



1. *Apprentice Spell*

Sciame di Insetti

CV	Type	Duration
9	Maledizione Proiettile Danni Replicabile Range 36	Un Turno

Effect

Immediately when the spell is cast, the target suffers #1D6 (5)~hits with Pen~0 and Attacchi Magici, and that always wound on~6+. In addition, it suffers 1 to hit with Attacchi da Tiro.



2. *Adept Spell*

Furia Selvaggia

CV	Type	Duration
5	Universale Range 18	Un Turno

Effect

The target gains Furia, Impassibile, Ribelle, Frenesia. %



3. *Adept Spell*

Risvegliare la Bestia

CV	Type	Duration
8	Benedizione Range 18	Un Turno

Effect

The target gains +1~For and +1~Pen.



4. *Adept Spell*

Istinto del Predatore

CV	Type	Duration
8	Benedizione Range 24	Un Turno

Effect

The target gains +3~Car and Resistenza (Attacchi a Distanza).



5. *Master Spell*

Guardiano Selvaggio

CV	Type	Duration
10	Benedizione 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 di Combattimento. 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*

Invocazione Totemica

CV	Type	Duration
11	Range	Istantaneo

Effect

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

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES