1. Apprentice Spell

Predator's Instinct

CV	*Type*	*Duration*
7	Amélioration Réplicable Range 18"	Un tour

Effect

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

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

2. Adept Spell

Savage Fury

CV	*Type*	*Duration*
8	Universel Range 18"	Un tour

Effect

The target gains Fearless, Frenzy, Fury, Unruly. span style="color: #0000ff;">In addition, the target can **never** be wounded on better than 3+/span>

3. Adept Spell

Awaken the Beast

CV	*Type*	*Duration*
7	Amélioration Range 18"	Un tour

Effect

The target gains +1 Str and +1 AP.

4. 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.

5. Master Spell

[color=#0000ff]Wild Spikes[/color]

CV	*Type*	*Duration*
[color=#0000ff]10[/color]	Amélioration Range 18"	Un tour

Effect

span style="color: #0000ff;">Choose a single model part in the target unit when casting the spell. This model part gains **Grind Attack (4 hit(s), Str 6, AP 3)**/span>

6. Master Spell

Totemic Summon

CV	*Type*	*Duration*
11	Range	Un tour

Effect

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

THE IX AGE
FANTASY BATTLES



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