



### 1. Apprentice Spell

## Spectral Blades

CV	Type	Duration
[color=#ff0000]5+[/color]	Augment Range 18"	One Turn

### Effect

The target must reroll failed to-wound rolls in Close Combat. span style="color: #0000ff;">[The target gains Lethal Strike]/span>



### 2. Adept Spell

## Danse Macabre

CV	Type	Duration
[color=#ff0000]6+[/color]	Augment Range	Instant
[color=#0000ff][11+]/[color]	[color=#ff0000]12"[ /color]	
	[color=#0000ff][12" Aura]/[color]	

### Effect

The target may perform an 8" Magical Move, and counts as having Ethereal during this move.



### 3. Adept Spell

## Ancestral Aid

CV	Type	Duration
[color=#ff0000]7+[/color]	Augment Range 12"	One Turn

### Effect

The target must reroll failed to-hit rolls with its Close Combat span style="color: #0000ff;">[and Shooting]/span> Attacks.



### 4. Adept Spell

## Touch of the Reaper

CV	Type	Duration
[color=#ff0000]7+[/color]	Hex Damage Focused	Instant
[color=#0000ff][10+]/[color]	Direct Range	
	[color=#ff0000]12"/[color]	
	[color=#0000ff][24"/[color]	

### Effect



### 5. Master Spell

## Whispers of the Veil

CV	Type	Duration
9+	Hex Range 24"	Remains in Play

### Effect

The target suffers -1 Leadership and -2 Weapon Skill, to a minimum of 1.



### 6. Master Spell

## Hasten the Hour

CV	Type	Duration
12+	Hex Damage Direct Range 18"	Instant

### Effect

Choose 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 Piercing (6).



## Evocation of Souls

CV	Type	Duration
[color=#ff0000]5+[/color]	Augment Range	One Turn
[color=#0000ff][8+]/[color]	[color=#ff0000]18"/[color]	
[color=#006000][11+]/[color]	[color=#0000ff][6"Aura]/[color]	
	[color=#006000][12"Aura]/[color]	

### Effect



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



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The target suffers D3 hits with Strength 10 and Armour Piercing (6). When rolling to wound with this attack, substitute the target's Toughness for its Leadership.

If the target has at least one model with an Evoked value: The target unit, or a single Character inside the target unit, Raises a number of Wounds as stated in its profile under Evoked. Characters and models with Towering Presence cannot Raise more than 2 Wounds from this spell in a single Magic Phase.

If the target has no models with an Evoked value: The target gains Fear, and all enemy units within 6" of the target suffer -1 Leadership. Measure this when using the Leadership value (not when the spell is cast). This modifier cannot be combined with other modifiers caused by Evocation of Souls, except from Fear.