
 **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.


 **Evocation**

4 Spectral Blades

18" Last one Turn

5+ [9+] Augment

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


 **Evocation**

2 Whispers of the Veil

24" Last one Turn

8+ Hex

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

24" [18"]

7+ [10+] Hex, Damage, Instant Direct

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**

1 Ancestral Aid

12" [18"] Last one Turn

6+ [7+] Augment

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


 **Evocation**

5 Touch of the Reaper

<24"> [18"] Instant

<7+> {9+} Hex, Missile, Damage, Focused, Direct

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.

 **Evocation**

6 Danse Macabre

18" [9"Aura] Instant

6+ {9+} Augment

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

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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