Hereditary Spell

Light of the Sun Goddess

CV	*Type*	*Duration*
8+/11+	Range 24"/48"	Inst.

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.

Hereditary Spell

Invocation of the Kami

CV	*Type*	*Duration*
-	Range	Inst.

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.

Hereditary Spell

Be the Mountain

CV	*Type*	*Duration*
7+/14+	Range 12"/12"	Inst.

Effect

Remains in play. Whilst the spell is in effect, the affected unit will be Stubborn. Boosted version also gives Natural Armour (5+).

Hereditary Spell

Strike of the Flowing Waters

CV	*Type*	*Duration*
9+/18+	Range 12"/12"	Inst.

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.

Hereditary Spell

Fiery Wrath

CV	*Type*	*Duration*
9+/18+	Range 12"/24"	Inst.

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.

Hereditary Spell

Borne on the Wind

CV	*Type*	*Duration*
10+/14+	Range 12"/24"	Inst.

Effect

The target unit may immediately make a move using Fly (10) as if it were the Remaining Moves sub-phase.

Hereditary Spell

Void of Emptiness

CV	*Type*	*Duration*
11+/14+	Range 18"/36"	Inst.

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).

Hereditary Spell

Call of the War God

CV	*Type*	*Duration*
16+/24+	Range 12"/18"	Inst.

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.

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CROWN OF THE
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