

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 can be affected by more than one instance of this spell simultaneously.



2. Adept Spell

Danse Macabre

CV	*Type*	*Duration*
9	Amélioration Range 18"	Un tour

Effect

The target gains Dying Blow, Ghost Step. In addition, it may immediately perform a del>4 /del>span style="color: #0000ff;"> 5/span> Magical Move.



3. Adept Spell

Chorus of the Damned

CV	*Type*	*Duration*
[color=#0000ff] 9[/color]	Amélioration Range 18"	Un tour

Effect

The target gains Distracting (1), Horror.



4. Adept Spell

Touch of the Reaper

CV	*Type*	*Duration*
7	Malédiction Projectile Dégât Range 24"	Un tour

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 Cou for its Res.



5. Master Spell

Spectral Blades

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

Effect

Standard Melee Attacks from Rank-and-File models in the target span style="color: #0000ff;">have their Str **always set** to at least 4, their AP **always set** to at least 4/span>, and gain **Magical Attacks**.



6. Master Spell

Soul Blight

CV	*Type*	*Duration*
11	Malédiction Projectile Dégât Range 24"	Un tour

Effect

del>The target takes a Courage Test:
ul>li>If passed it suffers D6 hits./li>li>If failed it suffers 2D6 hits./li>/ul>/del>
span style="color: #0000ff;">The target suffer 2D3+1/span> hits with Str 9, AP 10, and **Magical Attacks**.

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

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FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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