Hereditary Spell

Embrace of the Serpent

CV	*Type*	*Duration*
10+/13+	Range 18"/36"	Instant

Effect

Remains in Play. All models in the unit take a S 3 hit. For every turn (friend and foe) the spell is active, all models in the unit suffer another Hit each at the end of the Magic phase, with the S of the Attack increasing by 1 every turn.

Hereditary Spell

Wall of Thorns

CV	*Type*	*Duration*
7+/14+	Range 0"/6"	Instant

Effect

Is cast on the Wizard and any unit they are with. Until the start of the caster's next Magic phase, the Wizard and their unit counts as fighting behind a defended obstacle, and any enemy models in base contact that charges them must take a Dangerous Terrain test. Boosted version covers all friendly units within range.

Hereditary Spell

Wendala's Maelstrom

CV	*Type*	*Duration*
6+/12+	Range 0"/6"	Instant

Effect

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 targets all friendly units within range.

Hereditary Spell

The Living Jungle

CV	*Type*	*Duration*
8+/11+	Range 18"/36"	Instant

Effect

Causes 5D6 S 2 hits.

Hereditary Spell

Singing Wind

CV	*Type*	*Duration*
5+/8+	Range	Instant

Effect

The Wizard makes a Breath Weapon Attack. This may be cast in close combat, following the normal rules for Breath Weapons. All models Hit suffer a Strength 4/5 Hit.

Hereditary Spell

Spirit Walk

CV	*Type*	*Duration*
-	Range	Instant

Effect

Whenever a spell from the Lore of the Serpent is successfully cast on a friendly unit, it gains +D6 to their M and does not need to take any tests for Dangerous Terrain until the start of the caster's next magic phase.

Hereditary Spell

Siren's Dream

CV	*Type*	*Duration*
12+/24+	Range 12"/24"	Instant

Effect

Affects all enemy units within range. Until the start of the caster's next turn, these units suffer -1 to their A, S, and M value, down to a minimum of 1.

Hereditary Spell

Serpent's Strength

CV	*Type*	*Duration*
6+/12+	Range 6"/12"	Instant

Effect

Targets all units within 6" of the Wizard. The unit gains +1 S until the start of the caster's next Magic phase.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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