



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}}.



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FANTASY BATTLES

CROWN OF THE
WIZARD KING SPELL



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