1. Apprentice 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.

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

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>.

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

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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.