

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 12"	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 Range 12"	Un tour

**The Caster's unit is not targeted.*

Effect

The target suffers 3 hits with Str 5, AP 2, and **Magical Attacks**.

If one or more unsaved wounds are caused by this spell, the Caster of the spell **Recovers** 1 HP.

The Sacrifice may be performed for this spell.



5. Master Spell

Umbral Majesty

CV	*Type*	*Duration*
[color=#0000ff]10[/color]	Amélioration Range 12"	Un tour

Effect

span style="color: #0000ff;">Choose a single model part in the target unit when casting the spell. This model part gains **(Grind Attack (6 hit(s), Str 5, AP 2))**/span>.

span style="color: #0000ff;">The Sacrifice may be performed for this spell./span>



6. Master Spell

The Grave Calls

CV	*Type*	*Duration*
11	Malédiction Dégât Range 12"	Un tour

Effect

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

The Sacrifice may be performed for this spell.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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