

1. Apprentice Spell

The Devouring Dark

CV	*Type*	*Duration*
8	Hex Replicable Range 12	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 18	Permanent

Effect

The target suffers –1~Def and –1~Off.



3. Adept Spell

Hand of Glory

CV	*Type*	*Duration*
8	Augment Range 12	One Turn

Effect

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



4. Adept Spell

Pentagram of Pain

CV	*Type*	*Duration*
9	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 12	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

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