



1. Apprentice Spell

Ancestral Aid

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

Whispers of the Veil

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

Hasten the Hour

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

Spectral Blades

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 and gains -1 Lethal Strike.



5. Master Spell

Touch of the Reaper

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

Danse Macabre

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 +12" Magical Move and gains +6" Ghost Step during this move.



Evocation of Souls

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.