



1. Apprentice Spell

**Despertar a la Bestia**

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

*Effect*

The target gains +1 Strength and +1 Armour Penetration/+1 Resilience



2. Adept Spell

**Enjambre de Insectos**

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

*Effect*



3. Adept Spell

**Furia Salvaje**

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

*Effect*

The target gains Frenzy and Battle Focus.



4. Adept Spell

**Aullido Espeluznante**

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

*Effect*



5. Master Spell

**Invocación Totémica**

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

*Effect*



6. Master Spell

**Romper el Espiritu**

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

*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	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)