



1. *Apprentice Spell*

### **Swarm of Insects**

<i>CV</i>	<i>Type</i>	<i>Duration</i>
9	Hex Missile Damage Replicable 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**

<i>CV</i>	<i>Type</i>	<i>Duration</i>
5	Universal Range 18	One Turn

*Effect*

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



3. *Adept Spell*

### **Awaken the Beast**

<i>CV</i>	<i>Type</i>	<i>Duration</i>
8	Augment Range 18	One Turn

*Effect*

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



4. *Adept Spell*

### **Predator's Instinct**

<i>CV</i>	<i>Type</i>	<i>Duration</i>
8	Augment Range 24	One Turn

*Effect*

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



5. *Master Spell*

### **Wild Guardian**

<i>CV</i>	<i>Type</i>	<i>Duration</i>
10	Augment 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}{0}{0}.



6. *Master Spell*

### **Totemic Summon**

<i>CV</i>	<i>Type</i>	<i>Duration</i>
11	Range	Instant

*Effect*

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

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FANTASY BATTLES

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