*Hereditary Spell*

## Spirits' Voice

| *CV* | *Type* | *Duration* |
|---|---|---|
| 7+/10+ | Range 24"/12" | Immédiat |

*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.

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## Spirit Wisdom

| *CV* | *Type* | *Duration* |
|---|---|---|
| - | Range | Immédiat |

*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.

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## Spirit Staff

| *CV* | *Type* | *Duration* |
|---|---|---|
| 8+/16+ | Range 24"/12" | Immédiat |

*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.

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## Spirit Shield

| *CV* | *Type* | *Duration* |
|---|---|---|
| 11+/22+ | Range 24"/12" | Immédiat |

*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.

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## Power of the Wind

| *CV* | *Type* | *Duration* |
|---|---|---|
| 9+/16+ | Range | Immédiat |

*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.

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## Message of Doom

| *CV* | *Type* | *Duration* |
|---|---|---|
| 6+/9+ | Range 24"/48" | Immédiat |

*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.

*Hereditary Spell*

## Fire of Vengeance

| *CV* | *Type* | *Duration* |
|---|---|---|
| 8+/11+ | Range 24"/36" | Immédiat |

*Effect*

Causes 2D6 S 4 hits with Flaming Attacks.

*Hereditary Spell*

## Blades of Begtsethulu

| *CV* | *Type* | *Duration* |
|---|---|---|
| 15+/22+ | Range 12"/18" | Immédiat |

*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.

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