



1. *Apprentice Spell*

The Devouring Dark

CV	Type	Duration
8	Hex Replicable	Instant Range 12

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	Permanent Range 18

Effect

The target suffers -1~Def and -1~Off.



3. *Adept Spell*

Hand of Glory

CV	Type	Duration
8	Augment	One Turn Range 12

Effect

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



4. *Adept Spell*

Pentagram of Pain

CV	Type	Duration
9	Universal	Instant Range 12

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	One Turn Range 12

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}{8}{0}{0}.



6. *Master Spell*

The Grave Calls

CV	Type	Duration
11	Hex Damage	Instant Range 12

Effect

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

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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