



1. Apprentice Spell

Erwachen der Bestie

CV	Type	Duration
[color=#ff0000]5+[/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

Insektenschwarm

CV	Type	Duration
[color=#ff0000]5+[/color]	Hex Missile Damage Range [color=#ff0000]24"[/color]	Permanent

Effect



3. Adept Spell

Wilde Wut

CV	Type	Duration
[color=#ff0000]5+[/color]	Universal Range [color=#ff0000]12"[/color]	One Turn

Effect

The target gains Frenzy and Battle Focus.



4. Adept Spell

Markerschütterndes Geheul

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

Effect



5. Master Spell

Totemischer Ruf

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

Effect



6. Master Spell

Den Geist brechen

CV	Type	Duration
[color=#ff0000]9+[/color]	Hex Range [color=#ff0000]18"[/color]	One Turn

Effect

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



Einkerbung

CV	Type	Duration
	Range Caster	One Turn

Effect

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

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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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 Attacks [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)