

Hereditary Spell Flight of Zimmeran <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>4+</td><td>Range</td><td>Inst.</td></tr></table> Effect Is cast on the wizard itself. They immediately make a move using Fly (10) as if it were the Remaining Moves sub-phase.	CV	Type	Duration	4+	Range	Inst.	Hereditary Spell Fires of U'zhul <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>4+/7+</td><td>Range 18"/36"</td><td>Inst.</td></tr></table> Effect Causes D6 S 4 hits with Flaming Attacks.	CV	Type	Duration	4+/7+	Range 18"/36"	Inst.	Hereditary Spell Dread of Aramar <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>5+/8+</td><td>Range 18"/36"</td><td>Inst.</td></tr></table> Effect The target must immediately take a Panic test.	CV	Type	Duration	5+/8+	Range 18"/36"	Inst.	Hereditary Spell Luck of Shemtek <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>6+/12+</td><td>Range 24"/12"</td><td>Inst.</td></tr></table> Effect Until the start of the caster's next Magic phase, the target unit re-rolls all To Hit, To Wound and armour save rolls of 1. Boosted version affects all friendly units within range.	CV	Type	Duration	6+/12+	Range 24"/12"	Inst.
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Hereditary Spell Silver Arrows of Arha <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>6+/9+</td><td>Range 24"/24"</td><td>Inst.</td></tr></table> Effect Causes 2D6/3D6 S 3 hits.	CV	Type	Duration	6+/9+	Range 24"/24"	Inst.	Hereditary Spell Sword of Rezhebel <table><tr><td>CV</td><td>Type</td><td>Duration</td></tr><tr><td>3+</td><td>Range</td><td>Inst.</td></tr></table> Effect Remains in Play. Is cast on the Wizard itself. The sword gives the wizard +1 To Hit, +2 S, +1 A and Flaming Attacks and Magical Attacks to their close combat attacks.	CV	Type	Duration	3+	Range	Inst.														
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