

## Army Spell Vampire Covenant

H H rep Arise!

4+ Augment Instant  
Portée 18"

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.

## Army Spell Vampire Covenant

H H rep Arise! (Boosted)

8+ / 11+ Portée 6" aura / 12" aura Instant

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