

WARHAMMER



LORE OF SHADOW

*Ulgu, Grey Magic
Legerdemain, Phantasmy, Illusionism*

SMOKE AND MIRRORS (Lore Attribute)

Shadow Wizards are masters of illusion and displacement, able to melt away into the mist as if they had never been there at all. Their spells often have minor cantrips of teleportation woven into the larger sorcery, unnoticed and unseen by the enemy.

After a spell from the *Lore of Shadow* is successfully cast and resolved, the casting Wizard can choose to immediately make a move using the Fly special rule, up to 12" as if it were the Remaining Moves sub-phase, even if they are in close combat.



WAP9E_14/09/19_v1.02

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MELKOTH'S MYSTIFYING MIASMA (Signature Spell - Cast on 5+)

The Wizard creates a numbing fog that causes their foolish foe to listlessly stagger and stumble.

Melkoth's Mystifying Miasma is a **hex** spell with a range of 48". The target unit's Weapon Skill, Ballistic Skill, Initiative or Movement (you choose which) is reduced by D3 (to a minimum of 1) until the start of the caster's next Magic phase.

The Wizard can choose to cast a more powerful version that reduces all four characteristics (roll a D3 once and apply the result to all four). If they do so, the casting value is increased to 10+.

WAP9E_14/09/19_v1.02

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1. STEED OF SHADOWS Cast on 5+

A coal-black, insubstantial drake materialises to carry a hero away on wings of night.

Steed of Shadows is an **augment** spell that can be cast on the Wizard or a friendly Infantry character within 12". The target immediately makes a move using the Fly special rule as if it were the Remaining Moves sub-phase. In addition, the target will count as being Ethereal for the purpose of resolving missile attacks against it until the start of the caster's next Magic phase.

WAP9E_14/09/19_v1.02

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2. THE ENFEEBLING FOE Cast on 10+

Deceived by the Grey Wizard's wiles, the enemy's burdens lie impossibly heavy upon their shoulders.

The Enfeebling Foe is a **hex** spell with a range of 18". All models in the target unit have their Strength reduced by D3 (to a minimum of 1) for the duration of the spell.

The Wizard can choose to extend the range of the spell to 36". If they do so, the casting value is increased to 13+.

Remains in Play

WAP9E_14/09/19_v1.02

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3. THE WITHERING

Cast on 13+

The Wizard reaches into the minds of the foe, instigating nebulous images of weakness and doubt.

The *Withering* is a **hex** spell with a range of 18". All models in the target unit have their Toughness reduced by D3 (to a minimum of 1) for the duration of the spell.

The Wizard can extend the range of this spell to 36". If they do so, the casting value is increased to 16+

Remains in Play

WA 99E_14/09/19_v1.02

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4. THE PENUMBRAL PENDULUM

Cast on 13+

A ghostly, razor-edged pendulum materialises in the air above the Wizard. On their single word of command, the pendulum swings towards the enemy, picking up speed as it does so. Is the pendulum real enough to kill or is it just a conjurer's trick? Only a fool would stand in its path to find out.

The *Penumbral Pendulum* is a **direct damage** spell. Extend a straight line, 24" in length, directly away from the caster. Each model in the way (determined as for a bouncing cannonball) must pass an Initiative test or suffer a Strength 10 hit causing Multiple Wounds (D3).

The Wizard can choose to extend the range of the spell to 48". If they do so, the casting value is increased to 18+.

WA 99E_14/09/19_v1.02

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5. PIT OF SHADES

Cast on 14+

The Wizard opens a vortex to the infamous Pit of Shades. Terrified warriors fall screaming through the portal, plummeting to a dimension filled with shadow and the incessant wailing of 'those who dwell beyond'.

Pit of Shades is a **direct damage** spell. Place the small, round template anywhere within 24" - it then scatters D6". All models underneath the template must pass an Initiative test or be dragged to their DOOM (remove them as casualties with no saves except Magic Resistance allowed)!

The Wizard can choose to create a larger portal, using the large template instead. If they do so, the casting value is increased to 17+ and the template scatters 2D6".

WA 99E_14/09/19_v1.02

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6. OKKAM'S MINDRAZOR

Cast on 18+

The Wizard summons phantasmal weapons for their allies that shred the folds of consciousness and reason. Victims of these mindrazor believe themselves slain, and so they die.

Okkam's Mindrazor is an **augment** spell with a range of 18" and lasts until the start of the caster's next magic phase. Models in the target unit use their Leadership instead of Strength when rolling To Wound with all close combat attacks whilst the spell remains in effect (any Strength Bonuses from weapons are ignored). Armour saves are taken and modified by the Attack's actual Strength value.

The Wizard can choose to extend the range of this spell to 36". If they do so, the casting value is increased to 21+.

WA 99E_14/09/19_v1.02