

1. Apprentice Spell

Whispers of the Veil

CV	*Type*	*Duration*
8	Hex Replicable Range 18	One Turn

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*
5	Augment Range 18	One Turn

Effect

The target gains Ghost Step. In addition, it may immediately perform a Magical Move~Mob) (4)}.



3. Adept Spell

Chorus of the Damned

CV	*Type*	*Duration*
8	Augment Range 18	One Turn

Effect

The target gains Dis\-trac\-ting.



4. Adept Spell

Touch of the Reaper

CV	*Type*	*Duration*
8	Hex Missile Damage Range 24	Instant

Effect

Select one or two models in the target unit. Each selected model suffers a single hit that wounds automatically, with AP~10 and Magical Attacks.



5. Master Spell

Spectral Blades

CV	*Type*	*Duration*
10	Augment Range 18	One Turn

Effect

The target gains Dying Blow, and its Standard Melee Attacks always have at least AP~4, and gain Magical Attacks.



6. Master Spell

Soul Blight

CV	*Type*	*Duration*
11	Hex Missile Damage Range 24	Instant

Effect

The target suffers #1D3 (2)+1~hits with Str~9, AP~10, Magical Attacks, Psychic Attacks.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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