

*Hereditary Spell*

### Reawakening of Ancient Might

<i>CV</i>	<i>Type</i>	<i>Duration</i>
3+	Range	Instant

*Effect*

Is cast on the Khemric Titan itself. When successfully cast, it restores one Wound previously suffered during the battle.

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### The Gaze of Dust

<i>CV</i>	<i>Type</i>	<i>Duration</i>
5+	Range 24"	Instant

*Effect*

Causes a S 6 Hit which penetrates ranks in the same way as a Bolt Thrower.

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### Wrath of the Sands

<i>CV</i>	<i>Type</i>	<i>Duration</i>
3+	Range 24"	Instant

*Effect*

The target suffer -2 To Hit when shooting and -1 to their charge distance rolls until the start of the caster's next Magic phase.

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### Usekhp's Incantation of Desiccation

<i>CV</i>	<i>Type</i>	<i>Duration</i>
11+/22+	Range 24"	Instant

*Effect*

The target unit has -1/D3 S and -1/D3 T (to a minimum of 1) until the start of the caster's next Magic phase.

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### Usirian's Incantation of Vengeance

<i>CV</i>	<i>Type</i>	<i>Duration</i>
10+/13+	Range 18"/36"	Instant

*Effect*

The target unit suffers -D3 to its Movement (to a minimum of 1) and treats all terrain (even open ground) as Dangerous Terrain, testing every time it moves (including when charging, fleeing, pursuing, moving compulsorily, etc.) until the start of the caster's next Magic phase.

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### Sakhmet's Incantation of the Skullstorm

<i>CV</i>	<i>Type</i>	<i>Duration</i>
15+/25+	Range	Instant

*Effect*

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### Ptra's Incantation of Righteous Smiting

<i>CV</i>	<i>Type</i>	<i>Duration</i>
9+/12+	Range 18"/36"	Instant

*Effect*

All models in the target unit gain +1 A (including mounts) and Multiple Shots (2) (excluding war machines) until the start of the caster's next Magic phase, a. If they already have Multiple Shots, they may instead fire an additional shot.

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### The Restless Dead

<i>CV</i>	<i>Type</i>	<i>Duration</i>
-	Range	Instant

*Effect*

Each time a Wizard successfully casts an augment spell from the Lore of Nehekhara at a friendly, Undead unit, the target(s) of the spell immediately recovers D6+1 Wounds' worth of models, as described in Resurrecting Fallen Warriors. Ch, MI, MC, MB can only recover D3 Wounds, and Mo can only recover a single lost Wound in this way per spell.

<i>Hereditary Spell</i> <b>Neru's Incantation of Protection</b>	<i>Hereditary Spell</i> <b>Khsar's Incantation of the Desert Wind</b>	<i>Hereditary Spell</i> <b>Djaf's Incantation of Cursed Blades</b>	<i>Hereditary Spell</i> <b>Light of Death</b>																								
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<i>Effect</i> <p>The target unit gains a Ward save (5+) until the start of the caster's next Magic phase.</p>	<i>Effect</i> 	<i>Effect</i> <p>The target unit's close combat Attacks gain Killing Blow until the start of your next Magic phase. If the target unit's Attacks already have Killing Blow or Heroic Killing Blow, these will take effect on any To Wound rolls of a 5 or 6 whilst this spell is in play.</p>	<i>Effect</i> 																								

Remains in play. Sakhmet's Incantation of the Skullstorm uses the small/large round template. Once the template is placed, the player nominates the direction in which the Skullstorm will move. To determine how many inches the template moves, roll an artillery dice and multiply the result by the caster's Wizard level. If the result on the artillery dice is a misfire, centre the template on the caster instead; the template moves a number of inches equal to the caster's Wizard level, in a random direction (if you roll a hit, the template remains where it is). Any model under, or passed over by, the template suffers a single S 5 hit. In subsequent turns, the Skullstorm travels in a random direction and moves a number of inches equal to the roll of an artillery dice (if a misfire is rolled, the Skullstorm dissipates and is removed).

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