

Evocation		
1	Ancestral Aid	
6+ [7+]	12" [18"] Augment	Last one Turn
<p>The target must reroll failed to-hit rolls with its Close Combat Attacks.</p>		

Evocation		
2	Whispers of the Veil	
8+	24" Hex	Last one Turn
<p>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.</p>		

Evocation		
3	Hasten the Hour	
7+ [10+]	24" [18"] Hex, Damage, Direct	Instant
<p>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.</p>		

Evocation		
4	Spectral Blades	
5+ [9+]	18" Augment	Last one Turn
<p>The target must reroll failed to-wound rolls with its Melee Attacks and gains {Lethal Strike}.</p>		

Evocation		
5	Touch of the Reaper	
<7+> [9+]	<24"> [18"] Hex, Missile, Damage, Focused, Direct	Instant
<p>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.</p>		

Evocation		
6	Danse Macabre	
6+ [9+]	18" [9"Aura] Augment	Instant
<p>The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.</p>		

Evocation		
A	Evocation of Souls	
Instant		
<p>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.</p>		

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES