



Occultisme

1 The Devouring Dark

7+

- Hex
- Damage
- Replicable
- Portée 18"

One Turn

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



Occultisme

2 Hand of Glory

8+

- Augment
- Portée 12"

One Turn

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

The Sacrifice may be performed for this spell.



Occultisme

3 Blood Curse

9+

- Hex
- Portée 18"

One Turn

The target suffers -1 Str and -1 AP.

The Sacrifice may be performed for this spell.



Occultisme

4

Pentagram of Pain

9+

- Universal
- Aura
- Portée 12"

Instant

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.



Occultisme

5

The Grave Calls

11+

- Hex
- Damage
- Portée 12"

Instant

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

The Sacrifice may be performed for this spell.



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6

Umbral Majesty

11+

- Augment
- Caster

One Turn

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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