

<div>Kingdoms of Ind</div> <div>Karma</div> <div>-Immédiat</div> <div>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.</div>	<div>Kingdoms of Ind</div> <div>Tantra</div> <div>5+/10+24"/12"Immédiat</div> <div>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.</div>	<div>Kingdoms of Ind</div> <div>Creation of Brahmir</div> <div>6+/12+24"/12"Immédiat</div> <div>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.</div>	<div>Kingdoms of Ind</div> <div>Ganeshan's Blessing of Fortune</div> <div>6+/12+24"/12"Immédiat</div> <div>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.</div>
<div>Kingdoms of Ind</div> <div>Sacred Shield of Vaishna</div> <div>9+/18+24"/12"Immédiat</div> <div>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.</div>	<div>Kingdoms of Ind</div> <div>Bolts of Cindra</div> <div>9+/16+18"/18"Immédiat</div> <div>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).</div>	<div>Kingdoms of Ind</div> <div>Invocation of Shaivi</div> <div>18+/21+18"/36"Immédiat</div> <div>The target unit will Wound on a 2+ with Ignores Armour Saves until the start of the caster's next Magic phase.</div>	<div>Kingdoms of Ind</div> <div>Curse of Kali-ma</div> <div>10+/13+12"/24"Immédiat</div> <div>One chosen enemy model must take a LD test. If failed, the model suffers D6 Wounds, with no saves of any kind allowed.</div>

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