

Hereditary Spell Spirits' Voice <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>7+/10+</td><td>Range 24"/12"</td><td>Inst.</td></tr></table> Effect The target unit may re-roll failed rolls To Hit and failed LD tests until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.	CV	Type	Duration	7+/10+	Range 24"/12"	Inst.	Hereditary Spell Spirit Wisdom <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>-</td><td>Range</td><td>Inst.</td></tr></table> Effect Whenever the caster rolls any double while successfully casting a spell, he gains knowledge of one additional random spell from the Lore of Spirits for the duration of the Magic phase.	CV	Type	Duration	-	Range	Inst.	Hereditary Spell Spirit Staff <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+/16+</td><td>Range 24"/12"</td><td>Inst.</td></tr></table> Effect The target unit gains +1 S, Killing Blow and Magical Attacks until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.	CV	Type	Duration	8+/16+	Range 24"/12"	Inst.	Hereditary Spell Spirit Shield <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>11+/22+</td><td>Range 24"/12"</td><td>Inst.</td></tr></table> Effect The target unit gains Ward save (5+) and may re-roll failed armour saves until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.	CV	Type	Duration	11+/22+	Range 24"/12"	Inst.
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Hereditary Spell Power of the Wind <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>9+/16+</td><td>Range</td><td>Inst.</td></tr></table> Effect Remains in play. Power of the Wind uses the small/large round template. Once the template is placed, roll 3D6 to determine how many inches the template moves. Any model touched by the template must pass a S test or suffer a S 4 hit with no armour save allowed. In subsequent turns, roll the scatter dice to determine the direction the cyclone moves.	CV	Type	Duration	9+/16+	Range	Inst.	Hereditary Spell Message of Doom <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>6+/9+</td><td>Range 24"/48"</td><td>Inst.</td></tr></table> Effect Until the start of the caster’s next magic phase, the target unit must test for Fear against all enemies and suffer -1 to their LD.	CV	Type	Duration	6+/9+	Range 24"/48"	Inst.	Hereditary Spell Fire of Vengeance <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+/11+</td><td>Range 24"/36"</td><td>Inst.</td></tr></table> Effect Causes 2D6 S 4 hits with Flaming Attacks.	CV	Type	Duration	8+/11+	Range 24"/36"	Inst.	Hereditary Spell Blades of Begtsethulu <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>15+/22+</td><td>Range 12"/18"</td><td>Inst.</td></tr></table> Effect Affects all enemy units within range. For each complete rank the units have, they suffer D6 close combat Attacks made with WS 4 and S 4, distributed as shooting attacks.	CV	Type	Duration	15+/22+	Range 12"/18"	Inst.
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