Hereditary Spell

Radiant Light

CV	*Type*	*Duration*
5+	Range 12"	Inst.

Effect

Affects all enemy units within range. Until the start of your next turn, the targets suffer -1 to their WS and BS.

Hereditary Spell

Renewed Valour

CV	*Type*	*Duration*
5+	Range 12"	Inst.

Effect

Affects all friendly units with Blessing of the Lady within range. All fleeing friendly Knights within range will rally automatically (if they were fleeing) and regain the Blessing of the Lady (if they have lost it).

Hereditary Spell

Shield of Faith

CV	*Type*	*Duration*
5+	Range 12"	Inst.

Effect

Affects all friendly units with Blessing of the Lady within range. Until the start of your next turn, the targets have their Ward save from the Blessing of the Lady increased by +1.

Hereditary Spell

Beguilement of Blondel

CV	*Type*	*Duration*
8+/12+	Range 12"/18"	Inst.

Effect

Remains in play. The target becomes subject to Stupidity. Boosted version halves the LD when taking the Stupidity test.

Hereditary Spell

Doom of Dol

CV	*Type*	*Duration*
7+/9+	Range 24"/48"	Inst.

Effect

Remains in play. Name one enemy model to be "doomed" and one friendly character or champion within that range to slay him. While the spell is active, the chosen Knight will wound that model on a 2+ with no armour saves allowed.

Hereditary Spell

Favour of the Lady

CV	*Type*	*Duration*
-	Range	Inst.

Effect

If a spell from the Lore of the Lady is successfully cast on a friendly unit, it may re-roll 1's for Ward saves from the Blessing until the start of the next Bretonnian Magic phase.

Hereditary Spell

Mist of Chalons

CV	*Type*	*Duration*
6+/12+	Range 0"/6"	Inst.

Effect

Reamins in play. Targets the Wizard and any unit they are with. Until the start of the caster's next Magic phase, all enemy missile attacks targeting them suffer a -1 To Hit penalty. Boosted version affects all friendly units in range.

Hereditary Spell

Steed of the Lady

CV	*Type*	*Duration*
5+/8+	Range 18"/36"	Inst.

Effect

The target unit will have M 10 and counts as Ethereal for the purposes of movement until the start of the next Bretonnian Magic phase. This spell only has an effect on mounted Knights.

Hereditary Spell

Spiteful Glance

CV	*Type*	*Duration*
11+	Range 12"	Inst.

Effect

Targets a single model (even a character in a unit). If the spell is successfully cast, the enemy must take an I test in order to avoid being turned into a frog. If it fails, they are transformed and cannot do anything except croak and hop around for the rest of the game. Remove the model as casualty with no saves allowed except Magic Resistance.

Hereditary Spell

The Lady's Virtue of Valour

CV	*Type*	*Duration*
12+/18+	Range 12"	Inst.

Effect

Roll a D6/2D6; the result rolled is the number of characteristics that may be increased by 1, with the following order; WS, I, S, T, A, LD. The effects lasts until the start of the next Bretonnian Magic phase.

Hereditary Spell

Wrath of Righteousness

CV	*Type*	*Duration*
10+/15+	Range 12"/18"	Inst.

Effect

Affects all enemy units within range of the caster. All enemy units within range take D6 S 4 hits with with Lightning Attacks.


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

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