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}{}{}{}.

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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