Hereditary Spell

Spirits' Voice

CV	*Type*	*Duration*
7+/10+	Range 24"/12"	Inst.

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.

Hereditary Spell

Spirit Wisdom

CV	*Type*	*Duration*
-	Range	Inst.

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.

Hereditary Spell

Spirit Staff

CV	*Type*	*Duration*
8+/16+	Range 24"/12"	Inst.

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

CV	*Type*	*Duration*
11+/22+	Range 24"/12"	Inst.

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

CV	*Type*	*Duration*
9+/16+	Range	Inst.

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

CV	*Type*	*Duration*
6+/9+	Range 24"/48"	Inst.

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

CV	*Type*	*Duration*
8+/11+	Range 24"/36"	Inst.

Effect

Causes 2D6 S 4 hits with Flaming Attacks.

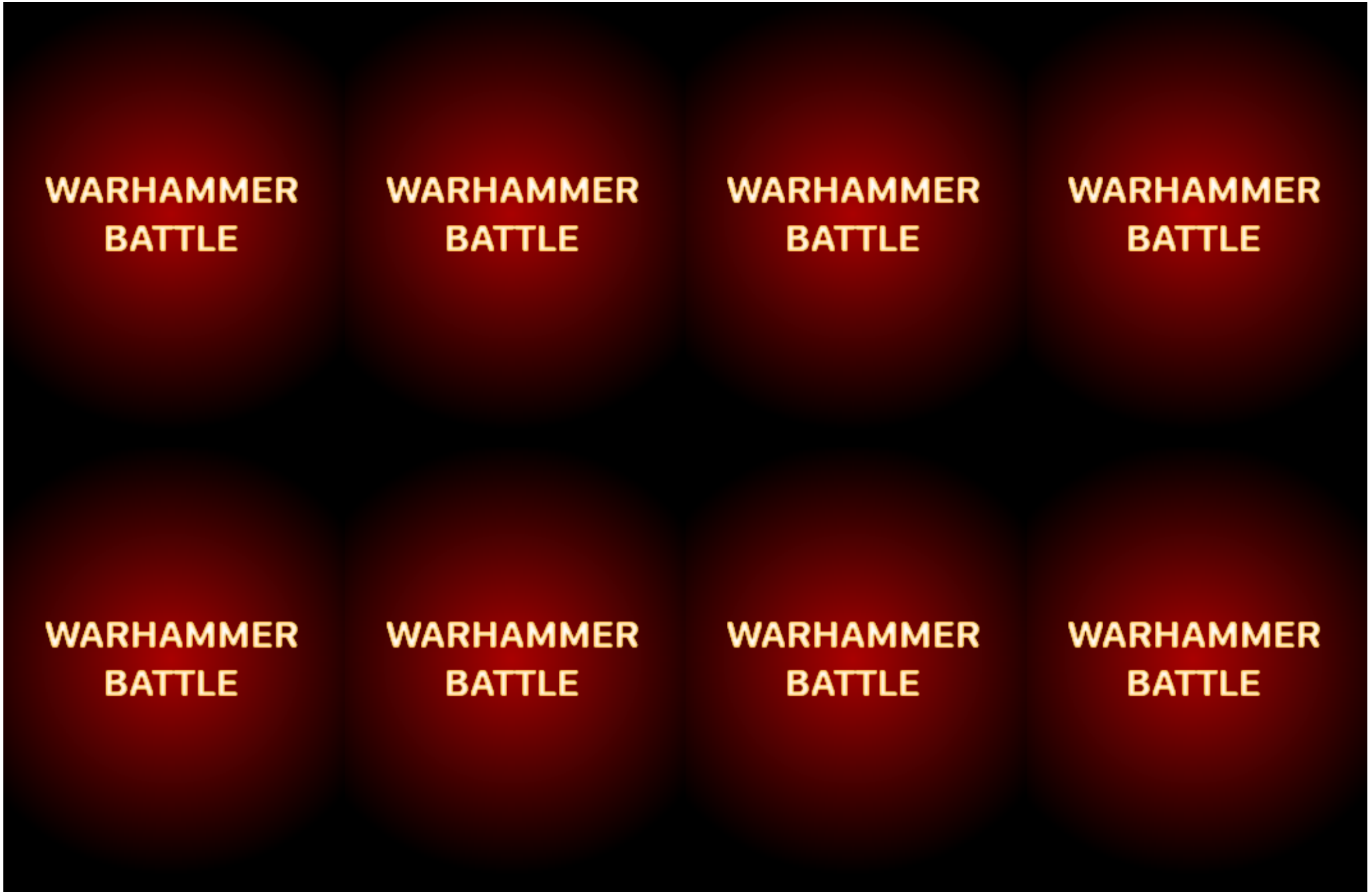
Hereditary Spell

Blades of Begtsethulu

CV	*Type*	*Duration*
15+/22+	Range 12"/18"	Inst.

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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