



### 1. Apprentice Spell

## Apoyo Ancestral

CV	Type	Duration
[color=#ff0000]6+[/color]	Augment Range	One Turn
[color=#0000ff][7+]/[color]	[color=#ff0000]12"[/color]	n
	[color=#0000ff][18"[/color]	

### Effect

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



### 2. Adept Spell

## Susurros del Velo

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

## Apresurar el Final

CV	Type	Duration
[color=#ff0000]7+[/color]	Hex Damage	Instant
[color=#0000ff][10+]/[color]	Direct Range	
	[color=#ff0000]24"[/color]	
	[color=#0000ff][18"[/color]	

### Effect



### 4. Adept Spell

## Hojas Espectrales

CV	Type	Duration
[color=#ff0000]5+[/color]	Augment Range 18"	One Turn
[color=#0000ff][9+]/[color]		

### Effect

The target must reroll failed to-wound rolls with its Melee Attacks span style="color:#0000ff;">[and gains Lethal Strike]/span>.



### 5. Master Spell

## Toque de la Muerte

CV	Type	Duration
[color=#ff0000]7+>[/color]	Hex Missile Damage	Instant
[color=#0000ff][9+]/[color]	Focused Direct Range	
	[color=#ff0000]24">[/color]	
	[color=#0000ff][18"[/color]	

### Effect



### 6. Master Spell

## Danza Macabra

CV	Type	Duration
[color=#ff0000]6+[/color]	Augment Range	Instant
[color=#0000ff][9+]/[color]	[color=#ff0000]18"[/color]	
	[color=#0000ff][9" Aura[/color]	

### Effect

The target may perform a span style="color:#ff0000;">12"/span> span style="color:#0000ff;">[6"/span> Magical Move and gains Ghost Step during this move.



## Evocación de Almas

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.

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.