



1. Apprentice Spell

## The Devouring Dark

CV	Type	Duration
7+	Hex Damage Replicable Range 18"	One Turn

*Effect*

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



2. Adept Spell

## Hand of Glory

CV	Type	Duration
8+	Augment Range 12"	One Turn

*Effect*

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

The Sacrifice may be performed for this spell.



3. Adept Spell

## Blood Curse

CV	Type	Duration
9+	Hex Range 18"	One Turn

*Effect*

The target suffers -1 Str and -1 AP.

The Sacrifice may be performed for this spell.



4. Adept Spell

## Pentagram of Pain

CV	Type	Duration
9+	Universal Aura Range 12"	Instant

*Effect*

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.



5. Master Spell

## The Grave Calls

CV	Type	Duration
11+	Hex Damage Range 12"	Instant

*Effect*

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

The Sacrifice may be performed for this spell.



6. Master Spell

## Umbral Majesty

CV	Type	Duration
11+	Augment Caster Range	One Turn

*Effect*

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.



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL