

*1. Apprentice Spell*

## Whispers of the Veil

| *CV* | *Type* | *Duration* |
|---|---|---|
| 8 | Hex<br>Replicable<br>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

| *CV* | *Type* | *Duration* |
|---|---|---|
| 5 | Augment<br>Range 18 | One Turn |

*Effect*

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



*3. Adept Spell*

## Chorus of the Damned

| *CV* | *Type* | *Duration* |
|---|---|---|
| 8 | Augment<br>Range 18 | One Turn |

*Effect*

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



*4. Adept Spell*

## Touch of the Reaper

| *CV* | *Type* | *Duration* |
|---|---|---|
| 8 | Hex<br>Missile<br>Damage<br>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

| *CV* | *Type* | *Duration* |
|---|---|---|
| 10 | Augment<br>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

| *CV* | *Type* | *Duration* |
|---|---|---|
| 11 | Hex<br>Missile<br>Damage<br>Range 24 | Instant |

*Effect*

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

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL