



1. *Apprentice Spell*

Predator's Instinct

<i>CV</i>	<i>Type</i>	<i>Duration</i>
7+	Augment Aura Replicable Range 8"	One Turn

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

<i>CV</i>	<i>Type</i>	<i>Duration</i>
7+	Augment Range 18"	One Turn

Effect

The target gains +1 Str and +1 AP.



3. *Adept Spell*

Swarm of Insects

<i>CV</i>	<i>Type</i>	<i>Duration</i>
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.



4. *Adept Spell*

Savage Fury

<i>CV</i>	<i>Type</i>	<i>Duration</i>
8+	Universal Range 18"	One Turn

Effect

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



5. *Master Spell*

Totemic Summon

<i>CV</i>	<i>Type</i>	<i>Duration</i>
11+	Range	Instant

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

<i>CV</i>	<i>Type</i>	<i>Duration</i>
11+	Universal Range 24"	One Turn

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.



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



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