



### 1. Apprentice Spell

## Ancestral Aid

CV	Type	Duration
[color=#ff0000]6+[/color] [color=#0000ff][7+][[/color]	Augment Range [color=#ff0000]12"[ /color] [color=#0000ff][18" ][[/color]	One Turn n

### Effect

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



### 2. Adept Spell

## Whispers of the Veil

CV	Type	Duration
8+	Hex Range 24"	One Turn

### Effect

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.



### 3. Adept Spell

## Hasten the Hour

CV	Type	Duration
[color=#ff0000]7+[/color] ] Damage Direct Range [color=#0000ff][10+][[/col or] [color=#ff0000]24"[/colo r] [color=#0000ff][18"[/col or]	Hex Damage Direct Range [color=#ff0000]24"[/colo r] [color=#0000ff][18"[/col or]	Instant

### Effect



### 4. Adept Spell

## Spectral Blades

CV	Type	Duration
[color=#ff0000]5+[/color] ] Augment Range 18" [color=#0000ff][9+][[/colo r]	Augment Range 18" [color=#0000ff][9+][[/colo r]	One Turn

### Effect

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



### 5. Master Spell

## Touch of the Reaper

CV	Type	Duration
[color=#ff0000]7+>[/color] r] Missile Damage [color=#0000ff][9+][[/colo r] Focused Direct Range [color=#ff0000]24">[/col or] [color=#0000ff][18"[/col or]	Hex Missile Damage Focused Direct Range [color=#ff0000]24">[/col or] [color=#0000ff][18"[/col or]	Instant



### 6. Master Spell

## Danse Macabre

CV	Type	Duration
[color=#ff0000]6+[/color] ] Augment Range [color=#0000ff][9+][[/colo r] [color=#ff0000]18"[/colo r] [color=#0000ff][9"Aura][[/col or]	Augment Range [color=#ff0000]18"[/colo r] [color=#0000ff][9"Aura][[/col or]	Instant

### Effect



## Evocation of Souls

CV	Type	Duration
	Range	Instant

### Effect

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



THE IX AGE  
FANTASY BATTLES

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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.

*Effect*

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.