



1. *Apprentice Spell*

The Devouring Dark

CV	Type	Duration
7+	Maledizione Danni Replicabile Range 18"	Un Turno

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+	Benedizione Range 12"	Un Turno

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+	Maledizione Range 18"	Un Turno

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+	Universale Aura Range 12"	Istantaneo

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+	Maledizione Danni Range 12"	Istantaneo

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+	Benedizione Caster Range	Un Turno

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



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