1. Apprentice Spell

Swarm of Insects

CV	*Type*	*Duration*
9	Hex Missile Damage Replicable Range 36	One Turn

Effect

Immediately when the spell is cast, the target suffers #1D6 (5)~hits that always wound on~6+, with AP~0 and Magical Attacks. In addition, it suffers 1 to hit with Shooting Attacks.

2. Adept Spell

Savage Fury

CV	*Type*	*Duration*
5	Universal Range 18	One Turn

Effect

The target gains Fury,Fearless,Unruly,Frenzy.

3. Adept Spell

Awaken the Beast

CV	*Type*	*Duration*
8	Augment Range 18	One Turn

Effect

The target gains +1~Str and +1~AP.

4. Adept Spell

Predator's Instinct

CV	*Type*	*Duration*
8	Augment Range 24	One Turn

Effect

The target gains +3~Cha and Resistance (Ranged Attacks).

5. Master Spell

Wild Guardian

CV	*Type*	*Duration*
10	Augment Incarnation Range 24	Permanent

Effect

The targeted Health Pool gains an Incarnation: Wild Guardian. Wild Guardian{4}{3}{6}{3}{3}{}{}{}.

6. Master Spell

Totemic Summon

CV	*Type*	*Duration*
11	Range	Instant

Effect

Summon a Totemic Beast (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

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL