

Hereditary Spell Reawakening of Ancient Might <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>3+</td><td>Range</td><td>Immédiat</td></tr></table> Effect Is cast on the Khemric Titan itself. When successfully cast, it restores one Wound previously suffered during the battle.	CV	Type	Duration	3+	Range	Immédiat	Hereditary Spell The Gaze of Dust <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>5+</td><td>Range 24"</td><td>Immédiat</td></tr></table> Effect Causes a S 6 Hit which penetrates ranks in the same way as a Bolt Thrower.	CV	Type	Duration	5+	Range 24"	Immédiat	Hereditary Spell Wrath of the Sands <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>3+</td><td>Range 24"</td><td>Immédiat</td></tr></table> Effect The target suffer -2 To Hit when shooting and -1 to their charge distance rolls until the start of the caster's next Magic phase.	CV	Type	Duration	3+	Range 24"	Immédiat	Hereditary Spell Usekhp's Incantation of Desiccation <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>11+/22+</td><td>Range 24"</td><td>Immédiat</td></tr></table> Effect The target unit has -1/D3 S and -1/D3 T (to a minimum of 1) until the start of the caster's next Magic phase.	CV	Type	Duration	11+/22+	Range 24"	Immédiat
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3+	Range	Immédiat																									
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11+/22+	Range 24"	Immédiat																									
Hereditary Spell Usirian's Incantation of Vengeance <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>10+/13+</td><td>Range 18"/36"</td><td>Immédiat</td></tr></table> Effect The target unit suffers -D3 to its Movement (to a minimum of 1) and treats all terrain (even open ground) as Dangerous Terrain, testing every time it moves (including when charging, fleeing, pursuing, moving compulsorily, etc.) until the start of the caster's next Magic phase.	CV	Type	Duration	10+/13+	Range 18"/36"	Immédiat	Hereditary Spell Sakhmet's Incantation of the Skullstorm <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>15+/25+</td><td>Range</td><td>Immédiat</td></tr></table> Effect	CV	Type	Duration	15+/25+	Range	Immédiat	Hereditary Spell Ptra's Incantation of Righteous Smiting <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>9+/12+</td><td>Range 18"/36"</td><td>Immédiat</td></tr></table> Effect All models in the target unit gain +1 A (including mounts) and Multiple Shots (2) (excluding war machines) until the start of the caster's next Magic phase, a. If they already have Multiple Shots, they may instead fire an additional shot.	CV	Type	Duration	9+/12+	Range 18"/36"	Immédiat	Hereditary Spell The Restless Dead <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>-</td><td>Range</td><td>Immédiat</td></tr></table> Effect Each time a Wizard successfully casts an augment spell from the Lore of Nehekhara at a friendly, Undead unit, the target(s) of the spell immediately recovers D6+1 Wounds' worth of models, as described in Resurrecting Fallen Warriors. Ch, MI, MC, MB can only recover D3 Wounds, and Mo can only recover a single lost Wound in this way per spell.	CV	Type	Duration	-	Range	Immédiat
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<i>Hereditary Spell</i> Neru's Incantation of Protection	<i>Hereditary Spell</i> Khsar's Incantation of the Desert Wind	<i>Hereditary Spell</i> Djaf's Incantation of Cursed Blades	<i>Hereditary Spell</i> Light of Death
<i>CV</i> 9+/12+	<i>CV</i> 5+/10+	<i>CV</i> 7+/10+	<i>CV</i> 5+
<i>Type</i> Range 18"/36"	<i>Type</i> Range 24"/12"	<i>Type</i> Range 18"/36"	<i>Type</i> Range 48"
<i>Duration</i> Immédiat	<i>Duration</i> Immédiat	<i>Duration</i> Immédiat	<i>Duration</i> Immédiat
<i>Effect</i> The target unit gains a Ward save (5+) until the start of the caster's next Magic phase.	<i>Effect</i>	<i>Effect</i> The target unit's close combat Attacks gain Killing Blow until the start of your next Magic phase. If the target unit's Attacks already have Killing Blow or Heroic Killing Blow, these will take effect on any To Wound rolls of a 5 or 6 whilst this spell is in play.	<i>Effect</i>

Remains in play. Sakhmet's Incantation of the Skullstorm uses the small/large round template. Once the template is placed, the player nominates the direction in which the Skullstorm will move. To determine how many inches the template moves, roll an artillery dice and multiply the result by the caster's Wizard level. If the result on the artillery dice is a misfire, centre the template on the caster instead; the template moves a number of inches equal to the caster's Wizard level, in a random direction (if you roll a hit, the template remains where it is). Any model under, or passed over by, the template suffers a single S 5 hit. In subsequent turns, the Skullstorm travels in a random direction and moves a number of inches equal to the roll of an artillery dice (if a misfire is rolled, the Skullstorm dissipates and is removed).

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