1. Apprentice Spell

Awaken the Beast

CV	*Type*	*Duration*
[color=#ff0000]5+[/color] [color=#0000ff][7+][/color]	Augment Range 18"	One Turn

Effect

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

2. Adept Spell

Swarm of Insects

CV	*Type*	*Duration*
[color=#ff0000]5+[/color] [color=#0000ff][8+][/color]	Hex Missile Damage Range [color=#ff0000]24"[/color] [color=#0000ff][48"][/color]	Permanent

Effect

3. Adept Spell

Savage Fury

CV	*Type*	*Duration*
[color=#ff0000]5+[/color] [color=#0000ff][8+][/color]	Universal Range [color=#ff0000]12"[/color] [color=#0000ff][24"][/color]	One Turn

Effect

The target gains Frenzy and Battle Focus.

4. Adept Spell

Chilling Howl

CV	*Type*	*Duration*
[color=#ff0000]6+[/color] [color=#0000ff][10+][/color]	Hex Range 36"	One Turn

Effect

5. Master Spell

Totemic Summon

CV	*Type*	*Duration*
[color=#ff0000]10+[/color] [color=#0000ff][12+][/color]	Ground Range 96"	Instant

Effect

6. Master Spell

Break the Spirit

CV	*Type*	*Duration*
[color=#ff0000]9+[/color] [color=#0000ff][11+][/color]	Hex Range [color=#ff0000]18"[/color] [color=#0000ff][36"][/color]	One Turn

Effect

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

Scarification

CV	*Type*	*Duration*
	Range Caster	One Turn

Effect

Melee Attacks against the target can never wound on better than 5+.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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 span style="color: #ff0000;">6"/span> span style="color: #0000ff;">[12"]/span> of the target when the spell is cast suffer a -1 to-wound modifier on their span style="color: #ff0000;">Shooting/span> span style="color: #0000ff;">[Ranged]/span> Attacks span style="color: #0000ff;">[including effects of spells cast while affected by spell effets]/span>.

Summon a Totemic Beast (profile 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)
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)