



1. *Apprentice Spell*

The Devouring Dark

CV	Type	Duration
7+	Malédiction Dégât Réplicable Range 18"	Un tour

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+	Amélioration Range 12"	Un tour

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+	Malédiction Range 18"	Un tour

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+	Universel Aura Range 12"	Immédiat

Effect

The target suffers 3 hits, with Str 5, AP 2, and Magical Attacks. If one or 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+	Malédiction Dégât Range 12"	Immédiat

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+	Amélioration Caster Range	Un tour

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
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