Hereditary Spell

Reawakening of Ancient Might

CV	*Type*	*Duration*
3+	Range	Istantaneo

Effect

Is cast on the Khemric Titan itself. When successfully cast, it restores one Wound previously suffered during the battle.

Hereditary Spell

The Gaze of Dust

CV	*Type*	*Duration*
5+	Range 24"	Istantaneo

Effect

Causes a S 6 Hit which penetrates ranks in the same way as a Bolt Thrower.

Hereditary Spell

Wrath of the Sands

CV	*Type*	*Duration*
3+	Range 24"	Istantaneo

Effect

The target suffer -2 To Hit when shooting and -1 to their charge distance rolls until the start of the caster's next Magic phase.

Hereditary Spell

Usekhp's Incantation of Desiccation

CV	*Type*	*Duration*
11+/22+	Range 24"	Istantaneo

Effect

The target unit has -1/D3 S and -1/D3 T (to a minimum of 1) until the start of the caster's next Magic phase.

Hereditary Spell

Usirian's Incantation of Vengeance

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

Effect

The target unit suffers -D3 to its Movement (to a minimum of 1) and treats all terrain (even open ground) as Dangerous Terrain, testing every time it moves (including when charging, fleeing, pursuing, moving compulsorily, etc.) until the start of the caster's next Magic phase.

Hereditary Spell

Sakhmet's Incantation of the Skullstorm

CV	*Type*	*Duration*
15+/25+	Range	Istantaneo

Effect

Hereditary Spell

Ptra's Incantation of Righteous Smiting

CV	*Type*	*Duration*
9+/12+	Range 18"/36"	Istantaneo

Effect

All models in the target unit gain +1 A (including mounts) and Multiple Shots (2) (excluding war machines) until the start of the caster's next Magic phase, a. If they already have Multiple Shots, they may instead fire an additional shot.

Hereditary Spell

The Restless Dead

CV	*Type*	*Duration*
-	Range	Istantaneo

Effect

Each time a Wizard successfully casts an augment spell from the Lore of Nehekhara at a friendly, Undead unit, the target(s) of the spell immediately recovers D6+1 Wounds' worth of models, as described in Resurrecting Fallen Warriors. Ch, MI, MC, MB can only recover D3 Wounds, and Mo can only recover a single lost Wound in this way per spell.

Hereditary Spell

Neru's Incantation of Protection

CV	*Type*	*Duration*
9+/12+	Range 18"/36"	Istantaneo

Effect

The target unit gains a Ward save (5+) until the start of the caster's next Magic phase.

Hereditary Spell

Khsar's Incantation of the Desert Wind

CV	*Type*	*Duration*
5+/10+	Range 24"/12"	Istantaneo

Effect

Targets a friendly Undead unit. If unengaged, the target can immediately make a normal move (but not march or reform) as if it were the Remaining Moves sub-phase. Boosted version targets all friendly Undead units within range. No unit can be moved by Khsar's Incantation of the Desert Wind more than once per turn (though they still benefit from the Restless Dead Lore Attribute).

Hereditary Spell

Djaf's Incantation of Cursed Blades

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

Effect

The target unit's close combat Attacks gain Killing Blow until the start of your next Magic phase. If the target unit's Attacks already have Killing Blow or Heroic Killing Blow, these will take effect on any To Wound rolls of a 5 or 6 whilst this spell is in play.

Hereditary Spell

Light of Death

CV	*Type*	*Duration*
5+	Range 48"	Istantaneo

Effect

Remains in play. Sakhmet's Incantation of the Skullstorm uses the small/large round template. Once the template is placed, the player nominates the direction in which the Skullstorm will move. To determine how many inches the template moves, roll an artillery dice and multiply the result by the caster's Wizard level. If the result on the artillery dice is a misfire, centre the template on the caster instead; the template moves a number of inches equal to the caster's Wizard level, in a random direction (if you roll a hit, the template remains where it is). Any model under, or passed over by, the template suffers a single S 5 hit. In subsequent turns, the Skullstorm travels in a random direction and moves a number of inches equal to the roll of an artillery dice (if a misfire is rolled, the Skullstorm dissipates and is removed).

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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