1. Apprentice Spell

Lame spettrali

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

Effect

The target must reroll failed to-wound rolls with its Melee Attacks span style="color: #0000ff;">[and gains Lethal Strike]/span>.

2. Adept Spell

Sussurri oltre il velo

CV	*Type*	*Duration*
8+	Maledizione Range 24"	Un Turno

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

Affrettare l'ora

CV	*Type*	*Duration*
[color=#ff0000]7+[/color] [color=#0000ff][10+][/color]	Maledizione Danni Direct Range [color=#ff0000]24"[/color] [color=#0000ff][18"][/color]	Istantaneo

Effect

4. Adept Spell

Ancestral Aid

CV	*Type*	*Duration*
[color=#ff0000]6+[/color] [color=#0000ff][7+][/color]	Benedizione Range [color=#ff0000]12"[/color] [color=#0000ff][18"][/color]	Un Turno

Effect

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

5. Master Spell

Tocco del mietitore

CV	*Type*	*Duration*
[color=#ff0000]7+>[/color] [color=#0000ff]{9+}[/color]	Maledizione Proiettile Danni Focused Direct Range [color=#ff0000]24">[/color] [color=#0000ff]{18"}[/color]	Istantaneo

Effect

6. Master Spell

Danza macabra

CV	*Type*	*Duration*
[color=#ff0000]6+[/color] [color=#0000ff]{9+}[/color]	Benedizione Range [color=#ff0000]18"[/color] [color=#0000ff][9"Aura][/color]	Istantaneo

Effect

The target may perform a span style="color: #ff0000;">12"/span> span style="color: #0000ff;">[6"]/span> Magical Move and gains Ghost Step during this move.

Evocazione delle anime

CV	*Type*	*Duration*
	Range	Istantaneo

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.

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

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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.

Choose span style="color: #ff0000;">1/span> span style="color: #0000ff;">{up to 3 different}/span> 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.