



1. Apprentice Spell

### Spectral Blades

| CV                        | Type                 | Duration |
|---------------------------|----------------------|----------|
| [color=#ff0000]5+[/color] | Augment<br>Range 18" | One Turn |

*Effect*

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



2. Adept Spell

### Whispers of the Veil

| CV | Type             | Duration |
|----|------------------|----------|
| 8+ | Hex<br>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

### Hasten the Hour

| CV                        | Type   | Duration |
|---------------------------|--|----------|
| [color=#ff0000]7+[/color] | Hex<br>Damage<br>Direct<br>Range<br>[color=#ff0000]24"[/color] | Instant  |

*Effect*



4. Adept Spell

### Ancestral Aid

| CV                        | Type   | Duration |
|---------------------------|--|----------|
| [color=#ff0000]6+[/color] | Augment<br>Range<br>[color=#ff0000]12"[/color] | One Turn |

*Effect*

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



5. Master Spell

### Touch of the Reaper

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

*Effect*



6. Master Spell

### Danse Macabre

| CV                        | Type   | Duration |
|---------------------------|--|----------|
| [color=#ff0000]6+[/color] | Augment<br>Range<br>[color=#ff0000]18"[/color] | Instant  |

*Effect*

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



### Evocation of Souls

| 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.

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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.

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.