



1. *Apprentice Spell*

Whispers of the Veil

CV	Type	Duration
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

CV	Type	Duration
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

CV	Type	Duration
8	Augment Range 18	One Turn

Effect

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



4. *Adept Spell*

Touch of the Reaper

CV	Type	Duration
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

CV	Type	Duration
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

CV	Type	Duration
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

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