

# WARHAMMER



## LORE OF DEATH

*Shyish, Amethyst Magic  
Necromancy, Soul-Stealing, Spiritism*

### LIFE LEECHING (Lore Attribute)

*Wizards who practise the magic of death can channel the life-force of foes into their spells.*

When a *Lore of Death* spell is resolved, roll a D6 for each unsaved wound caused by the spell (models removed by Purple Sun of Xereus each add a number of dice equal to their Wounds characteristic). For each 6 rolled on these additional dice, the Wizard immediately adds a dice to their army's power pool.



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### SPIRIT LEECH (Signature Spell - Cast on 7+)

*The Wizard extends an ebon hand towards the chosen foe, leeching its spirit through tainted sorcery.*

*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 suffers a Wound which Ignores Armour Saves.

The Wizard can choose to extend the range of this spell to 24". If they do so, the casting value is increased to 10+.

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### 1. ASPECT OF THE DREADKNIGHT Cast on 4+

*An invisible aura of horror surrounds the Wizard's allies. Only the bravest of foes will now stand before them.*

*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 they wish, and cause Terror, rather than Fear. If they do so, the casting value is increased to 9+.

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### 2. THE CARESS OF LANIPH Cast on 6+

*Laniph was an Arabyan sorceress whose ardent passions were eclipsed only by her capriciousness. It takes little effort to call her back from the spirit world to caress a new lover...*

*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 their own Strength. Hits from *The Caress of Laniph* cause a wound on a roll of 4+ which Ignores Armour Saves.

The Wizard can choose to extend the range of this spell to 24". If they do so, the casting value is increased to 12+.

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### 3. SOULBLIGHT

Cast on 9+

*Harnessing the sickly power of Shyish, the Wizard weakens their foes' will to survive the battle.*

*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

Cast on 10+

*Spirits of the departed assail the caster's foes, sapping their resolve.*

*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 they do so, the casting value is increased to 13+.

Remains in Play



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### 5. THE FATE OF BJUNA

Cast on 13+

*Bjuna was a mighty warrior, so the story goes, but famously never smiled - leastways not until the trickster god cursed him to laugh until his sides ruptured and split. Tellers of this tale cannot agree whose fate was worse; Bjuna's, or the servants who had to clean up the mess.*

*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 their own Toughness. Hits from *The Fate of Bjuna* cause a wound on a roll of 2+, which Ignores Armour Saves. If the target survives, they are subject to Stupidity for the rest of the game.

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### 6. THE PURPLE SUN OF XEREUS

Cast on 13+

*Purple Sun* is a **magical vortex** that uses the small round template. Once the template is placed, the player then nominates the direction in which *The Purple Sun* will move and moves it a number of inches equal to the roll of an artillery dice multiplied by 3. Any model touched by the template must pass an Initiative test or be slain outright with no saves except Magic Resistance allowed. If the artillery dice shows a misfire, centre the template on the caster and scatter it D6" (use the arrow above the Hit symbol). In subsequent turns, *The Purple Sun* travels in a random direction and moves a number of inches equal to the roll on an artillery dice. If a misfire is rolled in subsequent turns, the Purple Sun collapses in upon itself and is removed. A particularly brave Wizard can infuse *The Purple Sun of Xereus* with more power, so that it uses the large round template instead. If they do so, the casting value is 25+.

Remains in Play

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