

Hereditary Spell Light of the Sun Goddess <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+/11+</td><td>Range 24"/48"</td><td>Immédiat</td></tr></table> Effect Causes D6 S 4 hits. Enemies that suffer a casualty suffer -1 to their WS and BS until the start of the caster's next magic phase.	CV	Type	Duration	8+/11+	Range 24"/48"	Immédiat	Hereditary Spell Invocation of the Kami <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>-</td><td>Range</td><td>Immédiat</td></tr></table> Effect The caster may attempt to appease the Kami at the start of the Magic phase by passing a LD test. If passed, the caster may add +1 to their casting roll for every double rolled when casting a spell. If failed however, they will take a S 4 hit which Ignores Armour Saves.	CV	Type	Duration	-	Range	Immédiat	Hereditary Spell Be the Mountain <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>7+/14+</td><td>Range 12"/12"</td><td>Immédiat</td></tr></table> Effect Remains in play. Whilst the spell is in effect, the affected unit will be Stubborn. Boosted version also gives Natural Armour (5+).	CV	Type	Duration	7+/14+	Range 12"/12"	Immédiat	Hereditary Spell Strike of the Flowing Waters <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>9+/18+</td><td>Range 12"/12"</td><td>Immédiat</td></tr></table> Effect Until the start of the caster's next Magic phase, the target unit gains Always Strikes First, and the enemy must re-roll successful armour save roll of 6's. Boosted version affects all friendly units within range.	CV	Type	Duration	9+/18+	Range 12"/12"	Immédiat
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Hereditary Spell Fiery Wrath <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>9+/18+</td><td>Range 12"/24"</td><td>Immédiat</td></tr></table> Effect Targets the D3/D6 closest enemy units of the caster as long as they are within range of the caster. Each unit suffer D6 S 4 hits. These are Flaming Attacks.	CV	Type	Duration	9+/18+	Range 12"/24"	Immédiat	Hereditary Spell Borne on the Wind <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>10+/14+</td><td>Range 12"/24"</td><td>Immédiat</td></tr></table> Effect The target unit may immediately make a move using Fly (10) as if it were the Remaining Moves sub-phase.	CV	Type	Duration	10+/14+	Range 12"/24"	Immédiat	Hereditary Spell Void of Emptiness <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>11+/14+</td><td>Range 18"/36"</td><td>Immédiat</td></tr></table> Effect Until the start of the caster's next turn, the target unit may not move at all in its next Movement phase and gains Immunity (Psychology).	CV	Type	Duration	11+/14+	Range 18"/36"	Immédiat	Hereditary Spell Call of the War God <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>16+/24+</td><td>Range 12"/18"</td><td>Immédiat</td></tr></table> Effect Targets all friendly units with Way of the Warrior within range of the caster. Until the start of the caster's next magic phase, the target units gain Devastating Charge and may re-roll all failed rolls To Wound in close combat.	CV	Type	Duration	16+/24+	Range 12"/18"	Immédiat
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