


Evocation

1 Ancestral Aid

6+ [7+] 12" [18"] Last one
Augment Turn

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




Evocation

2 Whispers of the Veil

8+ 24" Last one
Hex Turn

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.




Evocation

3 Hasten the Hour

7+ [10+] 24" [18"] Instant
Hex, Damage, Direct

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.




Evocation

4 Spectral Blades

5+ [9+] 18" Last one
Augment Turn

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




Evocation

5 Touch of the Reaper

<7+> {9+} <24"> {18"} Instant
Hex, Missile, Damage, Focused, Direct

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.




Evocation

6 Danse Macabre

6+ {9+} 18" [9" Aura] Instant
Augment

The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.



Evocation

A Evocation of Souls

Instant

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.

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THE IX AGE
FANTASY BATTLES

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