

Evocation		
1	Ancestral Aid	
6+ [7+]	12" [18"] Augment	Last one Turn
<p>The target must reroll failed to-hit rolls with its Close Combat Attacks.</p>		

Evocation		
2	Whispers of the Veil	
8+	24" Hex	Last one Turn
<p>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.</p>		

Evocation		
3	Hasten the Hour	
7+ [10+]	24" [18"] Hex, Damage, Direct	Instant
<p>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.</p>		

Evocation		
4	Spectral Blades	
5+ [9+]	18" Augment	Last one Turn
<p>The target must reroll failed to-wound rolls with its Melee Attacks and gains {Lethal Strike}.</p>		

Evocation		
5	Touch of the Reaper	
<7+> [9+]	<24"> [18"] Hex, Missile, Damage, Focused, Direct	Instant
<p>The target suffers 1D3 hits with Strength 10, Armour Penetration 10, and <b>Magical Attacks</b>. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.</p>		

Evocation		
6	Danse Macabre	
6+ [9+]	18" [9"Aura] Augment	Instant
<p>The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.</p>		

Evocation		
A	Evocation of Souls	
Instant		
<p>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.</p>		

WIZARD KING SPELL  
CROWN OF THE



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FANTASY BATTLES

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