

| Lore of the Lady | | |
|--|-----------------|----------|
| 0 | The Lady's Gift | |
| 7+/10+ | 12" | Sofortig |
| Remains in Play. If this spell is cast with a casting result of 7 or more, the target friendly unit gains the Regeneration (6+) special rule. If this spell is cast with a casting result of 10 or more, the target friendly unit gains the Regeneration (5+) special rule. This spell may target a friendly unit engaged in combat. | | |

| Lore of the Lady | | |
|---|--------------|----------|
| 0 | Burning Gaze | |
| 10+ | 5D6" | Sofortig |
| Draw a straight line, 5D6" in length, from the caster's base edge. Any enemy model whose base falls under this line suffers a single Strength 4 hit with no armour save permitted (Ward and Regeneration saves can be attempted as normal). | | |

| Lore of the Lady | | |
|--|------------------|----------|
| 0 | The Lady's Wrath | |
| 9+ | Self | Sofortig |
| Remains in Play. Whilst this spell is in play, the caster, their mount and any unit they have joined gain a +1 modifier to their Strength characteristic (to a maximum of 10), and improve the Armour Piercing characteristic of their weapons by 1. | | |

THE IX AGE
FANTASY BATTLES



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