



1. Apprentice Spell

### Gespentische Klingen

CV	Type	Duration
[color=#ff0000]5+[/color]	Augment Range 18"	One Turn

Effect

The target must reroll failed to-wound rolls with its Melee Attacks and gains Lethal Strike.



2. Adept Spell

### Unwirkliche Stimmen

CV	Type	Duration
8+	Hex Range 24"	One Turn

Effect

The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.



3. Adept Spell

### Alterung

CV	Type	Duration
[color=#ff0000]7+[/color]	Hex Damage Direct Range [color=#ff0000]24"[/color]	Instant

Effect



4. Adept Spell

### Beistand der Ahnen

CV	Type	Duration
[color=#ff0000]6+[/color]	Augment Range [color=#0000ff]7"[/color]	One Turn

Effect

The target must reroll failed to-hit rolls with its Close Combat Attacks.



5. Master Spell

### Berührung des Todes

CV	Type	Duration
[color=#ff0000]7+[/color]	Hex Missile Damage Focused Direct Range [color=#ff0000]24"[/color]	Instant



6. Master Spell

### Totentanz

CV	Type	Duration
[color=#ff0000]5+[/color]	Augment Range [color=#ff0000]12"[/color]	Instant

Effect

The target may perform a Magical Move and gains Ghost Step during this move.



### Seelenbeschwörung

CV	Type	Duration
	Range	Instant

Effect

If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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Choose 1 up to 3 different models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.

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*Effect*

The target suffers D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.