1. Apprentice Spell

Predator's Instinct

CV	*Type*	*Duration*
7+	Amélioration Aura Rép. Range 8"	Un tour

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+	Amélioration Range 18"	Un tour

Effect

The target gains +1 Str and +1 AP.

3. 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.

4. Adept Spell

Savage Fury

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

Effect

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

5. Master Spell

Totemic Summon

CV	*Type*	*Duration*
11+	Range	Immédiat

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+	Universel Range 24"	Un tour

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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FANTASY BATTLES



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