Hereditary Spell

Karma

CV	*Type*	*Duration*
-	Range	Instant

Effect

Once per casting attempt, a Guru using this Lore may change a result of 1 on a dice roll to a 6. However, the next time he rolls a 6 when casting a spell, this roll must be substituted for a 1 instead.

Hereditary Spell

Tantra

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

Effect

The target unit gains Always Strike First until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.

Hereditary Spell

Creation of Brahmir

CV	*Type*	*Duration*
6+/12+	Range 24"/12"	Instant

Effect

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

Hereditary Spell

Ganeshan's Blessing of Fortune

CV	*Type*	*Duration*
6+/12+	Range 24"/12"	Instant

Effect

The target unit may re-roll D3 dice that directly affects them until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.

Hereditary Spell

Sacred Shield of Vaishna

CV	*Type*	*Duration*
9+/18+	Range 24"/12"	Instant

Effect

The target unit gains Ward save (5+) until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.

Hereditary Spell

Bolts of Cindra

CV	*Type*	*Duration*
9+/16+	Range 18"/18"	Instant

Effect

Roll a D3/D6; this is the number of bolts summoned. Place this number of small templates anywhere within 24" of the Guru (but at least 1" apart). Each template will scatter D6+2". Any model touched by the template takes a S 4 hit, while any model under the hole takes a S 10 hit with Multiple Wounds (D3).

Hereditary Spell

Invocation of Shaivi

CV	*Type*	*Duration*
18+/21+	Range 18"/36"	Instant

Effect

The target unit will Wound on a 2+ with Ignores Armour Saves until the start of the caster's next Magic phase.

Hereditary Spell

Curse of Kali-ma

CV	*Type*	*Duration*
10+/13+	Range 12"/24"	Instant

Effect

One chosen enemy model must take a LD test. If failed, the model suffers D6 Wounds, with no saves of any kind allowed.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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