

Lore Of Necromancy

0 The Dwellers Below (Signature Spell)

7+ • Range Combat

Instant

Place a small (3") blast template so that its central hole is directly over the centre of a unit the caster is engaged in combat with. Once placed, the template will scatter D3+1". Any enemy model whose base lies underneath the template's final position risks being hit (as described on page 95) and suffering a single Strength 3 hit with an AP of -.

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1 Deathly Cabal

10+ • Range Self

Instant

Until your next Start of Turn sub-phase, the caster and any unit they have joined gain a 6+ Ward save against any wounds suffered that were caused by a non-magical enemy attack. In addition, whilst this spell is in play, the affected models gain the Fear special rule. If they already have the Fear special rule, they instead gain the Terror special rule.

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2 Unquiet Spirits

8+ • Range 15"

Instant

Remains in Play. This spell can only target friendly characters whose troop type is 'infantry'. Whilst this spell is in play, the target friendly character gains the Ethereal and Fly (10) special rules.

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6 Spirit Leech

8+

- Range 18"

Instant

Until the end of this turn, the target enemy unit suffers a -2 modifier to its Leadership characteristic (to a minimum of 2) and cannot use their General's Inspiring Presence special rule. This spell may target an enemy unit engaged in combat.



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