



### 1. Apprentice Spell

## Risvegliare la bestia

| CV                                                                                                                                                            | Type                     | Duration |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|----------|
| [color=#ff0000]5+[/color]                                                                                                                                     | Benedizione<br>Range 18" | Un Turno |
| [color=#0000ff][7+][color]                                                                                                                                    |                          |          |
| <i>Effect</i><br>The target gains span style="color: #ff0000;">+1 Strength and +1 Armour Penetration/span> span style="color: #0000ff;">+1 Resilience[/span>. |                          |          |



### 2. Adept Spell

## Sciame di insetti

| CV                                                                                                                                  | Type                                                                      | Duration   |
|-------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------|------------|
| [color=#ff0000]5+[/color]                                                                                                           | Maledizione<br>Proiettile<br>Danni<br>Range<br>[color=#ff0000]24"[/color] | Permanente |
| [color=#0000ff][8+][color]<br>[color=#0000ff][48"[/color]                                                                           |                                                                           |            |
| <i>Effect</i><br>The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2). |                                                                           |            |



### 3. Adept Spell

## Furore selvaggio

| CV                                                         | Type                                              | Duration |
|------------------------------------------------------------|---------------------------------------------------|----------|
| [color=#ff0000]5+[/color]                                  | Universale<br>Range<br>[color=#ff0000]12"[/color] | Un Turno |
| [color=#0000ff][8+][color]<br>[color=#0000ff][24"[/color]  |                                                   |          |
| <i>Effect</i><br>The target gains Frenzy and Battle Focus. |                                                   |          |



### 4. Adept Spell

## Ululato agghiacciante

| CV                                                                                                                                  | Type                     | Duration |
|-------------------------------------------------------------------------------------------------------------------------------------|--------------------------|----------|
| [color=#ff0000]6+[/color]                                                                                                           | Maledizione<br>Range 36" | Un Turno |
| [color=#0000ff][10+][color]                                                                                                         |                          |          |
| <i>Effect</i><br>The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2). |                          |          |



### 5. Master Spell

## Invocazione totemica

| CV                                                                                                                                  | Type               | Duration   |
|-------------------------------------------------------------------------------------------------------------------------------------|--------------------|------------|
| [color=#ff0000]10+[/color]                                                                                                          | Suolo<br>Range 96" | Istantaneo |
| [color=#0000ff][12+][color]                                                                                                         |                    |            |
| <i>Effect</i><br>The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2). |                    |            |



### 6. Master Spell

## Spezzare lo spirito

| CV                                                                                                                                  | Type                                               | Duration |
|-------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------|----------|
| [color=#ff0000]9+[/color]                                                                                                           | Maledizione<br>Range<br>[color=#ff0000]18"[/color] | Un Turno |
| [color=#0000ff][11+][color]<br>[color=#0000ff][36"[/color]                                                                          |                                                    |          |
| <i>Effect</i><br>The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2). |                                                    |          |



## Scarificazione

| CV                                                                                   | Type            | Duration |
|--------------------------------------------------------------------------------------|-----------------|----------|
|                                                                                      | Range<br>Caster | Un Turno |
| <i>Effect</i><br>Melee Attacks against the target can never wound on better than 5+. |                 |          |



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)