for this spell.



## Occultism

6

Umbral Majesty

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11+

- Augment
- Caster

One Turn

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The target gains Dying Blow, and a single model part in the target gains Grind Attack (4 hits, Str 5, AP 2, Magical Attacks).

Wherever possible, enemy models must allocate their Melee Attacks towards a Health Pool that is not the target.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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