Hereditary Spell

Embrace of the Serpent

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

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"	Inst.

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"	Inst.

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"	Inst.

Effect

Causes 5D6 S 2 hits.

Hereditary Spell

Singing Wind

CV	*Type*	*Duration*
5+/8+	Range	Inst.

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	Inst.

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"	Inst.

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"	Inst.

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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