1. Apprentice Spell

Risvegliare la bestia

CV	*Type*	*Duration*
[color=#ff0000]5+[/color] [color=#0000ff][7+][/color]	Benedizione 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

Sciame di insetti

CV	*Type*	*Duration*
[color=#ff0000]5+[/color] [color=#0000ff][8+][/color]	Maledizione Proiettile Danni Range [color=#ff0000]24"[/color] [color=#0000ff][48"][/color]	Permanente

Effect

3. Adept Spell

Furore selvaggio

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

Effect

The target gains Frenzy and Battle Focus.

4. Adept Spell

Ululato agghiacciante

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

Effect

5. Master Spell

Invocazione totemica

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

Effect

6. Master Spell

Spezzare lo spirito

CV	*Type*	*Duration*
[color=#ff0000]9+[/color] [color=#0000ff][11+][/color]	Maledizione 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).

Scarificazione

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)