

<p align="center">Army Spell Kingdoms of Ind</p>	<p align="center">Army Spell Kingdoms of Ind</p>	<p align="center">Army Spell Kingdoms of Ind</p>	<p align="center">Army Spell Kingdoms of Ind</p>
<p>H Karma</p>	<p>H Tantra</p>	<p>H Creation of Brahmira</p>	<p>H Ganesha's Blessing of Fortune</p>
<p>- Instant</p>	<p>5+/10+ Portée 24"/12" Instant</p>	<p>6+/12+ Portée 24"/12" Instant</p>	<p>6+/12+ Portée 24"/12" Instant</p>
<p>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.</p>	<p>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.</p>	<p>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.</p>	<p>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.</p>
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<p>H Sacred Shield of Vaishna</p>	<p>H Bolts of Cindra</p>	<p>H Invocation of Shaiva</p>	<p>H Curse of Kali-ma</p>
<p>9+/18+ Portée 24"/12" Instant</p>	<p>9+/16+ Portée 18"/18" Instant</p>	<p>18+/21+ Portée 18"/36" Instant</p>	<p>10+/13+ Portée 12"/24" Instant</p>
<p>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.</p>	<p>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).</p>	<p>The target unit will Wound on a 2+ with Ignores Armour Saves until the start of the caster's next Magic phase.</p>	<p>One chosen enemy model must take a LD test. If failed, the model suffers D6 Wounds, with no saves of any kind allowed.</p>

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