Hereditary Spell

Flight of Zimmeran

CV	*Type*	*Duration*
4+	Range	Inst.

Effect

Is cast on the wizard itself. They immediately make a move using Fly (10) as if it were the Remaining Moves sub-phase.

Hereditary Spell

Fires of U'zhul

CV	*Type*	*Duration*
4+/7+	Range 18"/36"	Inst.

Effect

Causes D6 S 4 hits with Flaming Attacks.

Hereditary Spell

Dread of Aramar

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

Effect

The target must immediately take a Panic test.

Hereditary Spell

Luck of Shemtek

CV	*Type*	*Duration*
6+/12+	Range 24"/12"	Inst.

Effect

Until the start of the caster's next Magic phase, the target unit re-rolls all To Hit, To Wound and armour save rolls of 1. Boosted version affects all friendly units within range.

Hereditary Spell

Silver Arrows of Arha

CV	*Type*	*Duration*
6+/9+	Range 24"/24"	Inst.

Effect

Causes 2D6/3D6 S 3 hits.

Hereditary Spell

Sword of Rezhebel

CV	*Type*	*Duration*
3+	Range	Inst.

Effect

Remains in Play. Is cast on the Wizard itself. The sword gives the wizard +1 To Hit, +2 S, +1 A and Flaming Attacks and Magical Attacks to their close combat attacks.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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