




 Occultism		
1	The Devouring Dark	
7+	Hex Damage Replicable Range 18"	One Turn
The target suffers a hit with Area Attack (2x2), Str 5, AP 2, and Magical Attacks.		

 Occultism		
2	Hand of Glory	
8+	Augment Range 12"	One Turn
The target gains Aegis (6+) and Aegis (+1, max. 3+).		
The Sacrifice may be performed for this spell.		

 Occultism		
3	Blood Curse	
9+	Hex Range 18"	One Turn
The target suffers -1 Str and -1 AP.		
The Sacrifice may be performed for this spell.		

 Occultism		
4	Pentagram of Pain	
9+	Universal Aura Range 12"	Instant
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.		

 Occultism		
5	The Grave Calls	
11+	Hex Damage Range 12"	Instant
The target suffers 8 hits, with Str 5, AP 2, and Magical Attacks.		
The Sacrifice may be performed for this spell.		

 Occultism		
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

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES