



Risvegliare la bestia

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

Sciame di insetti

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

Furore selvaggio

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

Ululato agghiacciante

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

Spezzare lo spirito

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

Invocazione totemica

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

Effect



Scarificazione

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



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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))