



1. Apprentice Spell

Apoyo Ancestral

CV	Type	Duration
[color=#ff0000]6+[/color]	Poten. Range	Un Turno
[color=#0000ff][7+]/[color]	[color=#ff0000]12" no	
	[color=#0000ff][18"]/[color]	

Effect

The target must reroll failed to-hit rolls with its Close Combat Attacks.



2. Adept Spell

Susurros del Velo

CV	Type	Duration
8+	Maldición	Un Turno
	Range 24"	

Effect

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.



3. Adept Spell

Apresurar el Final

CV	Type	Duration
[color=#ff0000]7+[/color]	Maldición	Inst.
[color=#0000ff][10+]/[color]	Dañ	
	Direct	
	Range	
	[color=#ff0000]24"[/color]	
	[color=#0000ff][18"]/[color]	

Effect



4. Adept Spell

Hojas Espectrales

CV	Type	Duration
[color=#ff0000]5+[/color]	Poten. Range 18"	Un Turno
[color=#0000ff][9+]/[color]		

Effect

The target must reroll failed to-wound rolls with its Melee Attacks >[and gains Lethal Strike]/span>.



5. Master Spell

Toque de la Muerte

CV	Type	Duration
[color=#ff0000]7+>[/color]	Maldición	Inst.
[color=#0000ff][9+]/[color]	Mis Dañ	
	Focused	
	Direct	
	Range	
	[color=#ff0000]24">[/color]	
	[color=#0000ff][18"]/[color]	

Effect



6. Master Spell

Danza Macabra

CV	Type	Duration
[color=#ff0000]6+[/color]	Poten. Range	Inst.
[color=#0000ff][9+]/[color]	[color=#ff0000]18"[/color]	
	[color=#0000ff][9"Aura]/[color]	

Effect

The target may perform a >12"/span> >[6"/span> Magical Move and gains Ghost Step during this move.



Evocación de Almas

CV	Type	Duration
	Range	Inst.

Effect

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.

CROWN OF THE
WIZARD KING SPELL



THE IX AGE
FANTASY BATTLES

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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.

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.