

| | | | |
|---|--|---|---|
| <div>Shamanism</div> <div>0Awaken the Beast</div> <div>6+ [8+]Augment Range 18"One Turn</div> <div>The target gains +1 Strength [Toughness].</div> | <div>Shamanism</div> <div>1Swarm of Insects</div> <div>5+ [8+]Hex Missile DamagePermanent Range 24" [48"]</div> <div>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.</div> | <div>Shamanism</div> <div>2Savage Fury</div> <div>5+ [9+]Universal Range 6" [18"]One Turn</div> <div>The target gains Frenzy.</div> | <div>Shamanism</div> <div>3Pounding Drumbeat</div> <div>5+ [9+]Augment Range 18"Instant [12"Aura]</div> <div>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. [When more than one unit is affected, roll distance and move the unit before rolling distance for the next unit.]</div> |
| <div>Shamanism</div> <div>4Chilling Howl</div> <div>6+ [9+]Augment Range 18"One Turn [12"Aura]</div> <div>All to-wound rolls against the target from Shooting Attacks suffer a -1 modifier.</div> | <div>Shamanism</div> <div>5Break the Spirit</div> <div>9+ [12+]Hex Range 18" [36"]One Turn</div> <div>The target suffers a -1 modifier to hit, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).</div> | <div>Shamanism</div> <div>6Totemic Summon</div> <div>11+ [14+]Ground Range 96"Instant</div> <div>Summon a Totemic Beast (statline below). It must be placed within 1"[10"] 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))</div> | <div>Shamanism</div> <div>AScarification</div> <div>Range CasterOne Turn</div> <div>Close Combat Attacks against the target cannot wound on better than 5+.</div> |

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



THE IX AGE
FANTASY BATTLES

CROWN OF THE
WIZARD KING SPELL



THE IX AGE
FANTASY BATTLES