1. Apprentice Spell

The Devouring Dark

CV	*Type*	*Duration*
7+	Hex Damage Replicable Range 18"	One Turn

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+	Augment Range 12"	One Turn

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+	Hex Range 18"	One Turn

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+	Universal Aura Range 12"	Instant

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+	Hex Damage Range 12"	Instant

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+	Augment Caster Range	One Turn

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
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