








<div><div></div><div>1. <i>Apprentice Spell</i></div><div>Awaken the Beast</div></div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#ff0000]5+[/color]</td><td>Augment Range 18"</td><td>One Turn</td></tr><tr><td>[color=#0000ff][7+][[/color]</td><td></td><td></td></tr></table> <div>Effect</div> <p>The target gains +1 Strength and +1 Armour Penetration.</p>	CV	Type	Duration	[color=#ff0000]5+[/color]	Augment Range 18"	One Turn	[color=#0000ff][7+][[/color]			<div><div></div><div>2. <i>Adept Spell</i></div><div>Swarm of Insects</div></div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#ff0000]5+[/color]</td><td>Hex Missile Damage Range [color=#ff0000]24"[/color]</td><td>Permanent</td></tr><tr><td>[color=#0000ff][8+][[/color]</td><td>[color=#0000ff]48"[/color]</td><td></td></tr></table> <div>Effect</div> <p></p>	CV	Type	Duration	[color=#ff0000]5+[/color]	Hex Missile Damage Range [color=#ff0000]24"[/color]	Permanent	[color=#0000ff][8+][[/color]	[color=#0000ff]48"[/color]		<div><div></div><div>3. <i>Adept Spell</i></div><div>Savage Fury</div></div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#ff0000]5+[/color]</td><td>Universal Range</td><td>One Turn</td></tr><tr><td>[color=#0000ff][8+][[/color]</td><td>[color=#ff0000]12"[/color] [color=#0000ff]24"[/color]</td><td></td></tr></table> <div>Effect</div> <p>The target gains Frenzy and Battle Focus.</p>	CV	Type	Duration	[color=#ff0000]5+[/color]	Universal Range	One Turn	[color=#0000ff][8+][[/color]	[color=#ff0000]12"[/color] [color=#0000ff]24"[/color]		<div><div></div><div>4. <i>Adept Spell</i></div><div>Chilling Howl</div></div> <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>[color=#ff0000]6+[/color]</td><td>Hex Range 36"</td><td>One Turn</td></tr><tr><td>[color=#0000ff][10+][[/color]</td><td></td><td></td></tr></table> <div>Effect</div> <p></p>	CV	Type	Duration	[color=#ff0000]6+[/color]	Hex Range 36"	One Turn	[color=#0000ff][10+][[/color]		
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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)