

 1. <i>Apprentice Spell</i> Despertar a la Bestia <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#ff0000]5+[/color]</td><td>Poten. Range 18"</td><td>Un Turno</td></tr></table> <i>Effect</i> The target gains +1 Strength and +1 Armour Penetration +1 Resilience.	CV	Type	Duration	[color=#ff0000]5+[/color]	Poten. Range 18"	Un Turno	 2. <i>Adept Spell</i> Enjambre de Insectos <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#ff0000]5+[/color]</td><td>Maldición Mis Dañ Range</td><td>Permanente</td></tr></table> <i>Effect</i>	CV	Type	Duration	[color=#ff0000]5+[/color]	Maldición Mis Dañ Range	Permanente	 3. <i>Adept Spell</i> Furia Salvaje <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#ff0000]5+[/color]</td><td>Univ Range</td><td>Un Turno</td></tr></table> <i>Effect</i> The target gains Frenzy and Battle Focus.	CV	Type	Duration	[color=#ff0000]5+[/color]	Univ Range	Un Turno	 4. <i>Adept Spell</i> Aullido Espeluznante <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#ff0000]6+[/color]</td><td>Maldición Range 36"</td><td>Un Turno</td></tr></table> <i>Effect</i>	CV	Type	Duration	[color=#ff0000]6+[/color]	Maldición Range 36"	Un Turno
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 5. <i>Master Spell</i> Invocación Totémica <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#ff0000]10+[/color]</td><td>Ter Range 96"</td><td>Inst.</td></tr></table> <i>Effect</i>	CV	Type	Duration	[color=#ff0000]10+[/color]	Ter Range 96"	Inst.	 6. <i>Master Spell</i> Romper el Espiritu <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#ff0000]9+[/color]</td><td>Maldición Range</td><td>Un Turno</td></tr></table> <i>Effect</i> The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).	CV	Type	Duration	[color=#ff0000]9+[/color]	Maldición Range	Un Turno	 Cicatrización <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td></td><td>Range Caster</td><td>Un Turno</td></tr></table> <i>Effect</i> Melee Attacks against the target can never wound on better than 5+.	CV	Type	Duration		Range Caster	Un Turno							
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THE IX AGE
FANTASY BATTLES

CROWN OF THE
WIZARD KING SPELL



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Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.

All units within 6" of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting Ranged Attacks [including effects of spells cast while affected by spell effects].

Summon a Totemic Beast (profile below). It must be placed within 1" of the Board Edge.

Totemic Beast (for Totemic Summon)
single model
Size Large
Type Beast
Base 40x40 mm
Global Adv Mar Dis Model Rules
3D6 - 7 Fearless, Random Movement (3D6)
Defensive HP Def Res Arm
3 3 5 -
Offensive Att Off Str AP Agi
4 3 5 2 3 Breath Attack (Str 3, AP 0)