



1. Apprentice Spell

Predator's Instinct

CV	Type	Duration
7+	Amélioration Aura Réplicable Range 8"	Un tour

Effect

The target gains +2 Cha and Resistance (Ranged Attacks).

No model or unit can be affected by more than one instance of this spell simultaneously



2. Adept Spell

Awaken the Beast

CV	Type	Duration
7+	Amélioration Range 18"	Un tour

Effect

The target gains +1 Str and +1 AP.



3. Adept Spell

Swarm of Insects

CV	Type	Duration
9+	Malédiction Projectile Dégât Range 36"	Un tour

Effect

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



4. Adept Spell

Savage Fury

CV	Type	Duration
8+	Universel Range 18"	Un tour

Effect

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



5. Master Spell

Totemic Summon

CV	Type	Duration
11+	Range	Immédiat

Effect

Summon a Totemic Beast (profile below), that is immediately placed on the Battlefield using the rules for Ambush (Board Edge).



6. Master Spell

Wild Shape

CV	Type	Duration
11+	Universel Range 24"	Un tour

Effect

The target's Height is increased by +1, to a maximum of 5, and it gains +1 Res and Stomp Attack (1 hit). If it already had Stomp Attack, the number of hits caused by its Stomp Attack is increased by +1. In models with multiple model parts, only a single model part, chosen by the caster, is affected.



THE IX AGE
FANTASY BATTLES

CROWN OF THE
WIZARD KING SPELL



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