

Risvegliare la bestia

CV	*Type*	*Duration*
[color=#ff0000]6+[/color] [color=#0000ff][8+][/color]	Benedizione Range 18"	Un Turno

Effect

The target gains +1 span style="color: #ff0000;">Strength/span> span style="color: #0000ff;">[Toughness]/span>.



1. Apprentice Spell

Sciame di insetti

CV	*Type*	*Duration*
[color=#ff0000]5+[/color] [color=#0000ff][8+][/color]	Maledizione Proiettile Danni Range [color=#ff0000]24"[/color] [color=#0000ff][48"][/color]	Permanente

Effect



2. Adept Spell

Furore selvaggio

CV	*Type*	*Duration*
[color=#ff0000]5+[/color] [color=#0000ff][9+][/color]	Universale Range [color=#ff0000]6"[/color] [color=#0000ff][18"][/color]	Un Turno

Effect

The target gains Frenzy.



3. Adept Spell

Pounding Drumbeat

CV	*Type*	*Duration*
[color=#ff0000]5+[/color] [color=#0000ff][9+][/color]	Benedizione Range [color=#ff0000]18"[/color] [color=#0000ff][12"Aura][/color]	Istantaneo

Effect



4. Adept Spell

Ululato agghiacciante

CV	*Type*	*Duration*
[color=#ff0000]6+[/color] [color=#0000ff][9+][/color]	Benedizione Range [color=#ff0000]18"[/color] [color=#0000ff][12" Aura][/color]	Un Turno

Effect

All to-wound rolls against the target from Shooting Attacks suffer a -1 modifier.



5. Master Spell

Spezzare lo spirito

CV	*Type*	*Duration*
[color=#ff0000]9+[/color] [color=#0000ff][12+][/color]	Maledizione Range [color=#ff0000]18"[/color] [color=#0000ff][36"][/color]	Un Turno

Effect

The target suffers a -1 modifier to hit, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).



6. Master Spell

Invocazione totemica

CV	*Type*	*Duration*
[color=#ff0000]11+[/color] [color=#0000ff][14+][/color]	Suolo Range 96"	Istantaneo

Effect



Scarificazione

CV	*Type*	*Duration*
	Range Caster	Un Turno

Effect

Close Combat Attacks against the target cannot wound on better than 5+.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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CROWN OF THE
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Immediately after successfully casting this spell the target suffers 5D6 Strength 1 hits. If one or more unsaved Wounds are caused, the target suffers -1 Ballistic Skill. This spell is immediately ended when the target performs an Advance, March or Charge Move.

The target performs a 2D6" Magical Move straight forward (it cannot move backwards, sidestep, Reform, Pivot or Wheel during this move), but it can choose to not move at all or to move less than the full distance. span style="color: #0000ff;">[When more than one unit is affected, roll distance and move the unit before rolling distance for the next unit.]/span>

Summon a Totemic Beast (statline below). It must be placed within span style="color: #ff0000;">1"/span>span style="color: #0000ff;">[10"]/span> of the Board Edge. (Totemic Beast (for Totemic Summon) M: 3D6, WS: 3, BS: -, S: 5, T:5, W:3, I:3, A:4, Ld: 7, Monstrous Beast Base size 40x40mm, Special Rules: Random Movement (3D6), Immune to Psychology, Breath Weapon (Strength 3))