



Hereditary Spell

A Death is Only the Beginning

<i>CV</i>	<i>Type</i>	<i>Duration</i>
-	Poten. Range See below*	Inst.

Effect



When resolving the spell, choose one of the following effects:

- The R&F part of the target Raises a number of Health Points equal to its Resurrected value.
- Up to one Character within the target Recovers a number of Health Points equal to its Resurrected value.

Characters and models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.

*The spell targets a single unit that was the target of the spell that triggered the Hereditary Attribute Spell.