Hereditary Spell

Ancestor's Courage (Ying)

CV	*Type*	*Duration*
8+/12+	Range 12"/24"	Inst.

Effect

Until the start of the caster's next Magic phase, the chosen unit gains Stubborn and Immunity (Psychology).

Hereditary Spell

Absorbing Chill (Ying)

CV	*Type*	*Duration*
6+/12+	Range 24"/12"	Inst.

Effect

Enemies attacking the target unit suffer -1 to Wound until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.

Hereditary Spell

Bereavement of Life (Ying)

CV	*Type*	*Duration*
9+/11+	Range 24"/48"	Inst.

Effect

Causes 3D6 hits. Each hit causes a Wound which Ignores Armour Saves on the roll of a natural 6.

Hereditary Spell

Blazing Phoenix (Ying)

CV	*Type*	*Duration*
8+/12+	Range 12"/18"	Inst.

Effect

Targets all enemy units within range. The target units suffer D6 Flaming S 4 hits.

Hereditary Spell

Call of the Dragon (Yan)

CV	*Type*	*Duration*
8+/13+	Range	Inst.

Effect

The caster makes a Breath Weapon Attack with S 4 and Flaming Attacks. This may be cast in close combat, following the normal rules for Breath Weapons.

Hereditary Spell

Resurgence from Death (Yan)

CV	*Type*	*Duration*
9+/13+	Range 12"/24"	Inst.

Effect

The targeted unit gains Regeneration (5+) until the start of the caster's next Magic phase.

Hereditary Spell

Sapping of Will (Ying)

CV	*Type*	*Duration*
5+/8+	Range 18"/36"	Inst.

Effect

All models in the targeted unit are subject to Always Strikes Last and suffer -1 to their WS.

Hereditary Spell

Shroud of Darkness (Ying)

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

Effect

The target unit will have its line of sight limited to 8" until the start of the caster's next Magic phase. They cannot declare charges, cast spells or shoot at targets outside this range.

Hereditary Spell

Strength of the Heavens (Yan)

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

Effect

All models in the target unit gain +1 to their S and Magical Attacks. Boosted version affects all friendly units within range.

Hereditary Spell

Warrior Incarnate (Yan)

CV	*Type*	*Duration*
8+/12+	Range 12"/24"	Inst.

Effect

Until the start of the caster's next Magic phase, the chosen unit gains Frenzy and Hatred.

Hereditary Spell

Path of Light (Yan)

CV	*Type*	*Duration*
10+/14+	Range 12"/24"	Inst.

Effect

The targeted unit immediately moves forward their M value plus 2D6" as if it were the Remaining Moves sub-phase, using Strider.

Hereditary Spell

Flames of Azure (Yan)

CV	*Type*	*Duration*
6+/12+	Range 24"/12"	Inst.

Effect

Until the start of the caster's next Magic phase, the target unit gains Flaming Attacks, and all enemy models in base contact suffer a Flaming S 3 hit at the start of the close combat phase, which counts toward combat resolution. Boosted version affects all friendly units within range.

Hereditary Spell

Meteor Rain (Yan)

CV	*Type*	*Duration*
12+/18+	Range 24"/24"	Inst.

Effect

Place a marker anywhere within range and roll 2D6/3D6. The result is the radius in inches that will be struck by the Meteor Rain. Any unit within that radius takes 2D6 S 4 hits.

Hereditary Spell

Earth Eruption (Ying)

CV	*Type*	*Duration*
14+/17+	Range 24"/24"	Inst.

Effect

Place the small/large template anywhere within range – it then scatters D6"/2D6". Models partially covered take a S 4 hit. Models wholly covered take a S 6 Hit.

Hereditary Spell

Equilibrium

CV	*Type*	*Duration*
-	Range	Inst.

Effect

When choosing their spells, the wizard always gains both the Ying and Yan version of each spell. Every other successfully cast spell must be from the other energy type or the wizard suffers a Miscast on the roll of any double.

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