



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

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