



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 (2x2)**, 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 12"	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 Range 12"	One Turn

**The Caster's unit is not targeted.*

Effect

The target suffers 3 hits with Str 5, AP 2, and **Magical Attacks**.

If one or more unsaved wounds are caused by this spell, the Caster of the spell **Recovers 1 HP**.

The Sacrifice may be performed for this spell.



5. *Master Spell*

Umbral Majesty

CV	Type	Duration
[color=#0000ff]10[/color]	Augment Range 12"	One Turn

Effect

Choose a single model part in the target unit when casting the spell. This model part gains **(Grind Attack (6 hit(s), Str 5, AP 2))**.

The Sacrifice may be performed for this spell.



6. *Master Spell*

The Grave Calls

CV	Type	Duration
11	Hex Damage Range 12"	One Turn

Effect

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

The Sacrifice may be performed for this spell.

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THE IX AGE
FANTASY BATTLES

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