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 Incarnation Range 24	Permanente

Effect

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{}}}.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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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}{}{}{}.