

Beschwörung		
1	Gespenstische Klängen	
5+ [9+]	Augment Angebot 18"	One Turn
<p>The target must reroll failed to-wound rolls with its Melee Attacks [and gains Lethal Strike].</p>		

Beschwörung		
2	Unwirkliche Stimmen	
8+	Hex Angebot 24"	One Turn
<p>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.</p>		

Beschwörung		
3	Alterung	
7+ [10+]	Hex Damage Direct Angebot 24" [18"]	Instant
<p>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.</p>		

Beschwörung		
4	Beistand der Ahnen	
6+ [7+]	Augment Angebot 12" [18"]	One Turn
<p>The target must reroll failed to-hit rolls with its Close Combat Attacks.</p>		

Beschwörung		
5	Berührung des Todes	
<7+> [9+]	Hex Missile Damage Focused Direct Angebot <24"> [18"]	Instant
<p>The target suffers 1D3 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.</p>		

Beschwörung		
6	Totentanz	
6+ {9+}	Augment Angebot 18" [9"Aura]	Instant
<p>The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.</p>		

Beschwörung		
EIN	Seelenbeschwörung	
	Instant	
<p>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.</p>		

WIZARD KING SPELL
CROWN OF THE



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FANTASY BATTLES

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