



1. Apprentice Spell

Lame spettrali

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

Effect

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



2. Adept Spell

Sussurri oltre il velo

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

Affrettare l'ora

CV	Type	Duration
[color=#ff0000]7+[/color]	Hex Damage Direct Range [color=#ff0000]10+[/color]	Instant

Effect



4. Adept Spell

Ancestral Aid

CV	Type	Duration
[color=#ff0000]6+[/color]	Augment Range [color=#ff0000]12"[/color]	One Turn

Effect

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



5. Master Spell

Tocco del mietitore

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



6. Master Spell

Danza macabra

CV	Type	Duration
[color=#ff0000]5+[/color]	Augment Range [color=#ff0000]12"[/color]	Instant

Effect



Evocazione delle anime

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 D3 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 8 6 Magical Move and gains Ghost Step during this move.