1. Apprentice Spell

Whispers of the Veil

CV	*Type*	*Duration*
7+	Malédiction Rép. Range 18"	Un tour

Effect

The target suffers –1 Res.

No model or unit can be affected by more than one instance of this spell simultaneously.

2. Adept Spell

Touch of the Reaper

CV	*Type*	*Duration*
7+	Malédiction Dégât Range 24"	Immédiat

Effect

The target suffers D3+1 hits with Str 9, AP 10, and Magical Attacks.

When rolling to wound with this attack, substitute the target's Res with its Cou.

3. Adept Spell

Danse Macabre

CV	*Type*	*Duration*
9+	Amélioration Aura Range 8"	Un tour

Effect

The target may immediately perform a 4 Magical Move.

In addition, it gains Dying Blow and Ghost Step.

4. Adept Spell

Chorus of the Damned

CV	*Type*	*Duration*
10+	Amélioration Range 18"	Un tour

Effect

The target gains Distracting (1) and Horror.

5. Master Spell

Spectral Blades

CV	*Type*	*Duration*
11+	Amélioration Range 18"	Un tour

Effect

Standard Melee Attacks from Rank-andFile models in the target have their Str always set to 4, AP always set to 4, and gain Magical Attacks.

6. Master Spell

Soul Blight

CV	*Type*	*Duration*
11+	Malédiction Projectile Dégât Range 24"	Immédiat

Effect

The target takes a Courage Test:
• If passed it suffers D6 hits.
• If failed it suffers 2D6 hits.
Hits are with Str 9, AP 10, and Magical Attacks.
When rolling to wound with this attack, substitute the target's Res with its Cou.

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FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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