



*Hereditary Spell*

### **Guile And Fury**

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

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*Effect*

Cannot be cast by Goblin Witches. The target gains +1 to hit, and its Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are increased by 1☐.



*Hereditary Spell*

### **Guile and Fury**

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
8+	Hex Range 18"	One Turn

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*Effect*

Cannot be cast by Orc Shamans. The target suffers -1 to hit, and its Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are reduced by 1☐.

WIZARD KING SPELL  
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THE IX AGE  
FANTASY BATTLES

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