

1. Apprentice Spell

The Devouring Dark

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

Effect

The target suffers D6 hits with Str~5, AP~2, and Magical Attacks ; the number of hits is Maximised.



2. Adept Spell

Blood Curse

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

Effect

The target suffers –1~Def and –1~Off. Moreover, the Caster's model gains +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+). Moreover, the unit containing the Health Pool on which The Sacrifice was performed gains 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 on an enemy unit, the Caster recovers 1~HP.



5. Master Spell

Umbral Majesty

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

Effect

The targeted Health Pool gains an Incarnation: Majesty. Majesty{6}{9}{5}{2}{8}{}{}{} At the beginning of every friendly Magic Phase, the Caster may perform The Sacrifice on a unit affected by this spell: if so, extend the spell's Duration by One Turn. Only one instance of this spell can have its Duration extended in this way during a given friendly Magic Phase.



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