



1. Apprentice Spell

Whispers of the Veil

CV	Type	Duration
7	Hex Replicable Range 18"	One Turn

Effect

The target suffers -1 Res.

No model can be affected by more than one instance of this spell simultaneously.



2. Adept Spell

Danse Macabre

CV	Type	Duration
9	Augment Range 18"	One Turn

Effect

The target gains Dying Blow, Ghost Step. In addition, it may immediately perform a ~~del~~4~~/del~~5 Magical Move.



3. Adept Spell

Chorus of the Damned

CV	Type	Duration
9 [color]	Augment Range 18"	One Turn

Effect

The target gains Distracting (1), Horror.



4. Adept Spell

Touch of the Reaper

CV	Type	Duration
7	Hex Missile Damage Range 24"	One Turn

Effect

The target suffers D3+1 hits with Str 9, AP 10, and **Magical Attacks**.

When rolling to wound with this attack, substitute the target's Cou for its Res.



5. Master Spell

Spectral Blades

CV	Type	Duration
11	Augment Range 18"	One Turn

Effect

Standard Melee Attacks from Rank-and-File models in the target span style="color: #0000ff;">have their Str **always set** to at least 4, their AP **always set** to at least 4span, and gain **Magical Attacks**.



6. Master Spell

Soul Blight

CV	Type	Duration
11	Hex Missile Damage Range 24"	One Turn

Effect



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



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del>The target takes a Courage Test:
ul>li>If passed it suffers D6 hits./li>li>If
failed it suffers 2D6 hits./li>/ul>/del>
span style="color: #0000ff;">The target
suffer 2D3+1/span> hits with Str 9, AP 10,
and **Magical Attacks**.

When rolling to wound with this attack,
substitute the target's Cou for its Res.