

*Hereditary Spell*

### Spirits' Voice

<i>CV</i>	<i>Type</i>	<i>Duration</i>
7+/10+	Range 24"/12"	Instant

*Effect*

The target unit may re-roll failed rolls To Hit and failed LD tests until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.

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### Spirit Wisdom

<i>CV</i>	<i>Type</i>	<i>Duration</i>
-	Range	Instant

*Effect*

Whenever the caster rolls any double while successfully casting a spell, he gains knowledge of one additional random spell from the Lore of Spirits for the duration of the Magic phase.

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### Spirit Staff

<i>CV</i>	<i>Type</i>	<i>Duration</i>
8+/16+	Range 24"/12"	Instant

*Effect*

The target unit gains +1 S, Killing Blow and Magical Attacks until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.

*Hereditary Spell*

### Spirit Shield

<i>CV</i>	<i>Type</i>	<i>Duration</i>
11+/22+	Range 24"/12"	Instant

*Effect*

The target unit gains Ward save (5+) and may re-roll failed armour saves until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.

*Hereditary Spell*

### Power of the Wind

<i>CV</i>	<i>Type</i>	<i>Duration</i>
9+/16+	Range	Instant

*Effect*

Remains in play. Power of the Wind uses the small/large round template. Once the template is placed, roll 3D6 to determine how many inches the template moves. Any model touched by the template must pass a S test or suffer a S 4 hit with no armour save allowed. In subsequent turns, roll the scatter dice to determine the direction the cyclone moves.

*Hereditary Spell*

### Message of Doom

<i>CV</i>	<i>Type</i>	<i>Duration</i>
6+/9+	Range 24"/48"	Instant

*Effect*

Until the start of the caster's next magic phase, the target unit must test for Fear against all enemies and suffer -1 to their LD.

*Hereditary Spell*

### Fire of Vengeance

<i>CV</i>	<i>Type</i>	<i>Duration</i>
8+/11+	Range 24"/36"	Instant

*Effect*

Causes 2D6 S 4 hits with Flaming Attacks.

*Hereditary Spell*

### Blades of Begtsethulu

<i>CV</i>	<i>Type</i>	<i>Duration</i>
15+/22+	Range 12"/18"	Instant

*Effect*

Affects all enemy units within range. For each complete rank the units have, they suffer D6 close combat Attacks made with WS 4 and S 4, distributed as shooting attacks.

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