*Hereditary Spell*

## Karma

| *CV* | *Type* | *Duration* |
|---|---|---|
| - | Range | Istantaneo |

*Effect*

Once per casting attempt, a Guru using this Lore may change a result of 1 on a dice roll to a 6. However, the next time he rolls a 6 when casting a spell, this roll must be substituted for a 1 instead.

*Hereditary Spell*

## Tantra

| *CV* | *Type* | *Duration* |
|---|---|---|
| 5+/10+ | Range 24"/12" | Istantaneo |

*Effect*

The target unit gains Always Strike First until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.

*Hereditary Spell*

## Creation of Brahmir

| *CV* | *Type* | *Duration* |
|---|---|---|
| 6+/12+ | Range 24"/12" | Istantaneo |

*Effect*

The target unit gains +1 to their S and Magical Attacks until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.

*Hereditary Spell*

## Ganeshan's Blessing of Fortune

| *CV* | *Type* | *Duration* |
|---|---|---|
| 6+/12+ | Range 24"/12" | Istantaneo |

*Effect*

The target unit may re-roll D3 dice that directly affects them until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.

*Hereditary Spell*

## Sacred Shield of Vaishna

| *CV* | *Type* | *Duration* |
|---|---|---|
| 9+/18+ | Range 24"/12" | Istantaneo |

*Effect*

The target unit gains Ward save (5+) until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.

*Hereditary Spell*

## Bolts of Cindra

| *CV* | *Type* | *Duration* |
|---|---|---|
| 9+/16+ | Range 18"/18" | Istantaneo |

*Effect*

Roll a D3/D6; this is the number of bolts summoned. Place this number of small templates anywhere within 24" of the Guru (but at least 1" apart). Each template will scatter D6+2". Any model touched by the template takes a S 4 hit, while any model under the hole takes a S 10 hit with Multiple Wounds (D3).

*Hereditary Spell*

## Invocation of Shaivi

| *CV* | *Type* | *Duration* |
|---|---|---|
| 18+/21+ | Range 18"/36" | Istantaneo |

*Effect*

The target unit will Wound on a 2+ with Ignores Armour Saves until the start of the caster's next Magic phase.

*Hereditary Spell*

## Curse of Kali-ma

| *CV* | *Type* | *Duration* |
|---|---|---|
| 10+/13+ | Range 12"/24" | Istantaneo |

*Effect*

One chosen enemy model must take a LD test. If failed, the model suffers D6 Wounds, with no saves of any kind allowed.

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