

<i>Hereditary Spell</i>			<i>Hereditary Spell</i>		
H rep Arise!			H rep Arise! (Boosted)		
<i>CV</i>	<i>Type</i>	<i>Duration</i>	<i>CV</i>	<i>Type</i>	<i>Duration</i>
4+	Poten. Range 18"	Inst.	8+ / 11+	Range 6" aura / 12" aura	Inst.
<i>Effect</i>			<i>Effect</i>		
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.					

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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.