

## Kingdoms of Ind

Karma

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- Instant

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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.

## Kingdoms of Ind

Tantra

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5+/10+

• 24"/12"

Instant

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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.

## Kingdoms of Ind

Creation of Brahmira

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6+/12+

• 24"/12"

Instant

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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.

## Kingdoms of Ind

Ganeshan's Blessing of Fortune

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6+/12+

• 24"/12"

Instant

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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.

## Kingdoms of Ind

Sacred Shield of Vaishna

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9+/18+

• 24"/12"

Instant

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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.

## Kingdoms of Ind

Bolts of Cindra

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9+/16+

• 18"/18"

Instant

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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).

## Kingdoms of Ind

Invocation of Shaivi

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18+/21+

• 18"/36"

Instant

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

## Kingdoms of Ind

Curse of Kali-ma

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10+/13+

• 12"/24"

Instant

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

**WARHAMMER  
BATTLE**

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