



# UNDYING DYNASTIES

## ADOLEFO - 0 POINTS



0 pts (0.00 %) **Characters** (40 Max)  
 0 pts (0.00 %) **Core** (25 Least)  
 0 pts (0.00 %) **Special** (0 NoLimit)  
 0 pts (0.00 %) **Ancient Ordnance** (35 Max)  
 0 pts (0.00 %) **Entombed** (30 Max)  
 0 pts (0.00 %) **Mason's Menagerie** (35 Max)

### Magics

#### Racial Trait Spell

Undying Dynasties do not have a regular Hereditary Spell. Instead, all Death Cult Hierarchs know the Hereditary Attribute Spell Death is Only the Beginning (in addition to Path Attributes). At step 1 of each Casting Attempt of a non-Attribute non-Bound Spell of type Augment with a Death Cult Hierarch, the owner may declare that the Wizard will cast an amplified version of the spell:

- If the spell targets one or more units containing any models with Ensouled Statue, the Casting Value of the amplified version is increased by 2.
- If the amplified version is successfully cast, Death is Only the Beginning is automatically cast (as an Attribute Spell).

	Casting	Range	Type	Duration
<b><i>A Death is Only the Beginning</i></b>				
<i>Mf</i>	-	See below*	Translation missing: en.magic_spell.type_target.Augment	Instant
<p><i>When resolving the spell, choose one of the following effects:</i></p> <ul style="list-style-type: none"> <li>• <i>The R&amp;F part of the target Raises a number of Health Points equal to its Resurrected value.</i></li> <li>• <i>Up to one Character within the target Recovers a number of Health Points equal to its Resurrected value.</i></li> </ul> <p><i>Characters and models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.</i></p> <p><i>*The spell targets a single unit that was the target of the spell that triggered the Hereditary Attribute Spell.</i></p>				

### Model Rules

### Qr codes of your army

Your can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.