



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".



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"	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"	Instant



6. Master Spell

Danza macabra

CV	Type	Duration
[color=#ff0000]6+[/color]	Augment Range [color=#ff0000]18"	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.

CROWN OF THE
WIZARD KING SPELL



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.