*1. Apprentice Spell*

## The Devouring Dark

| *CV* | *Type* | *Duration* |
|---|---|---|
| 8 | Hex<br>Replicable<br>Range 18 | 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<br>Range 24 | Permanent |

*Effect*

The target suffers –1~Def and –1~Off.

*3. Adept Spell*

## Hand of Glory

| *CV* | *Type* | *Duration* |
|---|---|---|
| 8 | Augment<br>Range 18 | One Turn |

*Effect*

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

*4. Adept Spell*

## Pentagram of Pain

| *CV* | *Type* | *Duration* |
|---|---|---|
| 8 | Universal<br>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<br>Range 18 | 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<br>Damage<br>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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