



1. *Apprentice Spell*

**Predator's Instinct**

CV	Type	Duration
7+	Augment Aura Replicable Range 8"	One Turn

*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+	Augment Range 18"	One Turn

*Effect*

The target gains +1 Str and +1 AP.



3. *Adept Spell*

**Swarm of Insects**

CV	Type	Duration
9+	Hex Missile Damage Range 36"	One Turn

*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+	Universal Range 18"	One Turn

*Effect*

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



5. *Master Spell*

**Totemic Summon**

CV	Type	Duration
11+	Range	Instant

*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+	Universal Range 24"	One Turn

*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.

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THE IX AGE  
FANTASY BATTLES

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