



# UNDYING DYNASTIES - TERRACOTTA ARMY



## LIST UNDYING DYNASTIES - TERRACOTTA ARMY (v2020... - 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 %) Mason's Menagerie (35 Max)  
 0 pts (0.00 %) Ancient Ordnance (35 Max)  
 0 pts (0.00 %) Entombed (30 Max)

### Magics

#### Racial Trait Spell

Undying Dynasties do not have a Hereditary Spell. Instead, all Death Cult Hierarchs know the Hereditary Attribute Spell Death is Only the Beginning (in addition to Path Attributes). Whenever the Wizard successfully casts a non-Attribute non-Bound Spell of Type Augment, the Hereditary Attribute is automatically cast.

	Casting	Range	Type	Duration
<b><i>Death is Only the Beginning</i></b>				
<i>Mf</i>	-		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>				

### Model Rules

### Qr codes of your army

You 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.