

Evocation

1 Spectral Blades

5+ [9+]

- Augment
- Range 18"

One Turn

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

Evocation

2 Whispers of the Veil

8+

- Hex
- Range 24"

One Turn

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.

Evocation

3 Hasten the Hour

7+ [10+]

- Hex
- Damage
- Direct
- Range 24" [18"]

Instant

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.

Evocation

4

Ancestral Aid

6+ [7+]

- Augment
- Range 12" [18"]

One Turn

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

Evocation

5

Touch of the Reaper

7+ [9+]

- Hex
- Missile
- Damage
- Focused
- Direct
- Range (24") {18"}

Instant

The target suffers D3 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.

Evocation

6 Danse Macabre

5+ {9+}

- Augment
- Range 12" [9"Aura]

Instant

The target may perform a 8" [6"] Magical Move and gains Ghost Step during this move.

Evocation

A Evocation of Souls

Instant

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



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FANTASY BATTLES

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