

1. Apprentice Spell

The Devouring Dark

CV	*Type*	*Duration*
7+	Malédiction Dégât Rép. Range 18"	Un tour

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+	Amélioration Range 12"	Un tour

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+	Malédiction Range 18"	Un tour

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+	Universel Aura Range 12"	Immédiat

Effect

The target suffers 3 hits, with Str 5, AP 2, and Magical Attacks. If one ore 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+	Malédiction Dégât Range 12"	Immédiat

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+	Amélioration Caster Range	Un tour

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