

Hereditary Spell Radiant Light <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>5+</td><td>Range 12"</td><td>Istantaneo</td></tr></table> Effect Affects all enemy units within range. Until the start of your next turn, the targets suffer -1 to their WS and BS.	CV	Type	Duration	5+	Range 12"	Istantaneo	Hereditary Spell Renewed Valour <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>5+</td><td>Range 12"</td><td>Istantaneo</td></tr></table> Effect Affects all friendly units with Blessing of the Lady within range. All fleeing friendly Knights within range will rally automatically (if they were fleeing) and regain the Blessing of the Lady (if they have lost it).	CV	Type	Duration	5+	Range 12"	Istantaneo	Hereditary Spell Shield of Faith <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>5+</td><td>Range 12"</td><td>Istantaneo</td></tr></table> Effect Affects all friendly units with Blessing of the Lady within range. Until the start of your next turn, the targets have their Ward save from the Blessing of the Lady increased by +1.	CV	Type	Duration	5+	Range 12"	Istantaneo	Hereditary Spell Beguilement of Blondel <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+/12+</td><td>Range 12"/18"</td><td>Istantaneo</td></tr></table> Effect Remains in play. The target becomes subject to Stupidity. Boosted version halves the LD when taking the Stupidity test.	CV	Type	Duration	8+/12+	Range 12"/18"	Istantaneo
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Hereditary Spell Doom of Dol <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>7+/9+</td><td>Range 24"/48"</td><td>Istantaneo</td></tr></table> Effect Remains in play. Name one enemy model to be "doomed" and one friendly character or champion within that range to slay him. While the spell is active, the chosen Knight will wound that model on a 2+ with no armour saves allowed.	CV	Type	Duration	7+/9+	Range 24"/48"	Istantaneo	Hereditary Spell Favour of the Lady <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>-</td><td>Range</td><td>Istantaneo</td></tr></table> Effect If a spell from the Lore of the Lady is successfully cast on a friendly unit, it may re-roll 1's for Ward saves from the Blessing until the start of the next Bretonnian Magic phase.	CV	Type	Duration	-	Range	Istantaneo	Hereditary Spell Mist of Chalons <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>6+/12+</td><td>Range 0"/6"</td><td>Istantaneo</td></tr></table> Effect Reamins in play. Targets the Wizard and any unit they are with. Until the start of the caster's next Magic phase, all enemy missile attacks targeting them suffer a -1 To Hit penalty. Boosted version affects all friendly units in range.	CV	Type	Duration	6+/12+	Range 0"/6"	Istantaneo	Hereditary Spell Steed of the Lady <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>5+/8+</td><td>Range 18"/36"</td><td>Istantaneo</td></tr></table> Effect The target unit will have M 10 and counts as Ethereal for the purposes of movement until the start of the next Bretonnian Magic phase. This spell only has an effect on mounted Knights.	CV	Type	Duration	5+/8+	Range 18"/36"	Istantaneo
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<i>Hereditary Spell</i>			<i>Hereditary Spell</i>			<i>Hereditary Spell</i>		
Spiteful Glance			The Lady's Virtue of Valour			Wrath of Righteousness		
<i>CV</i>	<i>Type</i>	<i>Duration</i>	<i>CV</i>	<i>Type</i>	<i>Duration</i>	<i>CV</i>	<i>Type</i>	<i>Duration</i>
11+	Range 12"	Istantaneo	12+/18+	Range 12"	Istantaneo	10+/15+	Range 12"/18"	Istantaneo
<i>Effect</i>			<i>Effect</i>			<i>Effect</i>		
Targets a single model (even a character in a unit). If the spell is successfully cast, the enemy must take an I test in order to avoid being turned into a frog. If it fails, they are transformed and cannot do anything except croak and hop around for the rest of the game. Remove the model as casualty with no saves allowed except Magic Resistance.			Roll a D6/2D6; the result rolled is the number of characteristics that may be increased by 1, with the following order; WS, I, S, T, A, LD. The effects lasts until the start of the next Bretonnian Magic phase.			Affects all enemy units within range of the caster. All enemy units within range take D6 S 4 hits with with Lightning Attacks.		

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