



### 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)**.



THE IX AGE  
FANTASY BATTLES

CROWN OF THE  
WIZARD KING SPELL



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