



1. *Apprentice Spell*

### Whispers of the Veil

<i>CV</i>	<i>Type</i>	<i>Duration</i>
8	Hex Replicable Range 18	One Turn

*Effect*

The target suffers 1~Res.

No model can be affected by more than one instance of this spell simultaneously.



2. *Adept Spell*

### Danse Macabre

<i>CV</i>	<i>Type</i>	<i>Duration</i>
5	Augment Range 18	One Turn

*Effect*

The target gains Ghost Step. In addition, it may immediately perform a  $\text{Move } \{ \#1 \}$  (4).



3. *Adept Spell*

### Chorus of the Damned

<i>CV</i>	<i>Type</i>	<i>Duration</i>
8	Augment Range 18	One Turn

*Effect*

The target gains Dis-trac-ting (1).



4. *Adept Spell*

### Touch of the Reaper

<i>CV</i>	<i>Type</i>	<i>Duration</i>
8	Hex Missile Damage Range 24	Instant

*Effect*

Select one or two models in the target unit. Each selected model suffers a single hit that wounds automatically, with AP~10 and Magical Attacks.



5. *Master Spell*

### Spectral Blades

<i>CV</i>	<i>Type</i>	<i>Duration</i>
10	Augment Range 18	One Turn

*Effect*

The target gains Dying Blow, and its Standard Melee Attacks always have at least AP~4, and gain Magical Attacks.



6. *Master Spell*

### Soul Blight

<i>CV</i>	<i>Type</i>	<i>Duration</i>
11	Hex Missile Damage Range 24	Instant

*Effect*

The target suffer  $\#1D3 (2)+1$ ~hits with Str~9, AP~10, Magical Attacks, Psychic Attacks.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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