



1. *Apprentice Spell*

Swarm of Insects

CV	Type	Duration
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

CV	Type	Duration
5	Universal Range 18	One Turn

Effect

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



3. *Adept Spell*

Awaken the Beast

CV	Type	Duration
8	Augment Range 18	One Turn

Effect

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



4. *Adept Spell*

Predator's Instinct

CV	Type	Duration
8	Augment Range 24	One Turn

Effect

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



5. *Master Spell*

Wild Guardian

CV	Type	Duration
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}{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}}{}}.



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FANTASY BATTLES

CROWN OF THE
WIZARD KING SPELL



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