

	Beschwörung		Beschwörung		Beschwörung		Beschwörung
1 Beistand der Ahnen		2 Unwirkliche Stimmen		3 Alterung		4 Gespenstische Klingen	
6+ [7+] Augment Angebot 12" [18"]	One Turn	8+ Hex Angebot 24"	One Turn	7+ [10+] Hex Damage Direct Angebot 24" [18"]	Instant	5+ [9+] Augment Angebot 18"	One Turn

The target must reroll failed to-hit rolls with its Close Combat Attacks.

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.

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 must reroll failed to-wound rolls with its Melee Attacks [and gains Lethal Strike].

	Beschwörung		Beschwörung		Beschwörung
5 Berührung des Todes		6 Totentanz		EIN Seelenbeschwörung	
<7+> {9+} Hex Missile Damage Focused Direct Angebot <24"> {18"}	Instant	6+ {9+} Augment Angebot 18" [9"Aura]	Instant	Instant	

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.

The target may perform a **12" [6"]** Magical Move and gains Ghost Step during this move.

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.

CROWN OF THE
WIZARD KING SPELL



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