

Evocation	
1	Ancestral Aid
6+ [7+]	Augment Range 12" [18"] One Turn
The target must reroll failed to-hit rolls with its Close Combat Attacks.	

Evocation	
2	Whispers of the Veil
8+	Hex Range 24" One 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+]	Hex Damage Direct Instant Range 24" [18"]
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+]	Augment Range 18" One 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+}	Hex Missile Damage Focused Direct Instant Range <24"> {18"}
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+}	Augment Range 18" [9" Aura] Instant
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.	

WIZARD KING SPELL
CROWN OF THE



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FANTASY BATTLES

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