Hereditary Spell

Verdurous Harmony

CV	*Type*	*Duration*
-	Range	Inst.

Effect

Whenever a spell from the Lore of Athel Loren is cast on a friendly unit, that unit immediately recovers 1 Wound worth of models (rounding up to 2 for Cavalry), as described for the Regrowth spell in the Lore of Life.

Hereditary Spell

Tree Singing

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

Effect

Hereditary Spell

The Call of the Hunt

CV	*Type*	*Duration*
11+/14+	Range 18"/36"	Inst.

Effect

Until the start of the caster's next Magic phase, the unit gains +1 A (does not affect steeds or ridden monsters). If the unit is not engaged in combat, it immediately moves forward towards the closest enemy unit using Random Movement (2D6).

Hereditary Spell

The Twilight Host

CV	*Type*	*Duration*
6+/9+	Range 18"/36"	Inst.

Effect

Until the caster's next Magic phase, the unit causes Fear. If the unit would already cause fear, it instead causes Terror. In addition, the unit will counts as having twice the Unit Strength it really has for the purpose of determining Steadfast and Outnumber.

Hereditary Spell

The Hidden Path

CV	*Type*	*Duration*
7+/10+	Range 18"/36"	Inst.

Effect

The unit gains Ethereal until the start of the caster's next Magic phase. If the unit becomes engaged in close combat, the spell instantly ends.

Hereditary Spell

Madrigal of Greening

CV	*Type*	*Duration*
9+	Range 18"	Inst.

Effect

Place a forest of your choosing no more than 12" in diameter within the spell's maximum range. Any models under this forest are placed within them (in exactly the same formation and facing).

Hereditary Spell

Fury of the Forest

CV	*Type*	*Duration*
5+/8+	Range 16"/36"	Inst.

Effect

If successfully cast, the spell causes D6 S 4 hits. If the target is within 6" of a wood, then this is increased to 2D6 S 4 hits.

Hereditary Spell

Ariel's Blessing

CV	*Type*	*Duration*
10+/14+	Range 12"/24"	Inst.

Effect

The unit gains Regeneration (4+) until the start of the player's next Magic phase.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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Targets a single forest within range of the caster. If there are no units within the forest, it immediately moves up to D6+1" in a direction of your choice. A forest cannot move to within 1" of units or other terrain features.

If there is at least one unit (friendly or enemy) within the forest, then the forest does not move. Instead, choose a single enemy unit at least partially within the forest; that unit immediately suffers 2D6 S 4 hits. Boosted version targets all forests within range.