



### 1. Apprentice Spell

## Whispers of the Veil

| CV | Type                                   | Duration |
|----|----------------------------------------|----------|
| 7  | Malédiction<br>Réplicable<br>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<br>Range 18" | Un tour  |

### Effect

The target gains Dying Blow, Ghost Step. In addition, it may immediately perform a ~~del~~  
Magical Move.



### 3. Adept Spell

## Chorus of the Damned

| CV                       | Type                      | Duration |
|--------------------------|---------------------------|----------|
| [color=#0000ff]9[/color] | Amélioration<br>Range 18" | Un tour  |

### Effect

The target gains Distracting (1), Horror.



### 4. Adept Spell

## Touch of the Reaper

| CV | Type                                            | Duration |
|----|-------------------------------------------------|----------|
| 7  | Malédiction<br>Projectile<br>Dégât<br>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<br>Range 18" | Un tour  |

### Effect

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



### 6. Master Spell

## Soul Blight

| CV | Type                                            | Duration |
|----|-------------------------------------------------|----------|
| 11 | Malédiction<br>Projectile<br>Dégât<br>Range 24" | Un tour  |

### Effect

~~The target takes a Courage Test:  
If passed it suffers D6 hits.  
If failed it suffers 2D6 hits.~~  
The target suffer 2D3+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.



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



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