



### 1. Apprentice Spell

## Erwachen der Bestie

CV	Type	Duration
[color=#ff0000]5+[/color]	Augment Range 18"	One Turn
[color=#0000ff][7+][[/color]		

### Effect

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



### 2. Adept Spell

## Insektenschwarm

CV	Type	Duration
[color=#ff0000]5+[/color]	Hex Missile Damage Range [color=#ff0000]24"[/color]	Permanent
[color=#0000ff][8+][[/color]	[color=#0000ff]48"[/color]	

### Effect

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



### 3. Adept Spell

## Wilde Wut

CV	Type	Duration
[color=#ff0000]5+[/color]	Universal Range [color=#ff0000]12"[/color]	One Turn
[color=#0000ff][8+][[/color]	[color=#0000ff]24"[/color]	

### 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
[color=#0000ff][10+][[/color]		

### Effect



### 5. Master Spell

## Totemischer Ruf

CV	Type	Duration
[color=#ff0000]10+[/color]	Ground Range 96"	Instant
[color=#0000ff][12+][[/color]		

### Effect



### 6. Master Spell

## Den Geist brechen

CV	Type	Duration
[color=#ff0000]9+[/color]	Hex Range [color=#ff0000]18"[/color]	One Turn
[color=#0000ff][11+][[/color]	[color=#0000ff]36"[/color]	

### 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+.



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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 6" of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting Attacks [Ranged] 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)