1. Apprentice Spell

Lame spettrali

CV	*Type*	*Duration*
[color=#ff0000]5+[/color] [color=#0000ff][10+][/color]	Benedizione Range 18"	Un Turno

Effect

The target must reroll failed to-wound rolls in Close Combat. span style="color: #0000ff;">[The target gains Lethal Strike]/span>

2. Adept Spell

Danza macabra

CV	*Type*	*Duration*
[color=#ff0000]6+[/color] [color=#0000ff][11+][/color]	Benedizione Range [color=#ff0000]12"[/color] [color=#0000ff][12" Aura][/color]	Istantaneo

Effect

The target may perform an 8" Magical Move, and counts as having Ethereal during this move.

3. Adept Spell

Ancestral Aid

CV	*Type*	*Duration*
[color=#ff0000]7+[/color] [color=#0000ff][9+][/color]	Benedizione Range 12"	Un Turno

Effect

The target must reroll failed to-hit rolls with its Close Combat span style="color: #0000ff;">[and Shooting]/span> Attacks.

4. Adept Spell

Tocco del mietitore

CV	*Type*	*Duration*
[color=#ff0000]7+[/color] [color=#0000ff][10+][/color]	Maledizione Danni Focused Direct Range [color=#ff0000]12"[/color] [color=#0000ff][24"][/color]	Istantaneo

Effect

5. Master Spell

Sussurri oltre il velo

CV	*Type*	*Duration*
9+	Maledizione Range 24"	Remains in Play

Effect

The target suffers -1 Leadership and -2 Weapon Skill, to a minimum of 1.

6. Master Spell

Affrettare l'ora

CV	*Type*	*Duration*
12+	Maledizione Danni Direct Range 18"	Istantaneo

Effect

Choose 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 Piercing (6).

Evocazione delle anime

CV	*Type*	*Duration*
[color=#ff0000]5+[/color] [color=#0000ff][8+][/color] [color=#006000]{11+}[/color]	Benedizione Range [color=#ff0000]18"[/color] [color=#0000ff][6" Aura][/color] [color=#006000]{12"Aura}[/color]	Un Turno

Effect

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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The target suffers D3 hits with Strength 10 and Armour Piercing (6). When rolling to wound with this attack, substitute the target's Toughness for its Leadership.

If the target has at least one model with an Evoked value: The target unit, or a single Character inside the target unit, Raises a number of Wounds as stated in its profile under Evoked. Characters and models with Towering Presence cannot Raise more than 2 Wounds from this spell in a single Magic Phase.
If the target has no models with an Evoked value: The target gains Fear, and all enemy units within 6" of the target suffer -1 Leadership. Measure this when using the Leadership value (not when the spell is cast). This modifier cannot be combined with other modifiers caused by Evocation of Souls, except from Fear.