1. Apprentice Spell

The Devouring Dark

CV	*Type*	*Duration*
8	Hex Replicable Range 18	Instant

Effect

The target suffers one hit with Area Attack (32), Str~5, AP~2, and Magical Attacks.

2. Adept Spell

Blood Curse

CV	*Type*	*Duration*
6	Hex Range 24	Permanent

Effect

The target suffers –1~Def and –1~Off.

3. Adept Spell

Hand of Glory

CV	*Type*	*Duration*
8	Augment Range 18	One Turn

Effect

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

4. Adept Spell

Pentagram of Pain

CV	*Type*	*Duration*
8	Universal Range 12	Instant

Effect

The target suffers 3~hits with Str~5, AP~2, and Magical Attacks.
If this spell causes at least one HP loss, the Caster of the spell Recovers 1~HP.

5. Master Spell

Umbral Majesty

CV	*Type*	*Duration*
10	Augment Range 18	One Turn

Effect

In each Round of Combat, one model in the target unit gains a “Majesty” model part, with Duration: Round of Combat. Select the affected model immediately before the “Majesty” model part allocates its attacks. The “Majesty” model part has the following Offensive Profile: Majesty{6}{9}{5}{2}{8}{}{}{}.

6. 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 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