1. Apprentice Spell

Despertar a la Bestia

CV	*Type*	*Duration*
[color=#ff0000]5+[/color] [color=#0000ff][7+][/color]	Poten. Range 18"	Un Turno

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

Enjambre de Insectos

CV	*Type*	*Duration*
[color=#ff0000]5+[/color] [color=#0000ff][8+][/color]	Maldición Mis Dañ Range [color=#ff0000]24"[/color] [color=#0000ff][48"][/color]	Permanente

Effect

3. Adept Spell

Furia Salvaje

CV	*Type*	*Duration*
[color=#ff0000]5+[/color] [color=#0000ff][8+][/color]	Univ Range [color=#ff0000]12"[/color] [color=#0000ff][24"][/color]	Un Turno

Effect

The target gains Frenzy and Battle Focus.

4. Adept Spell

Aullido Espeluznante

CV	*Type*	*Duration*
[color=#ff0000]6+[/color] [color=#0000ff][10+][/color]	Maldición Range 36"	Un Turno

Effect

5. Master Spell

Invocación Totémica

CV	*Type*	*Duration*
[color=#ff0000]10+[/color] [color=#0000ff][12+][/color]	Ter Range 96"	Inst.

Effect

6. Master Spell

Romper el Espiritu

CV	*Type*	*Duration*
[color=#ff0000]9+[/color] [color=#0000ff][11+][/color]	Maldición Range [color=#ff0000]18"[/color] [color=#0000ff][36"][/color]	Un Turno

Effect

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

Cicatrización

CV	*Type*	*Duration*
	Range Caster	Un Turno

Effect

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

THE IX AGE
FANTASY BATTLES



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 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)