

<i>Hereditary Spell</i> Ancestor's Courage (Ying) <table><tr><td><i>CV</i></td><td><i>Type</i></td><td><i>Duration</i></td></tr><tr><td>8+/12+</td><td>Range 12"/24"</td><td>Inst.</td></tr></table> <i>Effect</i> Until the start of the caster's next Magic phase, the chosen unit gains Stubborn and Immunity (Psychology).	<i>CV</i>	<i>Type</i>	<i>Duration</i>	8+/12+	Range 12"/24"	Inst.	<i>Hereditary Spell</i> Absorbing Chill (Ying) <table><tr><td><i>CV</i></td><td><i>Type</i></td><td><i>Duration</i></td></tr><tr><td>6+/12+</td><td>Range 24"/12"</td><td>Inst.</td></tr></table> <i>Effect</i> Enemies attacking the target unit suffer -1 to Wound until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.	<i>CV</i>	<i>Type</i>	<i>Duration</i>	6+/12+	Range 24"/12"	Inst.	<i>Hereditary Spell</i> Bereavement of Life (Ying) <table><tr><td><i>CV</i></td><td><i>Type</i></td><td><i>Duration</i></td></tr><tr><td>9+/11+</td><td>Range 24"/48"</td><td>Inst.</td></tr></table> <i>Effect</i> Causes 3D6 hits. Each hit causes a Wound which Ignores Armour Saves on the roll of a natural 6.	<i>CV</i>	<i>Type</i>	<i>Duration</i>	9+/11+	Range 24"/48"	Inst.	<i>Hereditary Spell</i> Blazing Phoenix (Ying) <table><tr><td><i>CV</i></td><td><i>Type</i></td><td><i>Duration</i></td></tr><tr><td>8+/12+</td><td>Range 12"/18"</td><td>Inst.</td></tr></table> <i>Effect</i> Targets all enemy units within range. The target units suffer D6 Flaming S 4 hits.	<i>CV</i>	<i>Type</i>	<i>Duration</i>	8+/12+	Range 12"/18"	Inst.
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<i>Hereditary Spell</i> Call of the Dragon (Yan) <table><tr><td><i>CV</i></td><td><i>Type</i></td><td><i>Duration</i></td></tr><tr><td>8+/13+</td><td>Range</td><td>Inst.</td></tr></table> <i>Effect</i> The caster makes a Breath Weapon Attack with S 4 and Flaming Attacks. This may be cast in close combat, following the normal rules for Breath Weapons.	<i>CV</i>	<i>Type</i>	<i>Duration</i>	8+/13+	Range	Inst.	<i>Hereditary Spell</i> Resurgence from Death (Yan) <table><tr><td><i>CV</i></td><td><i>Type</i></td><td><i>Duration</i></td></tr><tr><td>9+/13+</td><td>Range 12"/24"</td><td>Inst.</td></tr></table> <i>Effect</i> The targeted unit gains Regeneration (5+) until the start of the caster's next Magic phase.	<i>CV</i>	<i>Type</i>	<i>Duration</i>	9+/13+	Range 12"/24"	Inst.	<i>Hereditary Spell</i> Sapping of Will (Ying) <table><tr><td><i>CV</i></td><td><i>Type</i></td><td><i>Duration</i></td></tr><tr><td>5+/8+</td><td>Range 18"/36"</td><td>Inst.</td></tr></table> <i>Effect</i> All models in the targeted unit are subject to Always Strikes Last and suffer -1 to their WS.	<i>CV</i>	<i>Type</i>	<i>Duration</i>	5+/8+	Range 18"/36"	Inst.	<i>Hereditary Spell</i> Shroud of Darkness (Ying) <table><tr><td><i>CV</i></td><td><i>Type</i></td><td><i>Duration</i></td></tr><tr><td>10+/13+</td><td>Range 18"/36"</td><td>Inst.</td></tr></table> <i>Effect</i> The target unit will have its line of sight limited to 8" until the start of the caster's next Magic phase. They cannot declare charges, cast spells or shoot at targets outside this range.	<i>CV</i>	<i>Type</i>	<i>Duration</i>	10+/13+	Range 18"/36"	Inst.
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Hereditary Spell Strength of the Heavens (Yan) <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>5+/10+</td><td>Range 24"/12"</td><td>Inst.</td></tr></table> Effect All models in the target unit gain +1 to their S and Magical Attacks. Boosted version affects all friendly units within range.	CV	Type	Duration	5+/10+	Range 24"/12"	Inst.	Hereditary Spell Warrior Incarnate (Yan) <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+/12+</td><td>Range 12"/24"</td><td>Inst.</td></tr></table> Effect Until the start of the caster’s next Magic phase, the chosen unit gains Frenzy and Hatred.	CV	Type	Duration	8+/12+	Range 12"/24"	Inst.	Hereditary Spell Path of Light (Yan) <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>10+/14+</td><td>Range 12"/24"</td><td>Inst.</td></tr></table> Effect The targeted unit immediately moves forward their M value plus 2D6" as if it were the Remaining Moves sub-phase, using Strider.	CV	Type	Duration	10+/14+	Range 12"/24"	Inst.	Hereditary Spell Flames of Azure (Yan) <table><tr><th>CV</th><th>Type</th><th>Duration</th></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 gains Flaming Attacks, and all enemy models in base contact suffer a Flaming S 3 hit at the start of the close combat phase, which counts toward combat resolution. Boosted version affects all friendly units within range.	CV	Type	Duration	6+/12+	Range 24"/12"	Inst.
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Hereditary Spell Meteor Rain (Yan) <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>12+/18+</td><td>Range 24"/24"</td><td>Inst.</td></tr></table> Effect Place a marker anywhere within range and roll 2D6/3D6. The result is the radius in inches that will be struck by the Meteor Rain. Any unit within that radius takes 2D6 S 4 hits.	CV	Type	Duration	12+/18+	Range 24"/24"	Inst.	Hereditary Spell Earth Eruption (Ying) <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>14+/17+</td><td>Range 24"/24"</td><td>Inst.</td></tr></table> Effect Place the small/large template anywhere within range – it then scatters D6"/2D6". Models partially covered take a S 4 hit. Models wholly covered take a S 6 Hit.	CV	Type	Duration	14+/17+	Range 24"/24"	Inst.	Hereditary Spell Equilibrium <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>-</td><td>Range</td><td>Inst.</td></tr></table> Effect When choosing their spells, the wizard always gains both the Ying and Yan version of each spell. Every other successfully cast spell must be from the other energy type or the wizard suffers a Miscast on the roll of any double.	CV	Type	Duration	-	Range	Inst.							
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