Hereditary Spell

H rep Arise!

CV	*Type*	*Duration*
4+	Poten. Range 18"	Inst.

Effect

When resolving the spell, choose one of the following effects for each target:
• The R&F part of the target Raises a number of Health Points equal to its Reanimated value.
• Up to one Character within the target Recovers a number of Health Points equal to its Reanimated value.
Models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.

Hereditary Spell

H rep Arise! (Boosted)

CV	*Type*	*Duration*
8+ / 11+	Range 6" aura / 12" aura	Inst.

Effect


THE IX AGE
FANTASY BATTLES
CROWN OF THE
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