



1. *Apprentice Spell*

### Swarm of Insects

| CV | Type                                               | Duration |
|----|----------------------------------------------------|----------|
| 9  | Hex<br>Missile<br>Damage<br>Replicable<br>Range 36 | One Turn |

#### Effect

Immediately when the spell is cast, the target suffers #1D6 (5)~hits with AP~0 and Magical Attacks, and that always wound on~6+. In addition, it suffers 1 to hit with Shooting Attacks.



2. *Adept Spell*

### Savage Fury

| CV | Type                  | Duration |
|----|-----------------------|----------|
| 5  | Universal<br>Range 18 | One Turn |

#### Effect

The target gains Fury,Fearless,Unruly,Frenzy. %



3. *Adept Spell*

### Awaken the Beast

| CV | Type                | Duration |
|----|---------------------|----------|
| 8  | Augment<br>Range 18 | One Turn |

#### Effect

The target gains +1~Str and +1~AP.



4. *Adept Spell*

### Predator's Instinct

| CV | Type                | Duration |
|----|---------------------|----------|
| 8  | Augment<br>Range 24 | One Turn |

#### Effect

The target gains +3~Cha and Resistance (Ranged Attacks).



5. *Master Spell*

### Wild Guardian

| CV | Type                | Duration   |
|----|---------------------|------------|
| 10 | Augment<br>Range 24 | Permanent* |

#### Effect

Mark a Health Pool in the target. In each Round of Combat one model in the marked Health Pool gains a Guardian model part with Duration: Round of Combat. Select which model immediately before the Wild Guardian allocates its attacks. A unit can never have more than one Guardian model part. The Guardian model part has: Guardian{4}{3}{6}{3}{3}{3}{3}{3}{3}{3}.



6. *Master Spell*

### Totemic Summon

| CV | Type  | Duration |
|----|-------|----------|
| 11 | Range | Instant  |

#### Effect

Summon a Totemic Beast (see profile below), and immediately place it on the Battlefield using \textbf{\ambush{Target Point}}{}}.



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



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