



1. *Apprentice Spell*

Predator's Instinct

CV	Type	Duration
7	Augment Replicable Range 18"	One Turn

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	Universal Range 18"	One Turn

Effect

The target gains Fearless, Frenzy, Fury, Unruly. In addition, the target can **never** be wounded on better than 3+.



3. *Adept Spell*

Awaken the Beast

CV	Type	Duration
7	Augment Range 18"	One Turn

Effect

The target gains +1 Str and +1 AP.



4. *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.



5. *Master Spell*

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

CV	Type	Duration
[color=#0000ff]10[/color]	Augment Range 18"	One Turn

Effect

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)**.



6. *Master Spell*

Totemic Summon

CV	Type	Duration
11	Range	One Turn

Effect

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

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES