



## Awaken the Beast

CV	Type	Duration
[color=#ff0000]6+[/color]	Augment Range 18"	One Turn
[color=#0000ff][8+][[/color]		

### Effect

The target gains +1 span style="color: #ff0000;">Strength/span> span style="color: #0000ff;">[Toughness]/span>.



### 1. Apprentice Spell

## Swarm of Insects

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

### Effect



### 2. Adept Spell

## Savage Fury

CV	Type	Duration
[color=#ff0000]5+[/color]	Universal Range	One Turn
[color=#0000ff][9+][[/color]	[color=#ff0000]6"[/color]	
	[color=#0000ff][18"[/color]	

### Effect

The target gains Frenzy.



### 3. Adept Spell

## Pounding Drumbeat

CV	Type	Duration
[color=#ff0000]5+[/color]	Augment Range	Instant
[color=#0000ff][9+][[/color]	[color=#ff0000]18"[/color]	
	[color=#0000ff][12" Aura[/color]	

### Effect



### 4. Adept Spell

## Chilling Howl

CV	Type	Duration
[color=#ff0000]6+[/color]	Augment Range	One Turn
[color=#0000ff][9+][[/color]	[color=#ff0000]18"[/color]	
	[color=#0000ff][12" Aura[/color]	

### Effect

All to-wound rolls against the target from Shooting Attacks suffer a -1 modifier.



### 5. Master Spell

## Break the Spirit

CV	Type	Duration
[color=#ff0000]9+[/color]	Hex Range	One Turn
[color=#0000ff][12+][[/color]	[color=#ff0000]18"[/color]	
	[color=#0000ff][36"[/color]	

### Effect

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



### 6. Master Spell

## Totemic Summon

CV	Type	Duration
[color=#ff0000]11+[/color]	Ground Range 96"	Instant
[color=#0000ff][14+][[/color]		

### Effect



## Scarification

CV	Type	Duration
	Range Caster	One Turn

### Effect

Close Combat Attacks against the target cannot wound on better than 5+.



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL

Immediately after successfully casting this spell the target suffers 5D6 Strength 1 hits. If one or more unsaved Wounds are caused, the target suffers -1 Ballistic Skill. This spell is immediately ended when the target performs an Advance, March or Charge Move.

The target performs a 2D6" Magical Move straight forward (it cannot move backwards, sidestep, Reform, Pivot or Wheel during this move), but it can choose to not move at all or to move less than the full distance. >[When more than one unit is affected, roll distance and move the unit before rolling distance for the next unit.]/span>

Summon a Totemic Beast (statline below). It must be placed within >1"/span>>[10"]/span> of the Board Edge. (Totemic Beast (for Totemic Summon) M: 3D6, WS: 3, BS: -, S: 5, T:5, W:3, I:3, A:4, Ld: 7, Monstrous Beast Base size 40x40mm, Special Rules: Random Movement (3D6), Immune to Psychology, Breath Weapon (Strength 3))