
 **Lore of Death**

0 Spirit Leech

7+ Instant


Spirit Leech is a direct damage spell with a range of 12" that targets a single enemy model (even a character in a unit). Both caster and target roll a D6 and add their respective unmodified Leadership values. For every point the caster wins by, the target suffer a wound, with no armour saves allowed. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 10+.

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1 Aspect of the Dreadknight

4+ Instant


Aspect of the Dreadknight is an augment spell with a range of 24". The target unit causes Fear until the start of the caster's next Magic phase. The Wizard can choose to make the target even more horrifying if he wishes, and cause Terror, rather than Fear. If he does so, the casting value is increased to 9+.

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2 The Caress of Laniph

6+ Instant


The Caress of Laniph is a direct damage spell with a range of 12" that targets a single enemy model (even a character in a unit). If successfully cast, the target suffers a number of hits equal to 2D6 minus his own Strength. Hits from the Caress of Laniph cause a wound on a roll of 4+, with no armour saves allowed. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 12+.

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3 Soulblight

9+ Instant


Soulblight is a hex spell with a range of 24". The target has -1 Strength and -1 Toughness (to a minimum of 1) until the start of the caster's next Magic phase. The Wizard can choose to have this spell target all enemy units within 24" – in which case the casting value is 18+.

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4 Doom and Darkness

10+ Instant


Remains in play. Doom and Darkness is a hex spell with a range of 24". The target suffers a -3 penalty to its Leadership. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.

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5 The Fate of Bjuna

13+ Instant

The Fate of Bjuna is a direct damage spell with a range of 12" and targets a single enemy model (even a character in a unit). The target suffers a number of hits equal to 2D6 minus his own Toughness. Hits from the Fate of Bjuna cause a wound on a roll of 2+, with no armour saves allowed. If the target survives, he is subject to Stupidity for the remainder of the game.

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6 The Purple Sun

15+ Instant

Remains in play. The Purple Sun is a magical vortex

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